

CYBER SAFETY 911 FOR PARENTS

Presented by SUSD Counselors



SOCIAL MEDIA APPS KIDS ARE USING



Musical.ly – (12+) is a performance and video sharing social network that mostly features teens lip syncing and to famous songs but also includes some original songwriting and singing.

- **Songs and videos contain lots of iffy content.**
- **Gaining followers and fans feels important.**

<https://www.youtube.com/watch?v=mPFwDR90TKM>



Live.ly – Live Video Streaming poses all of the same risks that all live streaming services do, so poor choices, oversharing, and chatting with strangers are all a part of the package.

- **It's associated with musical.ly – your music video community.**
- **Privacy, safety, and creepiness are concerns.**



Snapchat (13+) is a messaging app that lets users put a time limit on the pictures and videos they send before they disappear.

- **It's a myth that Snapchats go away forever.**
- **It can make sexting seem Ok.**



Kik Messenger is an app that lets kids text for free. It's fast and has no message limits, character limits, or fees if you only use the basic features.

- **Stranger danger is an issue.** *Kik* allows communication with strangers who share their *Kik* usernames to find people to chat with. The app allegedly has been used in high-profile crimes, including **the murder of a 13-year-old girl** and **a child-pornography** case.
- **It's loaded with ads and in-app-purchases.**

<https://www.commonsensemedia.org>

INFLUENCE & EVOLUTION OF VIDEO GAMES

Mortal Kombat

Started off in 1992 as an arcade game and was available in 1996 to be played on a home game system.



Grand Theft Auto (1997)



Soldier of Fortune (2000)



Call of Duty (2003)

ONLINE GAMES

- Bully (2006)
- Super Columbine Massacre RPG (2005) and The Slaying of Sandy Hook Elementary (2013) - free online games
- Rapelay (2006) – 3D game where a male character stalks and rapes a mother and her 2 daughters.
- Postal (1997) Postal 2 (2003)
- Pokemon Go (2016)
- Five Nights at Freddie's (2014)

If the games aren't free to play, they are available to watch someone else play them on YouTube. There are also advertisements of them on other game sites.

RESOURCES FOR PARENTS



ENTERTAINMENT SOFTWARE RATING BOARD

<http://www.esrb.org/about/resources.aspx>



Early Childhood



Teen



Rating Pending



Everyone



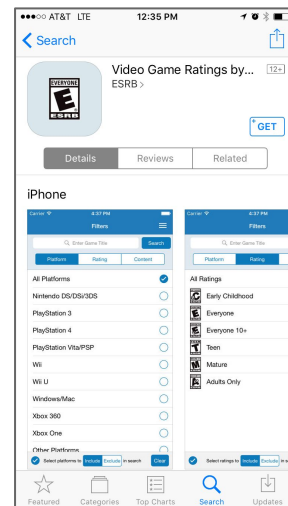
Mature



Everyone 10+



Adults Only



WHAT DOES CYBER BULLYING LOOK LIKE

- Mean, intimidating, or threatening emails, texts, or posts.
- Tricking someone into revealing personal or embarrassing information and then sharing it.
- Repeatedly texting someone to the point of harassment.
- Hacking into someone's accounts and being cruel while posing as that person
- Creating websites or fake accounts to embarrass or make fun of someone and/or spread rumors or lies.
- Taking a photo or video and sharing it without the subject's consent.

WHAT CYBER BULLYING LOOKS LIKE AT ELEMENTARY SCHOOL

Real examples:

Creating a group chat called "We hate so and so" for the purpose of making mean comments.

5th grade girls pretending to cut themselves and posting pictures about it, harassing others to do them same.

One student reports receiving text messages saying "nobody likes you" and you are "ugly"

Being cursed at and hearing other inappropriate language while playing video games

WHAT CYBER BULLYING LOOKS LIKE AT MIDDLE SCHOOL

Real examples from your children:

"One of my friends posted a picture of herself, and then someone commented that she is ugly."

"I have been told to go die and I have been called other bad names online."

"Whenever I'm on social media I usually see people try to roast other people because of their looks. "

CYBER BULLYING AT THE MIDDLE SCHOOL CONT'D...

"A TBR said that my friend had a big forehead and needed to control her hair."

"At least 50 people have told me to kill myself and drink bleach online."

"Everyday I play video games people call me names like faggot or transfreak just because I'm transgender."

"On instagram a whole group of people added me and started to call me names and told me to die in a hole."

"Someone on facebook said 'kill yourself'."

THE IMPORTANCE OF PROTECTING YOUR CHILD

Dangerous situation...

- 80% of teens have no rules or boundaries
- 20% of teens have sent or posted
- 25% of teens feel pressure by friends/ peers to send or posted nude or semi-nude photo or video

Reputation on the line

- 25% of girls and 33% of boys have seen pics not intended for them

Legality on the line

- Legal action can be pursued

PARENTAL INFLUENCE ON SOCIAL MEDIA USE

Protecting Your Kids Online

1. Take Charge
2. Monitor
3. Communicate



TAKE CHARGE

- Set Some Ground Rules
- Research Before You Buy
- Don't Just Sit There- Report!



MONITOR

- Supervise Internet Use (Open/Non-Secretive Approach)
- Safeguards Do Not Guarantee Online Safety
- Monitor School Provided Electronics As Well (Any Electronic Device In Your Home)

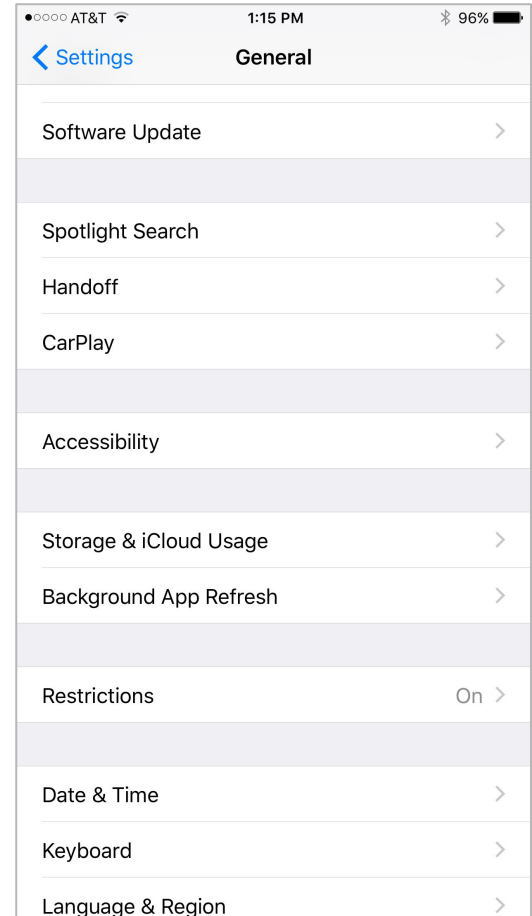
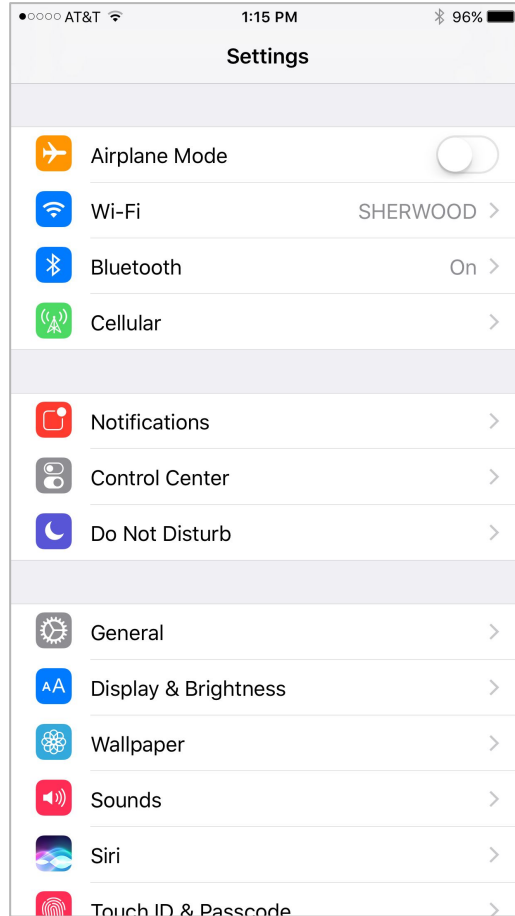


COMMUNICATE

- It Is Important To Have Open Conversations With Our Children
- Roleplay Scenarios (ex. “What should you do if someone asks for your personal info, send pictures, etc.?”)



IPHONE/TABLET MONITORING SETTINGS FOR PARENTS



Make sure you have a restriction code that you will know and your child will not be able to access to change the restrictions. You may be prompted to enter the code twice.

••••• AT&T 1:15 PM 96%

Enter Passcode Cancel

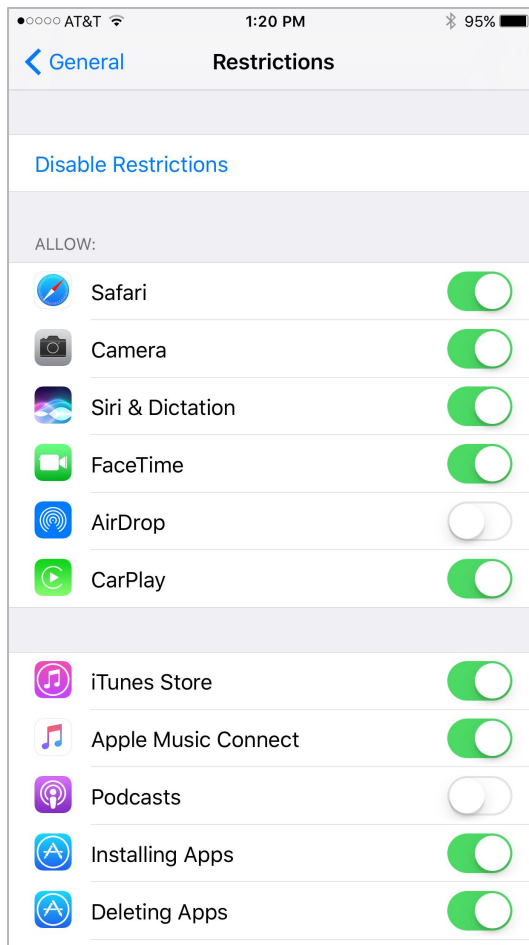
Enter your Restrictions Passcode

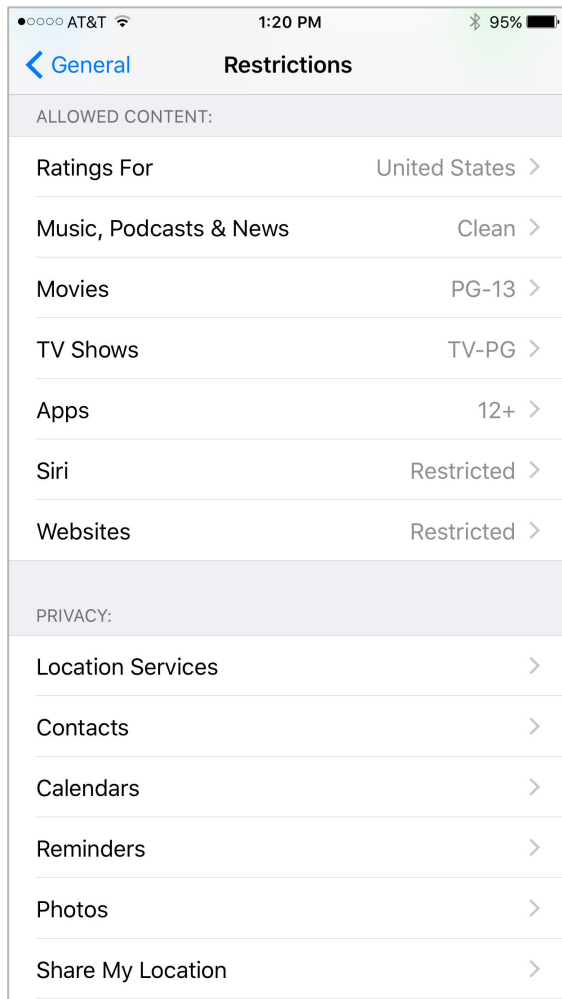
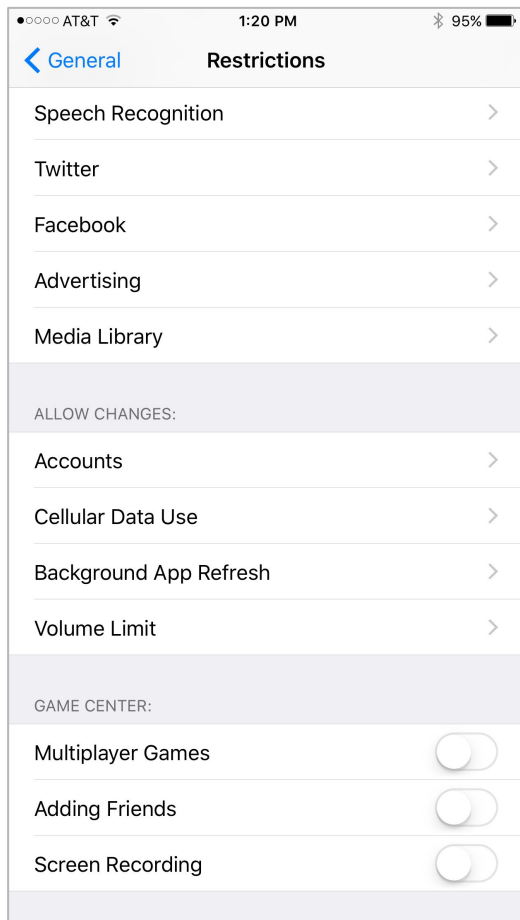
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1	2 ABC	3 DEF
4 GHI	5 JKL	6 MNO
7 PQRS	8 TUV	9 WXYZ
	0	⌫

You can decide what you want restricted. The green apps mean the child has access.

No green=No access!

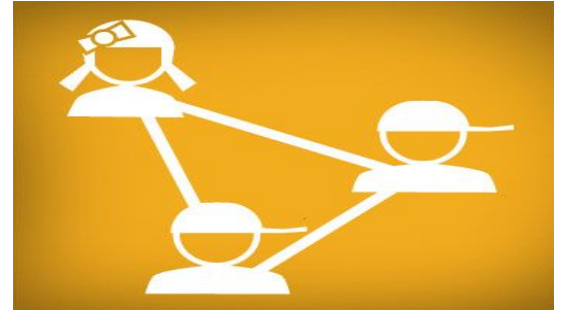




DIFFERENCE BETWEEN CYBER LEADER AND CYBER CITIZEN

Cyber Citizen

- Posts appropriate content
- Is kind online
- Has a positive digital footprint/thumbprint
- Reports inappropriate online behavior
- Influences others with his/her behavior



DIFFERENCE BETWEEN CYBER LEADER AND CYBER CITIZEN

Cyber Leader

- Constantly learning and sharing learning
- Empowered and empowers others
- Promotes and/or builds causes
- Reports inappropriate online behavior, influences others



DR. NICK



Counseling Non-Cyber Safe Students

- Working through and setting aside the “Teflon Coat” of guilt, shame, embarrassment & pride: Keeping it real.
- Exploring Personal Motivators in light of Social Values.
- Moving Forward- Creating a Blue-Print for rebuilding Trust, Self-Esteem, Respect, and Reputation. Developing skills to deal with Rumor, Gossip, and the Negative Buzz.

WHAT CAN I DO TO HELP?

For instance, if someone is being bullied on a social media site, how can I get it taken down? How can I help stop the negativity?

- Reach out to the person being bullied and/or post a positive comment for the person being harassed and tag #ICANHELP
- Let a teacher, counselor or administrator know and they can contact the social media helpline at 1-855-997-0409 or help@icanhelp.org
- Help out at school by being kind, make a compliment wall with post-it notes, give out random positive messages.

For more ideas visit: ICANHELPDELETENEGATIVITY.ORG

https://www.youtube.com/watch?time_continue=2&v=K8twiQhHXy4

HELPFUL WEBSITES

www.common sense media.org

www.net smartz.org

www.esrb.org

www.icanhelpdeletenegativity.org

www.sylvan.k12.ca.us/counselorsandcommunityresources

**Feel free to contact the counselor at your child's
school if you have more questions!**