

AN ILLUSTRATED READING & DISCUSSION GUIDE

WALLY THE WEB WIZARD

Every click is a kind of spell. Choose what you summon.

BOOK CLUB KIT

Friendship | Judgment | Courage | Digital Citizenship

Based on the book by Michael D. Young

A Magical Guide to the Modern Web

Wally the Web Wizard turns Internet safety into comic fantasy. Crystal balls become screens, the Social Scroll becomes social media, a digital troll grows when Wally answers it, and a suspicious online friend is literally a hungry dragon in disguise.



The jokes make the lessons memorable, but the book never treats the Internet as purely dangerous. Sir Brows introduces it as a powerful web for learning, friendship, communication, games, and discovery. The real question is how Wally will use power when excitement moves faster than judgment.

Best for: family book clubs, classrooms, libraries, youth groups, digital-citizenship units, and readers who enjoy fantasy with practical stakes.

Spoiler map

Pages 2-4 are spoiler-light. Full plot details begin on page 5.

Real-world note

Platforms and scams change quickly. Use the story principles with current household, school, and platform guidance; children should involve a trusted adult when a situation feels confusing, threatening, secretive, or costly.

READING PLAN

Nine Chapters, Nine Digital Spells

Read one chapter per meeting, combine paired chapters for six sessions, or use the issue column to select a focused lesson.

CH.	TITLE	DIGITAL QUESTION
1	WWW	How the Internet connects people; power can help or harm.
2	Going Phishing	Urgency, prizes, impersonation, suspicious links, and checking the sender.
3	An Email Is Forever	Anger, permanence, apology, consequences, and repair.
4	Web Sharks	False identity, grooming red flags, secrecy, and unsafe meetings.
5	Cyber Bullies	Tell, save/report, bring support, set boundaries, and avoid retaliation.
6	Feeding the Troll	Netiquette, provocation, emotional control, and walking away.
7	A Hairy Situation	Sleep, responsibilities, attention, gaming, and stopping cues.
8	A Sick Computer	Malware, passwords, personal information, and trusted sources.
9	It's Ogre	Microtransactions, payment settings, research, restitution, and ingenuity.

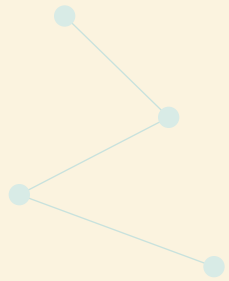
Meeting rhythm

5 minutes: recap the magical mishap. | 25 minutes: discuss. | 15 minutes: work a scenario. | 10 minutes: write one rule in the group spellbook.

SPOILER-LIGHT GUIDE

Meet the Tower Team

The cast works like a digital-safety toolkit: curiosity, caution, loyalty, skepticism, and consequences all get a voice.

**WALLY**

Walter Wendall Willoughby is gifted, funny, enthusiastic, and certain that magical power can rescue him from poor judgment.

SIR BROWS

A knight downloaded into the magic mirror. His enormous eyebrows match his specialty: helping Wally browse.

WEBLY

Wally's clever pet spider. Her literal web makes the World Wide Web easier to understand, and she notices danger early.

SIR CURR

A shaggy, practical dog whose skepticism punctures Wally's confidence and whose warnings often arrive before disaster.

**KING
FERDINAND**

The kingdom's authority figure. Wally's digital mistakes repeatedly spill into the king's real-world responsibilities.

GRIMHOLD

A rival wizard whose jealousy and appetite for attention test the difference between teasing, bullying, and repair.

Watch the pattern

Wally rarely lacks information. He lacks the pause between warning and action. Notice who offers the pause, why he rejects it, and what finally makes the lesson stick.

FULL SPOILERS

Friends, Foes, and Second Chances

The later chapters complicate simple labels. A predator becomes a helper, a bully reveals loneliness, and Wally must repair damage instead of merely escaping it.

DRAKE

A dragon posing as a friendly knight online. Wally turns him into a fire-breathing hamster; Drake later reveals Dramgog's weakness and receives his scales back.

GRIMHOLD THE GREEN

Posts Wally's humiliating picture for attention. After Sir Brows bans him, he admits jealousy; Wally offers help instead of a cockroach spell.

TROLL4LIFE

A provocateur whose projected face grows as Wally replies. The visual joke makes attention itself the troll's food.

PRINCE MAGELLAN

Wally's neglected responsibility becomes personal when late-night gaming ruins a love potion and covers the prince in hair.

PRINCESS ISABELLA

Responds to the prince directly rather than to Wally's potion, turning a comic disaster into a lesson about authenticity.

DRAMGOG

A feared black dragon unleashed through Wally's compromised account. Soap, research, and trickery succeed where force does not.

OLAG THE OGRE

Profits from a monster-catching game. Wally recovers the royal gold through credible research, a soup stand, and leverage rather than combat.

The Web and the Hook

READING	LENS
Chapters 1-2	Connection is useful; persuasion becomes dangerous when urgency or reward prevents checking.



Sir Brows compares the World Wide Web to Webly's strands: one movement can affect something far away. The phishing chapter then shows how fear and greed become bait - first a false license emergency, then a prize too good to be true.

Discuss

1. Why is a spiderweb a strong image for both the usefulness and danger of the Internet?
2. Which bait works better on Wally: fear of punishment or hope of reward? What does that reveal?
3. Webly notices the misspelled "Keng" and the invented license. What other clues can reveal impersonation?
4. Why does urgency make people less likely to verify a message?
5. What should "when in doubt, throw it out" become when a message might concern a real account or obligation?

Phishing potion test

For any unexpected message, test four ingredients before acting: sender, request, emotion, and independent verification. If one ingredient fails, stop and ask a trusted adult or contact the organization through a known route.

Before the Spell Leaves Your Hand

READING	LENS
Chapter 3	Digital permanence matters, but accountability includes apology, context, and concrete repair.



An emotion potion makes Wally's anger literal, but the king still holds him responsible for the message. Wally cannot unsend the insult. He can explain truthfully, apologize, accept the stable-cleaning consequence, and finally address the real need for a safe cauldron.

Discuss

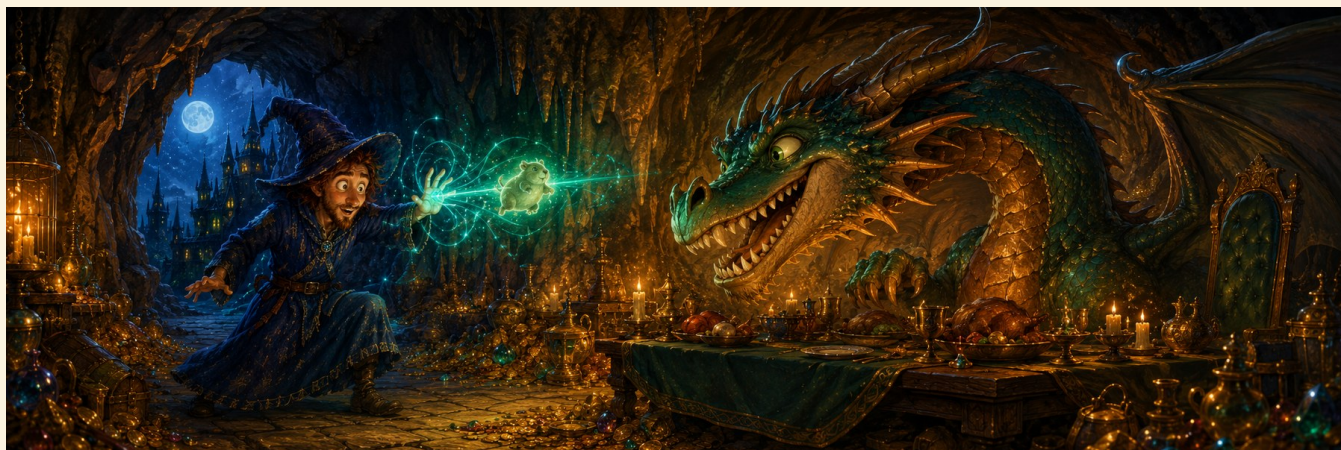
1. Does the emotion potion excuse Wally, explain him, or both? What is the difference?
2. Why does the story compare the king's reaction to an earlier misunderstanding with King Eustace?
3. What makes Wally's apology credible? Which parts are words, and which are actions?
4. How can a person create a pause when emotion is real but no magic potion is involved?
5. When is deletion useful even though copies or memories may remain?

Draft, cool, check

Write a heated message without a recipient. Wait five minutes, then mark fact, feeling, insult, request, and consequence. Rewrite it so the request survives but the attack does not.

The Face Behind the Profile

READING	LENS
Chapter 4	Online friendliness is not proof of identity, safety, or good intent.



Loneliness makes Wally eager to accept Drake's request. Every warning sign becomes something he can explain away: immediate attention, a private invitation, unfamiliar directions, and overconfidence that magic will protect him. The dragon reveal turns hidden identity into a literal threat.

Discuss

1. How does loneliness affect Wally's risk assessment?
2. Which red flag should have ended the conversation first?
3. Why does Wally treat accepting every request as kindness? What healthier boundary could replace that idea?
4. What is wrong with relying on strength, age, popularity, or magic to make an unsafe meeting safe?
5. How should a young person respond if an online contact asks for secrecy, private images, personal details, gifts, or an in-person meeting?

Red-flag store

Create five red flags and five safe responses. Include: stop replying, preserve evidence, block/report, tell a trusted adult, and never meet an online-only contact without adult verification and supervision.

Bullies, Trolls, and the Attention Spell

READING	LENS
Chapters 5-6	Not every harmful interaction needs the same response: document and report bullying; refuse the argument a troll is trying to create.



Grimhold is identifiable and repeatedly targets others, so Sir Brows helps Wally report, confront with support, set a consequence, and open a path to change. Troll4Life seeks only reaction. Wally's replies enlarge the problem until walking away becomes the only useful move.

Discuss

1. What makes Grimhold's behavior bullying rather than a harmless joke?
2. Why would turning Grimhold into a cockroach repeat the same misuse of power?
3. What does Grimhold's loneliness explain, and what does it not excuse?
4. How does the growing troll projection turn attention into a visible resource?
5. When should a person ignore, block, report, document, confront, or seek immediate adult help?

Response sorter

Sort sample incidents into four first moves: disengage; block/report; save evidence and tell; immediate safety help. Discuss why "ignore everything" is not a complete anti-bullying plan.

One More Game

READING	LENS
Chapter 7	Fun becomes imbalance when it repeatedly overrides sleep, promises, work, health, or relationships.



Wally's "one more game" becomes several games, a lost night, a rushed potion, and a very hairy Prince Magellan. The chapter does not condemn games; it exposes stopping failures, status pressure, and the cost of attention borrowed from tomorrow.

Discuss

1. At what point does Wally's gaming stop being recreation and become a problem?
2. How does the leaderboard keep the game active even when Wally wants sleep?
3. Which early boundary would have prevented the potion disaster?
4. Why is explaining the mistake to Princess Isabella a better repair than another potion?
5. What signs can tell a player that a game is taking more than it gives?

Stopping spell

Design a plan with four parts: purpose, stopping cue, transition activity, and accountability. Example: play two rounds; stop when the hourglass empties; plug in the device outside the bedroom; tell someone the plan.

A Curse in the Crystal Ball

READING	LENS
Chapter 8	Scams combine desire, urgency, information requests, and a compromised account; recovery requires trusted help and changed credentials.



The perfect robe ad arrives exactly when Wally wants it. He leaves the trusted marketplace, gives away private information and his password, and unleashes a "computer plague." The attacker then impersonates him and schedules a deadly dragon fight. Repair requires technical help, a new password, honesty, and clever action.

Discuss

1. Why is a personalized offer more persuasive than a random one?
2. Which requested information should have stopped Wally immediately?
3. Why is password reuse or sharing dangerous even when a message looks professional?
4. What recovery steps does Sir Brows take? What additional current steps might be appropriate?
5. How does Wally defeat Dramgog by applying the scammer's method without copying the scammer's ethics?

Account rescue map

Write the order: disconnect or stop activity; tell a trusted adult/admin; preserve evidence; change credentials through a clean trusted route; review account activity; warn affected contacts; update protection and settings.

When the Game Spends Real Gold

READING	LENS
Chapter 9	A small digital purchase is still a real purchase; design, default settings, and repeated frustration can hide the total cost.



Wally buys extra lives without knowing the royal treasury is the default payment. He accepts responsibility, then discovers that King Ferdinand was also manipulated by Olag's game. Credible research reveals ogres' aversion to vegetables, and Wally recovers the gold through a wonderfully smelly soup stand.

Discuss

1. Why does "only five coins" feel different from the accumulated total?
2. How do frustration and near-victory encourage another purchase?
3. Who shares responsibility: player, account owner, game designer, payment settings, or platform?
4. Why does Sir Brows distinguish editable sources from school or professional sources?
5. What does Wally's solution show about research, leverage, and nonviolent problem-solving?

Gold-counter challenge

Give readers 60 paper coins. Offer repeated fictional upgrades during a short game, then reveal the total. Discuss budgets, purchase permission, spending alerts, disabled one-click buying, and cooling-off time.

Themes and Motifs to Track

The digital lessons connect through Wally's character arc. Technology changes form; the human pressures underneath it remain recognizable.

MAGIC & TECHNOLOGY

Both amplify intention. The same network can teach, connect, deceive, shame, distract, or sell.

CURIOSITY & IMPULSE

Wally's curiosity is a strength until speed prevents verification.

POWER & HUMILITY

Magic makes Wally believe he can handle consequences alone. Safety often begins with asking for help.

IDENTITY & DISGUISE

Profiles, senders, trolls, and hacked accounts separate appearance from the person or purpose behind it.

ATTENTION AS CURRENCY

Bullies want an audience, trolls want reaction, games want time, and microtransactions want repeated spending.

CONSEQUENCE & REPAIR

The story allows mistakes, but not magical erasure. Wally apologizes, works, restores, changes settings, and learns.

HUMOR & MEMORY

Puns, monsters, rhymes, and physical transformations make abstract safety rules easier to recall.

Sir Brows' Nine Wizard Rules

Translate each rule into your family, classroom, or group policy. The strongest rules name both the danger and the next action.

1 PAUSE	Strong emotion, urgency, secrecy, and unbelievable rewards are signals to stop.
2 CHECK	Verify the sender, address, link destination, account, source, and request through an independent route.
3 PROTECT	Keep passwords and personal details private; use unique strong credentials and available account protection.
4 TELL	Bring a trusted adult into confusing, threatening, secretive, sexual, financial, or persistent situations.
5 SAVE	Preserve useful evidence before blocking or reporting serious harassment, impersonation, or threats.
6 BLOCK & REPORT	Use platform tools; do not retaliate or continue a troll's game.
7 BALANCE	Protect sleep, responsibilities, relationships, movement, and offline joy.
8 ASK BEFORE BUYING	Know whose money is connected, what repeats, and what the total could become.
9 REPAIR	If a mistake happens, act quickly: tell, secure, apologize, restore, and learn without hiding.

Make it memorable

Choose three rules for a poster, device wallpaper, family agreement, or classroom anchor chart. Rewrite them in language your readers would actually use.

ACTIVITY

The Spellbook of Choices

For each scenario, identify the bait, the risk, the best first move, the trusted person, and the evidence worth keeping.

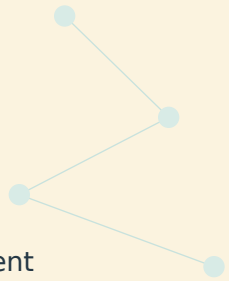
THE PRIZE OWL A message says you won a rare game item. Claim it in ten minutes by signing in through a link. First move: _____ Tell: _____ Evidence: _____	THE SECRET KNIGHT A new online friend says adults will not understand and asks to move to a private chat. First move: _____ Tell: _____ Evidence: _____
THE BURNED ROBE A classmate posts an embarrassing photo and several people begin adding jokes. First move: _____ Tell: _____ Evidence: _____	THE GREEN TROLL A stranger insults your work repeatedly and dares you to prove you are not afraid. First move: _____ Tell: _____ Evidence: _____
THE EXTRA LIFE A game offers a cheap revive after every loss; payment is already connected. First move: _____ Tell: _____ Evidence: _____	THE SICK CRYSTAL Your account sends messages you did not write and a friend says your link infected them. First move: _____ Tell: _____ Evidence: _____

Bonus spell

Change one detail so that a different first move becomes correct. This teaches readers to assess context rather than memorize one response.

Break Wally's Choice Loop

Most chapters follow the same comic cycle. Mapping it helps readers recognize the moment when a different choice is still easy.



1 | WANT

What does Wally want right now? Friendship, money, status, revenge, a robe, another chance?

2 | BAIT

What makes the unsafe option feel fast, flattering, urgent, private, or cheap?

3 | WARNING

Who or what signals danger? What specific clue appears?

4 | STORY

What does Wally tell himself so he can ignore the warning?

5 | CONSEQUENCE

Who is affected beyond Wally? What becomes harder because he waited?

6 | REPAIR

What help, apology, work, setting change, or restitution becomes necessary?

7 | NEW RULE

What short principle could interrupt the loop next time?

KEY QUESTION

At which step is the choice easiest to change? What tool or person can make that pause more likely?

Facilitator and Educator Guide

The story works best when adults pair memorable metaphors with current, concrete procedures and avoid asking children to solve serious risks alone.

**TEACH
WITHOUT
PANIC**

Name the Internet's benefits as clearly as its risks. Fear can drive secrecy; confident routines support disclosure.

**DO NOT TEST
DISCLOSURE**

Never ask participants to reveal passwords, private messages, victimization, purchases, or family conflict to the group.

**REHEARSE
THE FIRST
MOVE**

Practice what to click, what to save, who to tell, and what words to use before a problem occurs.

**DISTINGUISH
HARM**

Trolling, bullying, grooming, hacking, fraud, and immediate threats require different responses. "Ignore it" is not universal advice.

**KEEP
GUIDANCE
CURRENT**

Review present platform reporting, school policy, parental controls, password/MFA practice, device updates, and emergency procedures.

**REMOVE
SHAME**

A child who clicked, replied, paid, or shared still needs quick help. Praise disclosure, secure the situation, then teach.

**75-MINUTE
PLAN**

10 recap | 20 close reading | 20 discussion | 15 scenario rehearsal | 10 write and share one Wizard Rule

CLOSING REFLECTION

Choose What You Summon

The web is powerful because actions travel. The final question is not whether readers will use digital magic, but how they will combine curiosity with judgment.



Wally succeeds not because he stops making mistakes, but because he becomes more willing to listen, tell the truth, repair damage, research carefully, and choose a different kind of courage. His strongest magic is no longer the spell that escapes a consequence. It is the pause that prevents one.

My Digital Wizard Oath

I will pause when a message makes me afraid, angry, flattered, rushed, or secretive.

I will check before I click, share, meet, reply, or buy.

I will protect private information, passwords, time, money, and other people's dignity.

I will tell a trusted adult when something feels unsafe or confusing.

I will repair mistakes quickly instead of hiding them.

"The best digital spell is a wise next choice."

Final question

Which of Sir Brows' rules will be hardest to follow when you most need it - and what can make that choice easier?

Prepared from Wally the Web Wizard by Michael D. Young.