



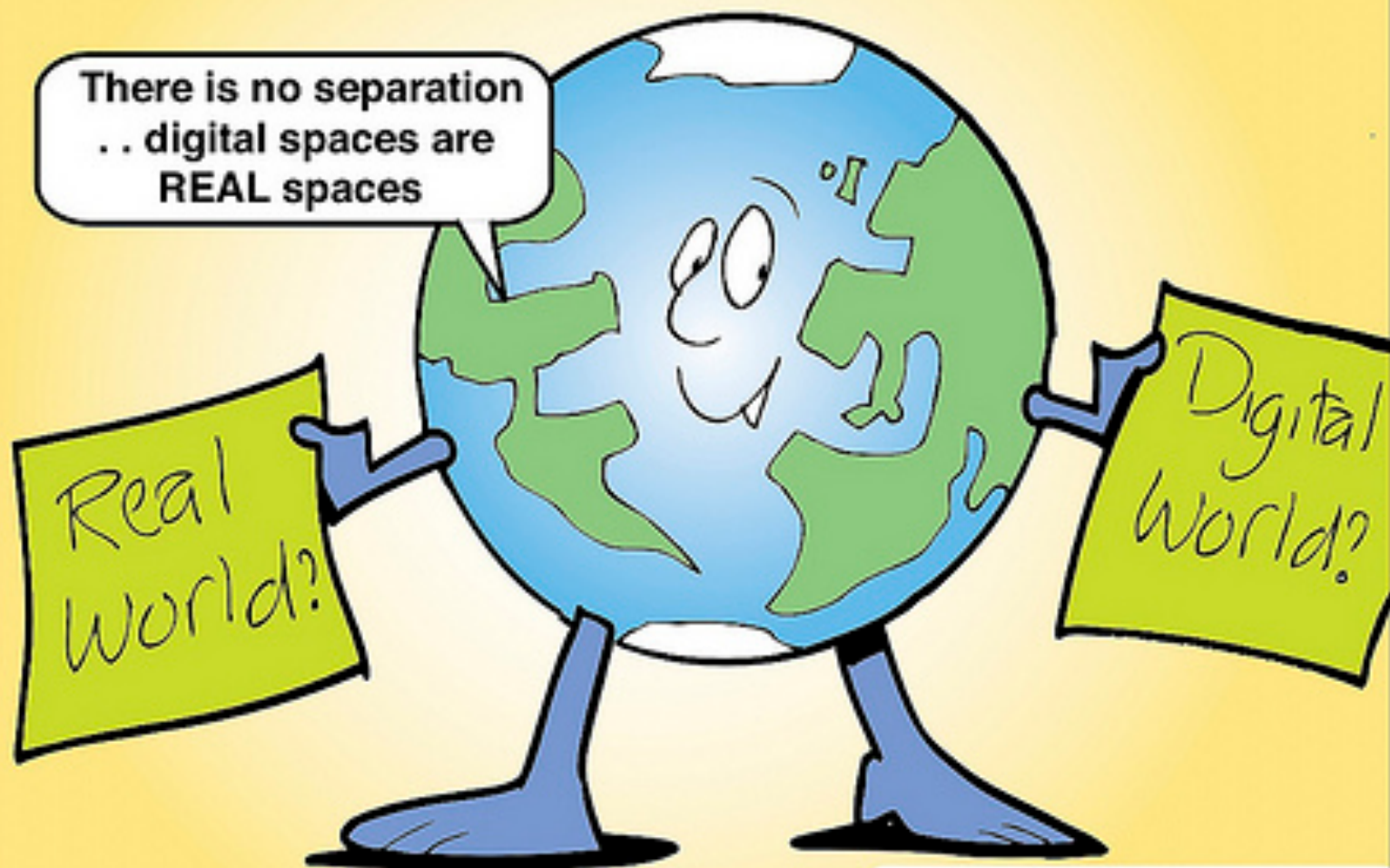
# **KEEPING CHILDREN SAFE IN THE DIGITAL AGE**

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There is no 'real world' and 'digital world'

There is no separation  
.. digital spaces are  
**REAL** spaces



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# Potential Risks

- Predators
- Exposure to pornography
- Bloggings that promote violence or dangerous behaviors pro anorexia (Proana, Promia), cutting, revenge)
- Cyberbullying
- Online Gaming
- Gambling Websites
- Identity Theft
- Cell Phones; Personal Devices
- Sexting
- Piracy
- Viruses; Malware



# What The Research Says

- 18% of 8- to 10-year-olds spend time on some kind of social networking site daily (Kaiser, Generation M<sup>2</sup>: Media in the Lives of 8- to 18-Year-Olds, 2010)
- Kids' online behavior is tracked much more heavily than adults' (Wall Street Journal, 2010)
- Young people are much more likely to be exposed to sexual material through television and music than they are through websites and video games. (Internet Solutions for Kids, Youth Internet Safety Survey, 2011)
- About 30% of children ages 10-17 report being bullied online.

# Research Says

- Scientific evidence that links violent game play with youth aggression is inconclusive. Most research indicates that this is may be just 1 factor.
- 97% percent of kids report playing games online; many report playing “M” games.
- 38% of Facebook users in the last year were under the age of 13; More than 25% of Facebook users last year were under the age of 10 (Consumer Reports, June 2011)
- Only 10% of parents of children aged 10 and under had frank talks about appropriate online behavior and threats.

# Who is Responsible?

- \*Students
- \*Parents
- \*Schools
- Communities
- Law Enforcement
- Corporations
- Government Regulators

# What Students Should Know

- Nothing is completely private online
- Not everything you find on the Internet is true
- Your online image is your image
- Once something is out there; you can't get it back
- Don't share too much information
- Avoid online gossip – don't feed the cyberbullies
- Understand copyright laws
- Don't impersonate anyone else online
- Rely on trusted adults

# What Parents Can Do

- Establish family rules for technology use
- Go online with your child periodically – be part of your child's online life
- Get a Facebook profile – Friend your kids
- Know your child's passwords
- Encourage your child to make profiles private – friends only
- Know NetLingo
- Preview your child's devices periodically
- Make sure you know your child's online identity This is the image they are portraying to the world
- Provide guidance when you see something that is questionable
- Support other parents in the community
- Use Parental Controls on devices



# What Parents Can Do

- Active listening and ask direct questions; Have an ongoing dialogue with your child
  - Do you have a personal blog?
  - Have you ever felt uncomfortable by something someone said or did when you were online?
  - Use news stories as an opportunity to open up a discussion with your child.
  - Ask about child's knowledge of risky behavior sites.

# What type of control do you want?

- **Restrict/Block** – Disable access to features
- **Filter** – Filter inappropriate content
- **Usage Management** – can enforce time limits, day and time restrictions
- **Monitoring** – can track location and record activities for you to view
- **Parent Surveillance** – Open dialogue

# Parental Control Options

- Hardware Device Configurations – Phones, iPods, tablets
  - usually in “Settings”
  - Best Option for Blocking Access
- Gaming Systems – Wii, Xbox, DSI, PlayStation etc.
  - at Menu usually under “Options”, “Settings” or “Security”
  - [ESRB Guide for configuring game system](#)
- Phones – Service providers have programs or services that can be enabled
- Third Party Software
  - PCs
  - Mobile Devices

# What Our Schools Can Do

- Schools become training ground for responsible use of technology
- Requires student and teacher ownership
- Relies on education and understanding of legal and ethical use
- Builds IT limitations into the system
  - not the sole restrictions on what is permissible
- Consequences for misuse are the same online/offline
- Can provide protection in real-world
- Teachers become partners



## **Summary Key Points**

- ✓ **Balanced Digital Diet – Moderation**
- ✓ **Communicate with Your Child**
- ✓ **Educate Yourself**

# Resources

- Common Sense Media: <http://commonsensemedia.org>
- Some Useful Websites for Parents
  - <http://netsmartz.org>
  - <http://onlineonguard.gov>
  - <http://Safeteens.com>
  - <http://wiredsafety.org>
  - <http://netlingo.org>
- Gaming Information
  - <http://www.pbs.org/kcts/videogamerevolution/impact/myths.html>