

CYBERETHICS FOR KIDS, PARENTS AND EDUCATORS

KEEP 'EM SAFE

THIS SUMMER
WHAT ARE THEY DOING?



DISTRIBUTE TO YOUR PARENTS AND
EDUCATORS BEFORE SUMMER BEGINS

- What is Cyberethics?
- Are you a Pass Backer parent?
- Television and seizures
- Who is lurking out there?
- How violent are those video games?
- The age of texting.



Positive impacts

- Improves manual dexterity and computer literacy

Cons

- Parents are unaware of the content and rating system by the Entertainment Software Rating Board
- Parents do not set time limits
- Influence aggressive behavior
 - ◇ The youth become actively involved
 - ◇ Aggressive games engage in fights with peers. After limited play they can automatically have aggressive thoughts. Let's call it "imitating playing."
 - ◇ Players are able to engage and act out the violence
- Decline in school
- Constant repetitive manner of violent behavior on games reinforcing learning patterns.
- Long term-difficulty to judge, interpret, perceive others
- Instinctual behaviors and not problem solving
- Reduces social interaction skills
- Increases obesity, posture and skeletal disorders from prolonged sitting

Prevention

- Do not install game systems in bedrooms. Watch what they play in a family room setting.
- Set time limits for all electronic media.
- Observe their behaviors after playing games
- Become aware of the ESRB rating for each game



TELEVISION SEIZURES GAMING VIOLENCE

The Controller—You or Your Child

When is enough ENOUGH? The quality of games have a powerful force over many children and young adults. Violent games have been referenced to increased aggressive behaviors. Adolescent girls average 5 hours per week as adolescent boys 13 hours per week playing video games.

The Congressional Public Health Summit along with the American Medical Association, American Academy of Pediatrics, American Psychological Association, American Academy of Family Physicians and American Academy of Child & Adolescent Psychiatry, warned parents about the dramatic influence video games, especially violent games have on youth.

In 2005, California passed a law banning the sale of violent video games to children under the age of 18. Violent was defined as dismembering, maiming, sexually assaulting imaging, and/or killing.

Medical studies have proven excessive gaming can halt the process of brain development and the ability to control antisocial behavior. (*Computer Games Student Teen Brains, The Observer*).

3D Television Warning

Are you lucky to have one in your home—TURN IT OFF. 3D television and games are known to cause epileptic seizures and strokes for all ages after extended viewing time. Samsung has placed warnings on their video equipment. It is almost like a hallucinogenic drug. The brain waves begin to misfire.

Movement in video games can have the same affect on the brain.

ARE YOU A PASS BACKER PARENT?

Almost half of the top selling iPhone apps are for preschool or elementary. Parents now rely on electronic screens, TVs video games, computers and such to entertain children at home. Now Smartphone and iPhone apps can serve the purpose in restaurants, doctor's offices and while shopping. The app market continues to grow at a more rapid rate for preschool than teens and adults. Apple's website has a designated app category "Moms and Dad". Search through "ABC Animals," Bumblebee Touchbook," Kidtivities with 40 games, "Cute Math" and more.

Sesame Workshop conducted a study resulting in 93% of kids 6 to 9 years of age having access to a cell phone. What is shocking, 30% of this age group OWN their own phone. Parents have said the interface of the iPhone is "well suited" to what children do.

For those phoneless children, are you practicing the Passback Parent technique?.

It is the new phrase sweeping the app creators. Parents are passing their phones "back" to bored children as young as 3 years of age and allowing the apps to entertain.



For the Kids:

- Never speak to someone you don't know
- Never use your real name or reveal your age and location

For the Parents

- Visit the National Cyber Security Alliance at staysafeonline.org. Learn how to monitor and filter what is happening on your computer.
- getnetwise.org. A database of software filters that prevent your child from entering his/her address, phone number or other material.
- Connectsafely.org has guidelines for teen safe blogging
- Document cyber bullying and report it.
- Be a FRIEND on their site, see what they are doing

Educators

- Staysafeonline.org has a complete curriculum guide and posters for Grades K-12.



Be careful of the TYPE of information and the amount you share online.

Are you at a secure site? Check the URL. Does it have an "s" such as https? The "s" stands for SECURE. Also look for a green address bar or a security certificate. Double click it, does the web address match the certificate. If not, it is a sure bet the site is NOT secure.

CYBERETHICS

It's your common sense, your judgment. Cyberethics is the code of behavior electronic usage. This falls within the guidelines of internet to text messaging. Use the internet, embrace the ability to research and learn. Talk with your friends, check your bank account, listen to your music and play games. Its okay to text your friends about Saturday night. But the code crosses the line on harassment, cyber bullying and threatening the safety of others.

Negative behaviors can range from emails, web pages, and text messages. Popular websites such as YouTube, MySpace, Facebook and text messaging give the bully a place to hide and feel safe.

- Over 50% of youth stated they have been bullied by one of these means in past or current
- Over 35% have been threatened
- 90% of middle school students surveyed have had their feelings hurt online
- 9 out of 10 teens have a cell phone
 - 1 in 5 will be bully victims
 - Text bullying common among girls



Remember adults, we need to "teach" our children how to use the internet properly. This includes not only the computer but internet that is now available on phones. Their technology level might appear greater than ours but it is still our responsibility to teach internet/talking safety. Any time you open an online account you have given up some of your privacy. Children do not discriminate about their information and thus post their lives without looking at the long-term consequences. They will text anyone.

Twens do not have the resilience to withstand the name calling. Stories have flooded the internet regarding youth that have taken drastic measures to end the bullying, at times it was the decision to end their life. And as like, stories have flooded the internet about adults lurking for young children, hiding under fake profiles and gaining their trust.

BEWARE OF "LIKE" BUTTON

Facebook uses this format. Like buttons can drive web traffic to outside sources. These buttons are also called "social links". They gather all the information you have on your profile and forward to the creator of the "like" button. As of this date over 50,000 websites are connected to Facebook's "social plugins."

Social networking sites and text messaging has become an addiction with our youth. A New Jersey Principal encouraged his parents to take their children off Facebook due to the harassment. Children under the age of 13 are prohibited but there are hundreds of ways to go around signing up for an account. A new wave is Formspring, a social networking site where members ask and answer questions about one another.

Sites such as these can be fun and informative if used properly, including Twitter. We are just urging caution and reminding you to be SAFE.

YouTube Bully

Die painfully okay? Preferably by getting crushed to death. A recent YouTube posted video directed to one student. California courts have two new cases. Courts are defending individual rights. But what about the right of posting your Friday night fight or the harassing experience of a fellow student on YouTube? Google executives were sentenced for showing a teenager with Down's Syndrome being bullied on YouTube. Google owns YouTube but has not developed a screening device to stop unwanted/inappropriate videos. Google also says they cannot physically preview each video posted.

For the Phone

Microsoft wrote guidelines for online protection. But in May 2010, introduced the new Kin One and Kin Two phones. They are designed for heavy users of Facebook, MySpace, Twitter and other social networking applications. With one click everyone knows where you are. Posting of pictures and videos to webpages in an instant.

Research the internet on the topic Cyberethics!! Numerous books, workshops and other printed matter is available. Our position is to keep kids safe. Be the educator or parent first and the friend second! There is little room for compromise when their safety is at risk.