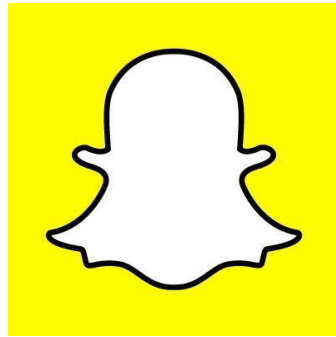
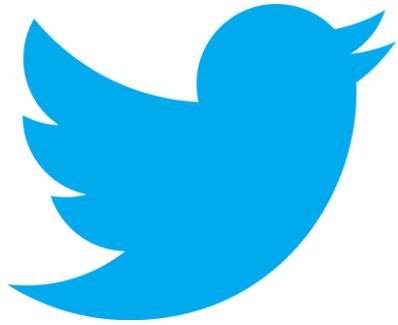
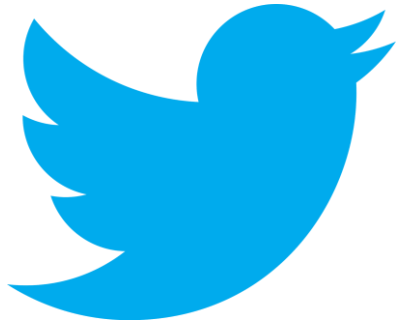


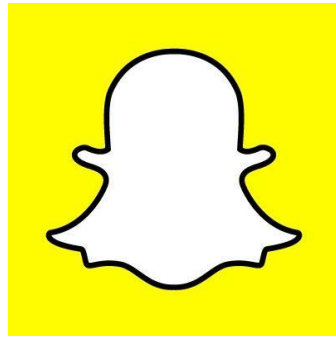
Online Logos and Icons Quiz



App Answers



Twitter



Snapchat



Instagram



Facebook



Facebook
Live



WhatsApp



Whisper



Kik

Apps

Teen Social Networking Sites(SNS)

- **Whisper:** “Whisper is an online community where millions of people around the world share real thoughts, trade advice, and get the inside scoop.”
- **Kik:** “the easiest way to connect with your friends, stay in the loop, and explore – all through chat. No phone numbers, just pick a username.”

Other Useful Apps

- Google Plus



- **Google+ Safety Center**

“Social experiences require multiple players and so does safety. We all need to do our part. These resources are here for teens, parents, and teachers to learn more about how to use Google+ in a fun, smart, and safe way”

<https://support.google.com/plus/answer/2402568>

<https://www.google.com/safetycenter/families/start/>

Parents and Guardians Developing Digital Citizenship



Dr. Kay Xuereb PhD



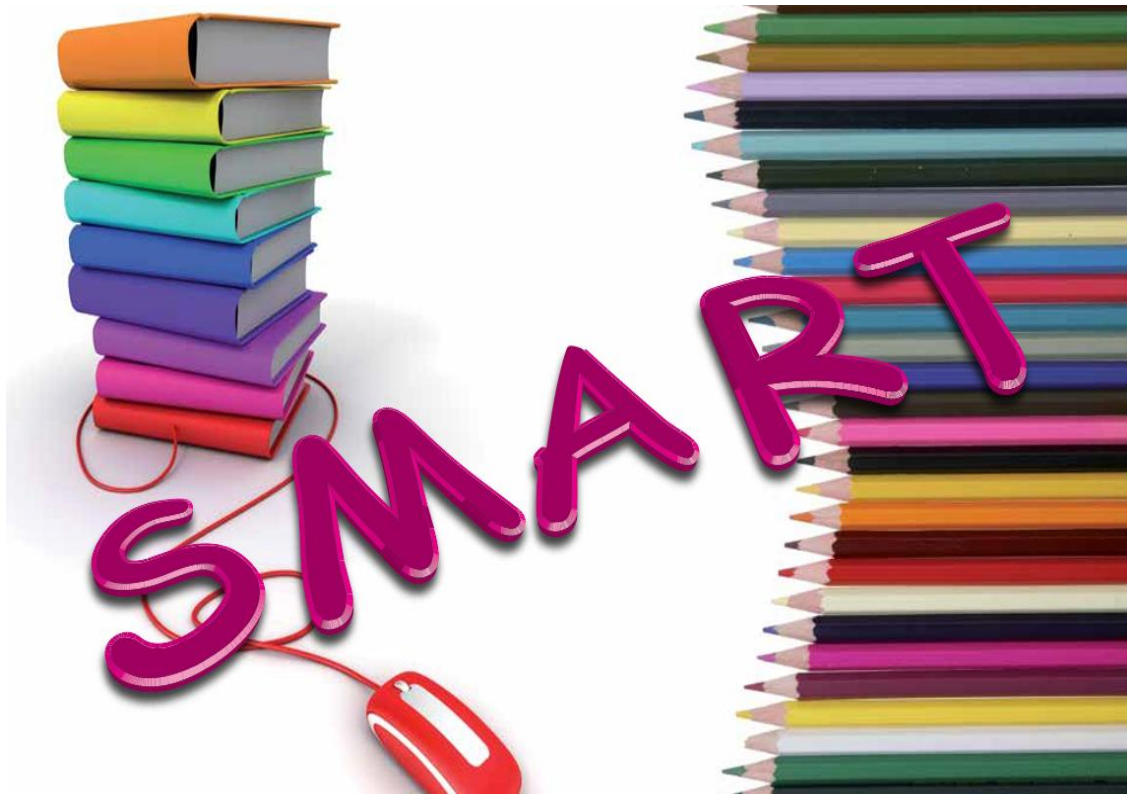
Digital Citizenship

“Digital citizenship isn’t just about recognising and dealing with online hazards. It’s about building safe spaces and communities, understanding how to manage personal information, and about being Internet savy – using your online presence to grow and shape your world in a safe, creative way, and inspiring others to do the same.”

ITU Guidelines for Children on Child Online Protection

<http://www.itu.int/en/cop/Pages/guidelines.aspx>

The SMART Rules for Children and Young People



Enjoy the Internet and keep yourself safe using the SMART Rules:

S = Set your limits

M = Meeting online friends offline

A = Accepting invitations/ friendships

R = React

T = Tell someone

S = Set your limits:

- Take care of your privacy and use privacy settings.
- Think twice before you post anything online.
- Be critical about online information and double check the information from reliable sources.

M = Meeting online friends offline:

- Think twice before meeting online friends offline.
- If you must meet your parent, guardian or caregiver should go with you.

A = Accepting invitations or friendships:

- Be careful what information you share
- Decline invitations you are not sure about.

R = React:

- If something or someone bothers you talk about it with your parent, guardian, caregiver or someone you trust.
- Ignore bad behaviour and leave sites with inappropriate content.
- Block anyone who you feel threatened by and save the information if you can (screenshot or copy) so you can show it to your parent, guardian, caregiver or someone you trust.
- If you have been tricked or pressured into sending inappropriate images always tell your parent, guardian, caregiver or someone you trust.

T = Tell someone about your concerns:

- Tell your parent, guardian or caregiver.
- Report harmful or inappropriate content or activities on web sites.

Keep your device safe and learn to use it safely

- Install and learn how to use a firewall and anti-virus software
- Learn about your operating system
- Talk with your parents about parental control levels
- If you are unsure of a file do not open it as it may contain a Trojan or virus.
- Learn to check who you are connected to!



Games and Gaming

- Classic board games have moved online, played alongside “massively-multiplayer online role-playing games” (MMORPGs)
- More than 70% of gamers play with a friend and millions of people worldwide participate in virtual worlds
- Nearly three out of four online gamers interacted with other gamers online through web chat, voice chat and web cam (Teen Internet Safety Survey, Cox, 2014)

Pan European Game Information (PEGI)

<http://www.pegi.info/en/index/id/952>

Key Issues:

- Who are children and young people playing against or chatting to?
- Playing games with inappropriate age rating

Get Safe Online survey: while online gaming...

25% of children and young people have disclosed personal information

About 35% of children and young people have spoken to someone they don't know

More than 15% of children have been bullied or verbally abused

Resources for Parents, Guardians & Carers

- ITU Guidelines for Parents, Guardians and Educators on Child Online Protection (2016) <http://www.itu.int/en/cop/Pages/guidelines.aspx>
- Childnet International, Parents and Carers <http://www.childnet.com/parents-and-carers>
- Thinkuknow <http://www.thinkuknow.co.uk/>
- Information for Parents and Guardians (AU) <https://esafety.gov.au/education-resources/iparent>
- Internet Watch Foundation (IWF) <http://iwf.org.uk/>
- Safer Internet <https://www.betterinternetforkids.eu/>
- Safer Internet Centre (UK): Safety features on social networks <http://www.saferinternet.org.uk/advice-and-resources/parents-and-carers/safety-tools-on-online-services/social-networks>
- Connect Safely (USA) <http://www.connectsafely.org/>
- Stop, Think, Connect <https://www.stopthinkconnect.org/>
- A Parents' Guide to Cybersecurity (USA) <http://www.connectsafely.org/a-parents-guide-to-cybersecurity/>

Cyber Security Workshop Day One

Use Policy Contributions

Use Policy for Schools in St. Vincent and the Grenadines
reflecting two key areas in cyber security for secondary schools:

1. Guidelines for responsible use for students
2. Guidelines for responsible use for educators

Guidelines Students' Responsible Use of Technology

- Justification/background
- Technologies used by students in school including monitoring
- Characteristics of a good/responsible digital citizen
- Breaches of policies with consequences
- Incident reporting
- Student responsible use agreement
- Positive language
- Technology for school-related work only
- Students and parents sign agreement with school
- Social media

