

TRACKING MY COOKIES?

An elderly woman with short, curly white hair and glasses is shown from the chest up. She is wearing a light blue patterned top. She has a stern, slightly angry expression and is pointing her right index finger directly at the camera. The background is a plain, light-colored wall.

**YOU WILL NEVER GET MY
RECIPE INTERNET!**

Parenting in a SMART world

Staying connected with your teen



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True or **False** ?

Parents spend less time on devices
than kids/teens

FALSE!

Parents spend 9:22 with screen media daily, including for personal and work use. 7:43 of that time is devoted to personal screen time. Tweens spend an average of 6 hours/day and Teens an average of about 9 hours/day on screens.

Screens, Screens Everywhere

1

Find quality
content

2

Minimize
multitasking

3

Strive for
balance

5

Dedicate device-free
times and zones

4

Be a
role model

By the Numbers

97% of American girls, and

95% of American boys today have access to a smartphone.

The average teen sent and received **67** text messages per day.

The average age at which a child gets a cellphone in the U.S. is

10 years old.³

By the Numbers

37% of teens feel pressured to post content that will get a lot of likes on social media.

45% of teens feel overwhelmed by drama on social media.

70% of teens associate their social media use with positive emotions such as feeling included and confident.

Navigating the NET



Set Yourself Up For Success

What are best practices around digital media and devices ?

- Use media with your kid.
- Know your own rules.
- Set expectations and rehearse.
- Connect media to real life.
- Talk about commercials and other advertising.
- Encourage creation as well as consumption.
- Talk about digital citizenship.
- **Model the media behavior you want to see in your kids.**





MODEL THE
BEHAVIOR YOU
WANT YOUR KIDS
TO HAVE



DIGITAL FOOTPRINT

Your digital footprint is **ALL** the data trail left by your interactions in the digital world.

- It's a public record of:

- what you said
- what was said about you
- what you liked, retweeted or shared
- where you are or have been physically
- what sites you visit



FOLLOWING THE TRAIL

- This information is often used for:
- Marketing purposes
- School scholarships
- Employer checks
- Fraud
- Identity theft



4 TYPES OF ONLINE SAFETY



1. Physical-where you are
2. Psychological- who you are
3. Identity- how others see you
4. Legal-victim/suspect



"My phone is an extension of me. It's an extension of who I am." - Niki Tapscott





DON'T
TOUCH MY PHONE

Teens would rather
give up a kidney than
their phone

A phone: To buy or not to buy?

Responsible

Do they show basic responsibility with time, valuables, and behavior toward others?

Social

Is there a social benefit to having a phone? A social cost to not having one?

Safe

Are there reasons you need to be in touch for your kid to stay safe?

Respectful

Do they generally follow rules? Will they agree to the limits you set?

Nomophobia

Nomophobia is the irrational fear of being without your mobile phone or being unable to use your phone for some reason, such as the absence of a signal or running out of minutes or battery power.



Responsible Use of Social Media



Social Marketing Management

shputlet, SYNCAPE, vitrue, involucr, hootsuite, Social Publishing Platforms, Flowtown, Spredfast, awareness, coTweet, tapifi, Socialware, hearSay, MUTUALMIND, SPROUT SOCIAL, offerpop, Social Promotion Platforms, Social Amp, Seismic, Strutta, votigo, Fanzila, NORTH SOCIAL, SocialAppsHQ, extole, Zuberance, BzzAgent, CanSea

URL Shorteners

bityly, tiny arrows, TinyURL.com

Stream Platforms

UberMedia, TweetDeck, twhirl, AOL Lifestream

Twitter Apps

twitpic, tweetmeme, StockTwits, Cadmus, wefollow, flixup!, Listorious, twitvid

Social Advertising Platforms

TBG, Lexity, spruceMEDIA, Adapty, BLING MEDIA, epic social, SOCIALTYZE, GRAPH EFFECT, twelford media, SAM, nanigans, Taykey, Ybrant, XANET, KENSHOO, Marin, EfficientFrontier

Social Brand Engagement

socialvibe, mylikes, adly, local response, appsawvy, DYNAMIC SIGNAL, sharethrough

Content Curation

hunch, memolane, BuzzFeed, summyfy, Flipboard, SkyGrid, Storify

Facebook Apps

LIKESTER, BranchOut, SNAP, badoo, smule, causes, booshaka

Social Commerce Platforms

Payment, Moontoast, live gamer, SHOP TAB, dotbox, mun.com, Moliko, trialpay, Storenvy, FLUID, shop igniter, VendorShop, ecwid, milyoni

Facebook Gaming

playfish, zynga, MetroGames, Playdom, KARAM, CrowdStar, socialpoint, ZIPZAP PLAY, EA, UBISOFT, WILDNEEDLEGAMES, PopCap

Social Ad Networks

OneRiot, rockyou, ACROSS, LIFESTREET, radium one, XGRAPH, media6degrees, GNIP, DATASIFT, RapLeaf

Social Data

Social Search & Browsing

TOPSY, wink, Aardvar, StumbleUpon, greplin, spokeo, WHO'S TALKIN

Social Intelligence

PostRank, Trendrr, ATTENTION, VISIBLE, actionly, bottlene, colligent, synthesio, lysomos, brandprotect, radian, SECOUTLAB, backtype, ALTERIAN, converteon, NETBASE

Social Scoring

SK KLOUT, empireavenue, PeerIndex

Social TV

PHILO, GetGlue, clipsync, SnappyTV, INTO_NOW, tunerfish, miso

Social Networks - Other

Linked in, plaxo, my, TAGGED, Path, orkut, Google+, #hashable, renren, friend.ly, gaia, friendster, HAYBO, Merchant, myYearbank

Social Business Software

pasenger, lithium, jive, telligent, External (Customer) Facing, Satisfaction, LeverageSoftware, KickApps, mZinga, Assistly, Internal (Employee) Facing, huddle, acquia, IGLOO, TWiki, cubetree, Watchitoo, Yammer, moxie, Socialtext, nrmble, SOCIALCAST

Blogging Platforms

tumblr, posterous, Blogger, WORDPRESS, SQUARESPACE, Joomla!, JUX

Social/Mobile Apps & Games

Places, ngmoco, foursquare, waze, TWIX, myphone, Foodspotting, glu, h15, pelago, playdame, PooYAH

Social Shopping

Giantnerd, Swipely, Zearly, zappli, LOCKERZ, SVPPLY, giftika, kaboodle

Content Sharing (Reviews/Q&A/Docs)

yelp, Angies list, Quora, Scribd, topix, fotopedia, slideshare, DocShare

Social Referral

500friends, TurnTo, socialfleet, curebit

Photo Sharing

SmugMug, fixable, klip, flickr, photobucket, ZangZing, Picaso, intagram

Community Platforms

ku, GROU.PS, BuddyPress, NING, mixxt, Groupsize

Plug-ins/Widgets

tynt, Bazaarvoice, giga, Badgeville, Share This, spinback, jonrain, clearspring, echo, PowerReviews, Mass Relevance, meeb, Cover it Live, widgetbox, factory

Traditional Publishers

CANDY, CNN, The New York Times, Glam Media, THE WALL STREET JOURNAL, HEARST corporation, AOL, CONDÉ NAST

15 Apps Parents Should Know About

Courtesy of the
Madill Police Department



MEETME



MEETME is a dating social media app that allows users to connect with people based on geographic proximity. As the app's users are encouraged to meet each other in person.

GRINDR



GRINDR is a dating app geared towards gay, bi and transgender people. The app gives users options to chat, share photos and meet up based on a smart phones GPS.

SKOUT



SKOUT is a location-based dating app and website. While users under 17 years old are unable to share private photos, kids can easily create an account with an older age.

WHATSAPP



WHATSAPP is a popular messaging app that allows users to send texts, photos, voicemails, and make calls and video chats

TIKTOK



TIKTOK is a new mobile device app popular with kids used for creating and sharing short videos. With very limited privacy controls, users are vulnerable to cyber bullying and explicit content.

BADBOO



BADBOO is a dating and social networking app where users can chat, share photos and videos and connect based on location. While the app is intended for adults only, teens are known to create profiles.

BUMBLE



BUMBLE is similar to the popular dating app "Tinder" however, it requires women to make the first contact. Kids have been known to use **BUMBLE** to create fake accounts and falsify their age.

SNAPCHAT



SNAPCHAT is one of the most popular apps in recent years. While the app promises users can take a photo/video and it will disappear, new features including "stories" allows users to view content for up to 24 hours. Snapchat also allows users to see your location.

KIK



KIK allows anyone to contact and direct message to your child. Kids can bypass traditional text messaging features. **KIK** gives users unlimited access to anyone, anywhere, anytime.

LIVEME



LIVE.ME is a live-streaming video app that uses geolocation to share videos so users can find out a broadcaster's exact location. Users can earn "coins" as a way to "pay" minors for photos.

HOLLA



HOLLA is a self-proclaimed "addicting" video chat app that allows users to meet people all over the world in just seconds. Reviewers say they have been confronted with racial slurs, explicit content, and more.

WHISPER



WHISPER is an anonymous social network that promotes sharing secrets with strangers. It also reveals a user's location so people can meet up.

ASK.FM



ASK.FM is known for cyber bullying. The app encourages users to allow anonymous people to ask them questions.

CALCULATOR%



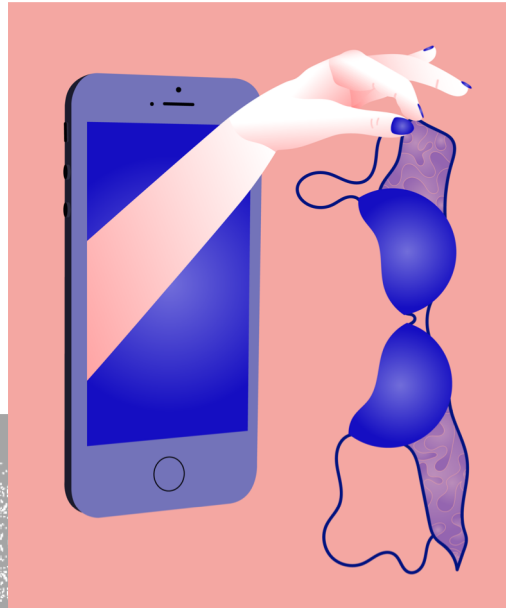
CALCULATOR% is only one of SEVERAL secret apps used to hide photos, videos, files, and browser history.

HOT OR NOT



HOT OR NOT encourages users to rate your profile, check out people in their area, and chat with strangers. The goal of this app is to hook up.

SEXTING



SEXTING IS A CRIME

- § 6321. Transmission of sexually explicit images by minor.
- a minor commits an offense when the minor:
 - (1) Knowingly transmits, distributes, publishes or disseminates an electronic communication containing a sexually explicit image of himself.
 - (2) Knowingly possesses or knowingly views a sexually explicit image of a minor who is 12 years of age or older.
- (b) Misdemeanor of the third degree.--Except as provided in section 6312, a minor commits a misdemeanor of the third degree when the minor knowingly transmits, distributes, publishes or disseminates an electronic communication containing a sexually explicit image of another minor who is 12 years of age or older.
- (c) Misdemeanor of the second degree.--Except as provided in section 6312, a minor commits a misdemeanor of the second degree when, with the intent to coerce, intimidate, torment, harass or otherwise cause emotional distress to another minor, the minor:
 - (1) makes a visual depiction of any minor in a state of nudity without the knowledge and consent of the depicted minor; or
 - (2) transmits, distributes, publishes or disseminates a visual depiction of any minor in a state of nudity without the knowledge and consent of the depicted minor.



BULLYING



Bullying

- **Ongoing** targeted aggressive behavior with the intent to put others down

Cyberbullying

- **Ongoing**, targeted harassment via digital communication tools that's meant to make the victim feel bad.



CYBERBULLYING IS A CRIME-

DEFINED AS:

- (a.1) Cyber harassment of a child.--
- (1) A person commits the crime of cyber harassment of a child if, with intent to harass, annoy or alarm, the person engages in a **continuing course of conduct** of making any of the following by electronic means directly to a child or by publication through an electronic social media service:
 - (i) seriously disparaging statement or opinion about the child's physical characteristics, sexuality, sexual activity or mental or physical health or condition; or
 - (ii) threat to inflict harm.



Family Media Agreement: 6-8

I, _____, will:

... stay safe.

- I will not create accounts or give out any private information — such as my full name, date of birth, address, phone number, or photos — without my family’s permission.
- I will not share my passwords with anyone other than my family. I will ask my family to help me with privacy settings if I want to set up devices, accounts, or profiles.
- If anyone makes me feel pressured or uncomfortable or acts inappropriately toward me online, I will stop talking to that person and tell a friend or family member I trust about it.

... think first.

- I know that whatever I share online or with a phone can spread fast and far. I will not post anything online that could harm my reputation.
- I will not bully, humiliate, or intentionally upset anyone online or with a phone — whether through sharing photos, videos, or screenshots, spreading rumors or gossip, or setting up fake profiles — and I will try to stand up to those who do.
- If I use, reference, or share someone else’s creative work online, I will give proper credit to the author or artist.

... stay balanced.

- I will pay attention to how much time I spend in front of screens, and I will continue to enjoy the other activities — and people — in my life.

Resources

<https://www.common sense media.org/> (Digital/online resource)

<https://www.familyeducation.com/10-apps-for-parents-to-monitor-kids-mobile-use> (apps for parents)

<https://www.familyeducation.com/mobile-apps/a-complete-guide-to-potentially-dangerous-apps-all-parents-should-be-aware-of> (dangerous apps)

https://www.nytimes.com/2013/09/14/us/suicide-of-girl-after-bullying-raises-worries-on-web-sites.html?_r=1&_ (teenage suicide) <https://www.citynews1130.com/2019/09/02/15-apps-parents-should-know-about/> (apps parents should know)

<https://www.youtube.com/watch?v=hiduiTq1ei8> (Teenage brain explained)

<https://robertheaton.com/2017/11/20/how-does-online-tracking-actually-work/> (cookies)



Resources

<https://www.missingkids.org/netsmartz/topics/smartphones>

<https://www.missingkids.org/>

http://uir.unisa.ac.za/bitstream/handle/10500/22819/thesis_davel_c.pdf?sequence=1&isAllowed=y (the NET generation-long read)

<https://www.youtube.com/watch?v=7RY3gSdKRn0> (cell phone and teenage brain)

<https://www.waituntil8th.org/blog/2018/11/12/middle-school-misfortunes-then-and-now-one-teachers-take?fbclid=IwAR3--MZxXaY5hr-6apQoawtLmWV4JWGR0JsbkL3nGhH4IEs5323gmyeWlQ8> (2008vs2018)

<https://www.youtube.com/watch?v=j34Bjq-zF9Q> (adolescent brain development)

<https://www.youtube.com/watch?v=vOHXGNx-E7E&bpctr=1567692943> (Amanda Todd)

