Online Safety is about Behaving Appropriately

Top Tips for Parents / Carers

What age should a 'child' be to use Social Media for 1st time.

1. Ages 0 – 13 - Private

Age 0 – 13 - Private – Most Social Media age guidelines state that users should be a minimum of 13 years old. (Fortnight is 12 and WhatsApp is 16) So if 'Parents' relent and allow a child, under the recommended age' to use, then 'Parents must 1. Create the account – 2. Set Privacy settings and 3. Access Social Media / Game together.

2. Age 12

Age 12 - Most Social Media have Age 13 as the minimum age; however, most Parents may have allowed their children to use devices. Therefore, parents must / should have a discussion with their children and explain what their 'online bran'd should look like – Be Proud. Everything they do online can and will impact their future so begin well and protect their 'Digital Tattoo'. Also consider adding each other as online

3. Age 13

Age 13 - Most Children and teenagers will now have their own Social Media account (Instagram, Snapchat, TikTok etc). Parents should consider a signed Social Media & Gaming Use Contract / Online Safety Screen Plan, as most users will be accessing their account via mobile/cell phone without parents present. This enforces appropriate online behaviour and sets limits and boundaries.

4. Age 13-14

Age 13 – 14 – Start building a personal portfolio, use positive personal photos and posts. Use Instagram, Snapchat, Tik Tok as an extension of the personal online brand not the sole personal brand. Usrs must always think before they post, and everything posted online 'remains' online.

5. Age 14 - 16

Age 14 – 15 Whilst the main Social Media platforms will be Instagram, Snapchat TikTok etc Parents can now encourage their children to begin to use Social media in a positive way by publishing their portfolio as a website & / or Blog to improve Google results. Start using Twitter (13) &/or LinkedIn (14)

6. Age 17

Age 17- Parents & Carers can guide young adults by introducing 'Blogging' to highlight their interests, using Twitter & LinkedIn appropriately by following the representatives / leaders of the universities and/or industry they wish to be part of in the future. Schools should discuss Positive Digital Tattoos for Universities and future employment. Using Blogging to publicise 'EPQ's' or extended essays.

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Games & Gaming Communities:

Games like GTA – Call -of Duty – Red Dead Redemption 2 – Counter Strike – and all other 18+ games should NOT be played by anyone under the recommended age of 18+. If any parent decides to let their child who is not 18+ play these games, (NOT RECOMMENDED), then they should always play the game with their son or daughter.