EESHA AND THE MUD MONSTER MYSTERY

TEACHING NOTES

Written by Wendy Goucher Illustratrated by Laura Wood Published by Little Steps Publishing www.littlestepspublishing.co.uk





SYNOPSIS

10-year-old Eesha is new to the town and her primary school. She's struggling to fit in and soon finds herself the victim of teasing by a small group of girls in her class. After a close encounter with a deep, muddy puddle, this turns into bullying texts and a video that makes Eesha a laughing stock around the school. In a desperate attempt to find a way out of her dark situation, Eesha escapes into her Cyberland, where, together with a faithful and wise red panda, Daxa, she not only works out how she is being bullied, but also how to protect herself in future.

ABOUT THE AUTHOR

After being a cyber security consultant for a number of years, Wendy Goucher now finds that she is often primarily recognised as the author of the *Nettie in Cyberland* series. This series was her first adventure in using stories to gently introduce cyber safety to very young children and their parents. In fact, *Nettie in Cyberland* was a runner up in the Cyber Book of the Year awards at The Real Cyber Awards 2023. *Eesha and the Mud Monster Mystery* comes from encouragement and feedback after taking the Nettie books into schools and talking to children – which is the best part of being an author. When she is not being a cyber professional or an author, she is probably engaged in sorting out who's who and what's what in her garden. Or she could be learning to ride a horse – that is a new hobby and one that takes a lot of her concentration.

ABOUT THE ILLUSTRATOR

Laura Wood is an independent illustrator with a thing for bright colours and loose lines. She likes to illustrate for children and adults alike, and so far, she has worked with numerous publishers, magazines and advertising agencies all over the globe. She's currently based in Milan, but she dreams of living somewhere by the sea. When she's not working, she likes to dance to swing music and watch stand-up comedy shows.

EDUCATIONAL APPLICABILITY

Eesha's adventure uses the medium of story to help children think about how smart behaviour can help to protect them from texting attacks. The book is written by a cyber consultant and depicts a diverse set of characters.





in the morning, Eestia left so sick that as the dunt want to go to school. She just wanted to stay a home, out of everybody's way. Her mum wasni pleased because she had to go to work, but th next-door neighbour, Mrs Finch, said she would stay in the house with Eestia until her mum could come back.

Eesha didn't even want to escape into Cyberla It was a darker and creepier place these days. Arou the time of the morning break, Eesha got another to Scared to come to school Will, you missed a bigtext nedar, so you are in a lost or routhed.

Eicha felt so alone, she child's know what to do.

As the carled up on the Liesh found inerself
reaching under her pillow until the found a cold
flan piece of metal. It was a locker and probably
her most precious bedonging. When the opened it,
there was a plotton of the grandmother, her munit
Nain's had died a year ago and Eicha missed her
all the time, but opperating when he was sad. Nain'
was wise and very kind and had always helped Eicha
when things bothered her. Today he felt that she
had never needed her help more. Nain might
not be around any more, but when Eicha
kind at her gentle face, the could still
timighte what. Nain would say.

Nain, what can I do?

DISCUSSION TOPICS

Read the book together, asking questions throughout.

- 1. Look at the cover of the book together. What do you think the story might be about?
- 2. What sort of character do you think Eesha is?
- 3. How do you think she feels having moved house and school?
- 4. There are three things that Eesha does that make it easier for the bullies to upset her. What are they?

 (She had her phone turned on during school time/ She didn't lock her screen/ She didn't tell her parents or her teacher what was happening.)
- 5. Was it Eesha's fault that she was bullied? This is a really important question because it is only ever the fault of the bullies. Eesha's mistakes just influenced how much they could hurt her.
- 6. What happens at the end of the story?
- 7. What did the children think of the book? If they liked it, why did they like it? What was their favourite part?

While she was deep in her game, a teacher came into the classroom to remind everyone not to play on their phones. Eesha felt so guilty she dropped the book and her phone fell onto the floor. Once the teacher left, she tried to look for it without looking like she was, but she couldn't find it anywhere.

A little later, after she had been to the bathroom, she noticed her phone under the book on her desk. She was very happy, but a little confused. Who had returned it?



On the bus going home, she went back to play her game, but some of the pieces she had been building with were gone. Later, she noticed that some of her favourite songs were missing from her music app. Eesha panicked that she might have broken her phone, but then she saw her profile picture on her games. To her horror, it was from the mud monster video. How could that happen?

During the next few hours, she felt as if those girls were watching her all the time. She couldn't sleep, nervous in case they sent another text. She couldn't play her games since elements kept disappearing. And she didn't even want to text her old friends in case the girls could see it. Nowhere was safe.

'That's it! And how did they get your phone number? Noted. Next!'

'They took things out of the game I was playing and also deleted my favourite songs.'

'Hmm,' said Daxa. 'Is that it?'

'Yes,' sighed Eesha. 'We now have a long list of puzzles and no answers.'

'Don't worry about that,' said Daxa. 'We have taken the first step. Tomorrow we will start to find some answers. And then, most importantly, we'll work out how to stop it.'

But Eesha didn't look any happier. Her Cyberland seemed to be full of darkness. Why were these awful things happening to her?

Daxa looked up from his paper, tucking his pencil behind his ear.

'Hey, what's wrong? We are going to sort this out, I promise,' Daxa said

out, I promise,' Daxa said when Eesha started to look like she was going to cry again.

'Stop, please. Goodness, so much wetness makes the place soggy. Maybe there is one thing we can do today that will stop them texting you though.'

'What?' said Eesha through her tears.

Daxa looked straight at Eesha

Eesha sniffed, blew her nose and looked straight back.

'Eesha, turn your phone off now, and don't turn it on until you need to have it on when you leave school.'

Eesha's eyes were wide. 'Goodness me, that is so simple. Why didn't I think of that before?'

Daxa started to clear the table. 'It doesn't matter. Just do it and sleep soundly. Tomorrow we can start to unravel your puzzles properly.'



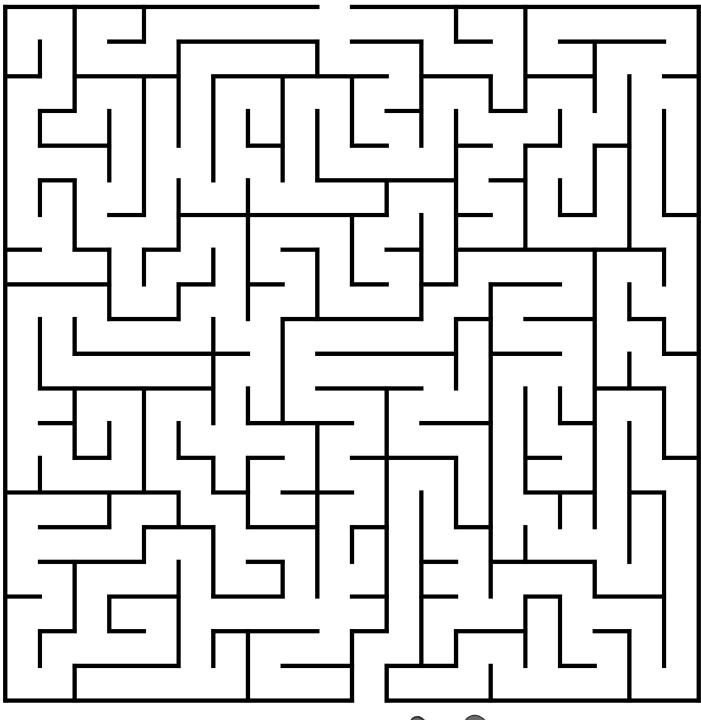


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A-MAZE-ING EESHA

Help Eesha find Daxa in Cyberland.





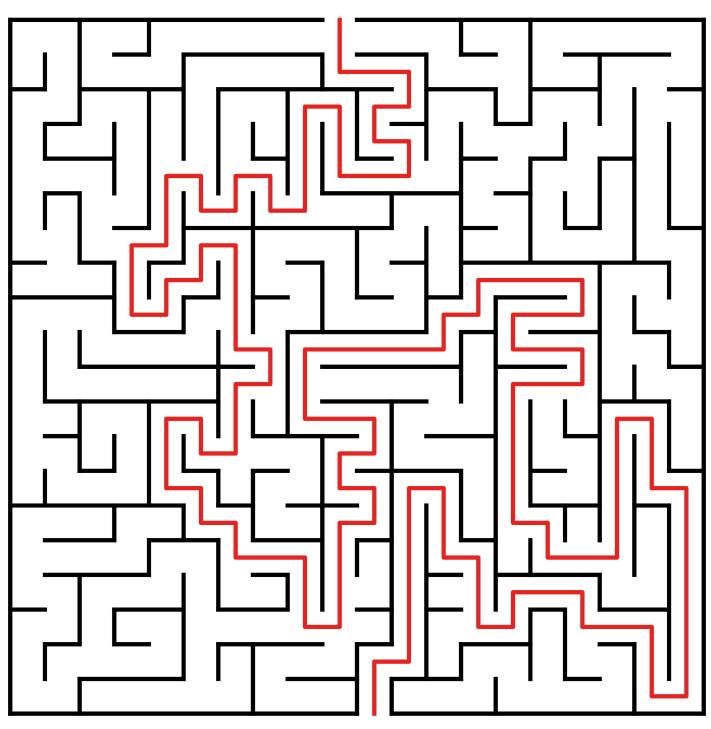




A-MAZE-ING EESHA

Solution to the maze









WRITE A POEM

Write an acrostic poem using the words, CYBER AMBASSADOR. An acrostic poem is a poem in which the first letter of each line spells out a word. You could write about all the IMPORTANT things to remember about online safety.

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EESHA WORDSEARCH

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Find all the words below in the *Eesha* wordsearch.



Name: Class: Date:

word search

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FPOTKZH S G A X ND C Ε X S Τ Т 0 Υ 0 Ν S E В Т Α Ν Τ F R P Ε Ν D S Н Α Α ARΑ 0 Н S В Н Α Ε 0 0 S S Α Η R Ν 0 R Ε Ν Ε Τ M Ε D $\mathsf{U} \mathsf{M} \mathsf{U}$ Μ Н

CYBERLAND DAXA EESHA FRIENDSHIP MONSTER MRSBARNES MUD MUM NANI ONLINE PHONE PHONE SAFETY SCHOOL TEXT



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EESHA WORDSEARCH

Solution to the Eesha wordsearch

Answer Sheet

word search

EESHA AND THE MUD MONSTER MYSTERY



CYBERLAND MRSBARNES PHONE DAXA MUD **PHONE EESHA** MUM SAFETY **FRIENDSHIP SCHOOL** NANI MONSTER **ONLINE TEXT**



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