Parenting V2.0

Raising Responsible Digital Citizens

your brand
better...

The Digital Landscape

Cyberbullying

Solutions and Strategies

Millennials are full Digital Natives

- Highly connected
- 97% play video games
- 75% have mobile phones
- 70% use Social Media
- Generate and upload content

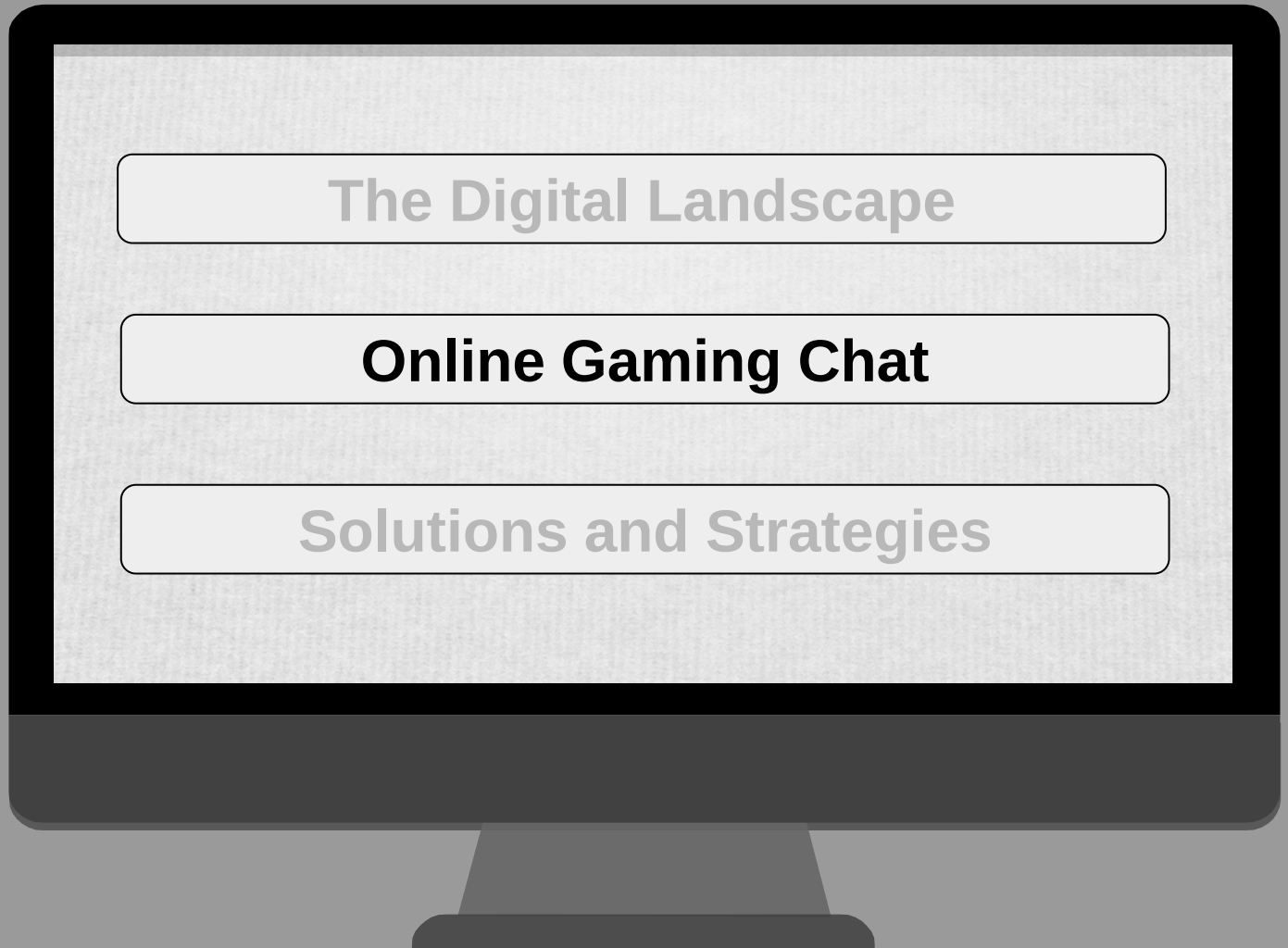
Brave New World

- Personal relationships heavily influenced by the “bubble” that the Internet represents
- Accept web as dominant medium for social interaction with peers
- More comfortable with a publicly available online persona

Friend or Foe?

- Easy to fake online persona
- Predators adapting to Social-Networks
- Practice of “Sextortion” includes using digital content for blackmail

15-year-old girl on Facebook


The Digital Landscape
Online Gaming Chat
Solutions and Strategies

While much of the media focus tends to revolve around the problems children can encounter on social media sites such as Snapchat, Facebook, and Instagram (all of which require account holders to be at least thirteen years old) recent research from security experts Kaspersky labs has found that online gaming is now a real source of concern.

In a study of 11-16 yr olds, Kaspersky discovered that 38 percent of children had encountered people pretending to be someone else on gaming platforms, while 23 percent had been asked personal or suspicious personal questions while online.

Perhaps the most worrying statistic though was that 20 percent of the children interviewed said that they trusted the gaming platform so much that they would see no problem meeting contacts from it in real life.

This is compounded by the fact that nearly a third of the children in the study said that their parents had no idea who they talked to when they played games online.

Gaming is a fun and sociable way to spend time, encouraging teamwork and developing skills. All good stuff, but there are a few things you need to be aware of:

- Get involved by finding out what type of games your child enjoys and making sure they're appropriate for their age
- Some games let children play and chat with anyone in the world. This means they might come across offensive language and bullying
- Not everyone online is who they say they are. Children should avoid giving out personal details that could identify them or their location
- Some games encourage players to buy extra elements during the game – children have been known to run up large bills without realising
- In extreme cases bullying, also known as 'griefing', can be used as a tactic to win games. Children may find themselves either bullying or being bullied.

The Digital Landscape

Cyberbullying

Solutions and Strategies

LAND & BA
LITTER

Setting parental controls

WWW.INTERNETMATTERS.ORG

Be a Parent

- Set and Monitor parental controls
- Decide when your kids are ready
- Stress respect of others
- Consider maturity of peers and child
- Set clear rules
- Set clear consequences

Stay involved

Keep talking and stay interested in what they're doing. Don't be afraid to bring up challenging issues like sexting, pornography and cyberbullying. It could be embarrassing, but you'll both benefit from the subjects being out in the open.

Keep their information private

Your child can set privacy settings on most social networking sites so that only close friends can search for them, tag them in a photograph or share what they've posted.

Stay safe on the move

Use safe settings on all mobile devices but be aware that if your child is accessing the internet using public WiFi, filters to block inappropriate content may not be active. Some outlets, like McDonald's, are part of family friendly WiFi schemes so look out for Mumsnet Family Friendly WiFi and RDI Friendly WiFi symbols when you're out and about.

Be responsible

Talk to your teenager about being responsible when they're online. Children often feel they can say things online that they wouldn't say face-to-face. Teach them to always have respect for themselves and others online.

Talk about online reputation

Let them know that anything they upload, email or message could stay around forever online. Remind them they should only do things online that they wouldn't mind you, their teacher or a future employer seeing. Get them to think about creating a positive digital footprint.

Adjust controls

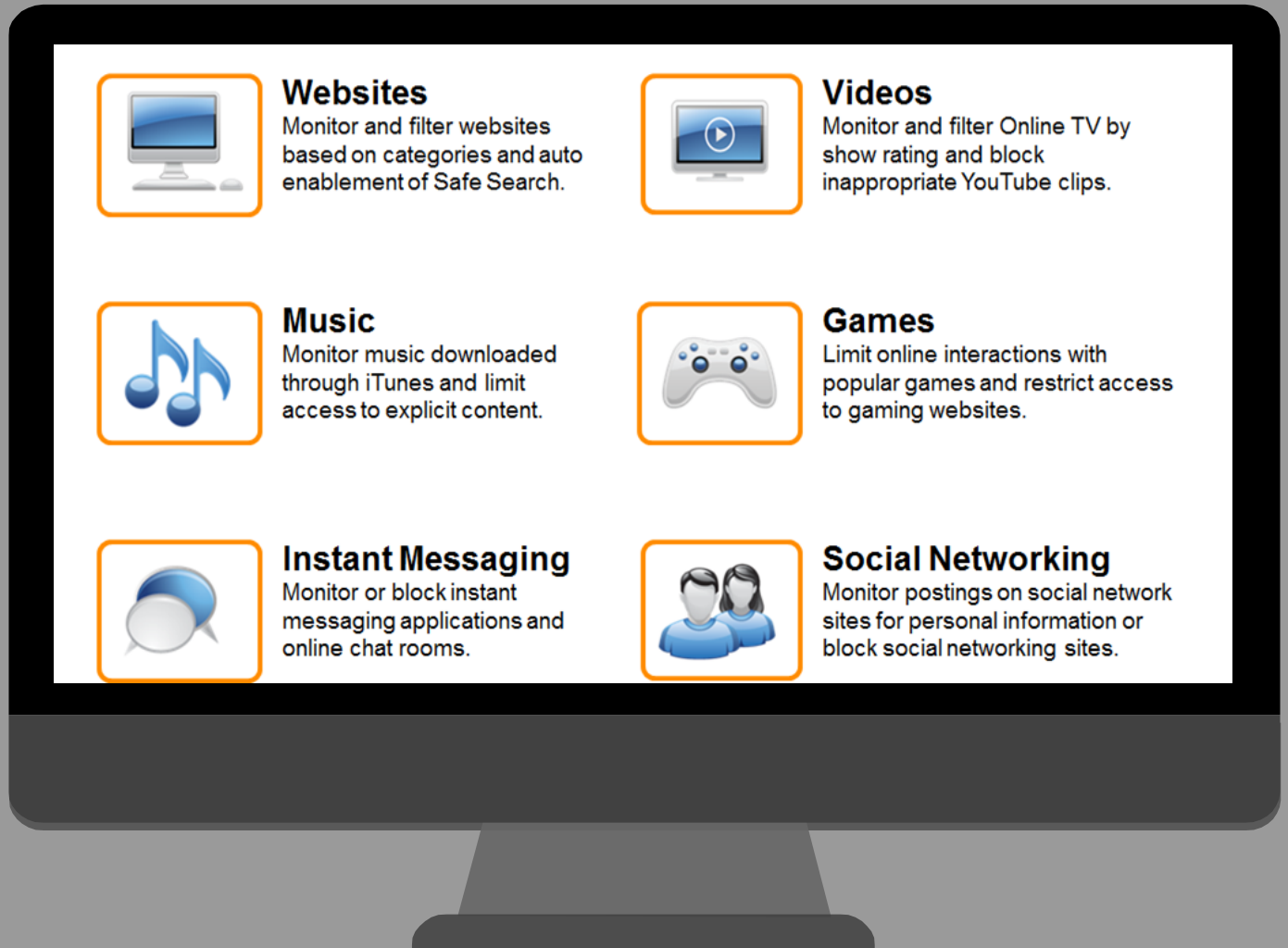
Discuss with them adjusting your parental controls to match your teenager's level of maturity. Have a chat about it first - don't turn them off completely without careful consideration and discussion.

Show you trust them

If you can afford to, give them a small allowance that they can use for spending online so they can download apps, music and films for themselves, from places you agree together.

Don't give in

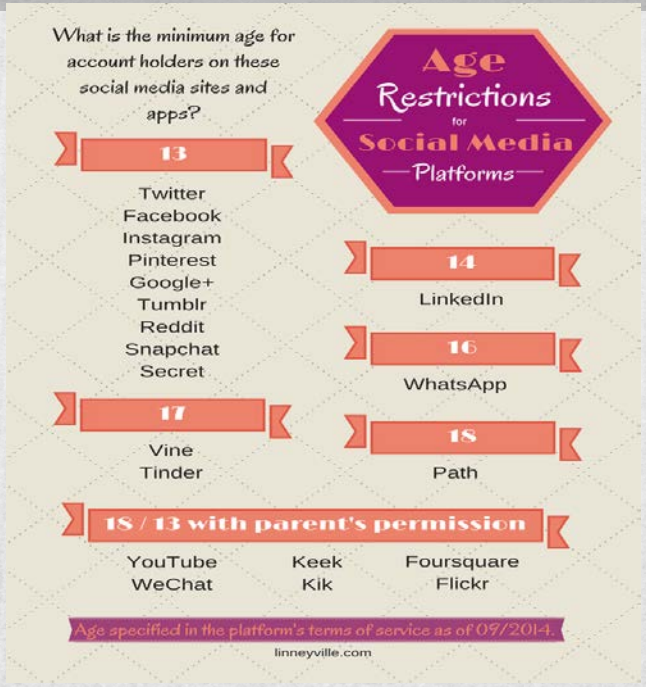
Remind them how important it is not to give in to peer pressure to send inappropriate comments or images. Point them to the Send this instead and Zipit apps which will help them deal with these types of requests.


Websites
Monitor and filter websites based on categories and auto enablement of Safe Search.
Videos
Monitor and filter Online TV by show rating and block inappropriate YouTube clips.
Music
Monitor music downloaded through iTunes and limit access to explicit content.
Games
Limit online interactions with popular games and restrict access to gaming websites.
Instant Messaging
Monitor or block instant messaging applications and online chat rooms.
Social Networking
Monitor postings on social network sites for personal information or block social networking sites.

Cyberbullying

- Take the problem seriously
- Assure your child you will make it stop
- Don’t react to the bully
- Record and report

CEOP REPORT
ceop.police.uk


What is the minimum age for account holders on these social media sites and apps?
Age Restrictions for Social Media Platforms
13
Twitter
Facebook
Instagram
Pinterest
Google+
Tumblr
Reddit
Snapchat
Secret
14
LinkedIn
16
WhatsApp
17
Vine
Tinder
18
Path
18 / 13 with parent's permission
YouTube
WeChat
Keek
Kik
Foursquare
Flickr
Age specified in the platform's terms of service as of 09/2014.
linneyville.com