


# ONLINE SAFETY

AWARENESS THROUGH KNOWLEDGE






The online world is one that offers countless opportunities for children. It is, however, one in which danger also lurks. The information in this presentation is intended to inform parents and guardians so that they can, in turn, have appropriate conversations with their children about online activities.

Some of what you will read here is, undoubtedly, frightening. It is, however, the reality of the online world.

Anne Arundel County Public Schools will continue to update information and resources here to help enable parents and guardians in their efforts to keep their children safe.



# YOUTH INTERNET STATISTICS

- 96% OF ALL TEENS USE SOCIAL MEDIA NETWORKING APPLICATIONS (FACEBOOK, SNAPCHAT, CHAT ROOMS, ETC.)
- 21% OF K-2 KIDS HAVE ACCESS TO CELL PHONES.
- 20% OF ALL TEENS HAVE SENT OR POSTED A NUDE VIDEO OF THEMSELVES.
  - 11% OF TEENS BETWEEN 13-16 HAVE SENT OR POSTED NUDE PHOTOS OF THEMSELVES.
- 48% OF ALL TEENS HAVE RECEIVED SEXUALLY EXPLICIT MESSAGES.
- 67% OF TEENS KNOW HOW TO HIDE ONLINE ACTIVITY FROM THEIR PARENTS.
- 43% OF TEENS SAID THEY WOULD CHANGE THEIR BEHAVIOR IF THEY KNEW A PARENT WAS WATCHING.
- 69% OF TEENS REGULARLY RECEIVE ONLINE COMMUNICATIONS FROM STRANGERS AND DON'T TELL A PARENT.

# INTERNET CRIME

- LAW ENFORCEMENT ESTIMATES MORE THAN 50,000 SEXUAL PREDATORS ARE ONLINE AT ANY GIVEN MOMENT.
- FBI REPORTS A 2000% INCREASE IN CHILD PORNOGRAPHY IMAGES SINCE 1996.
- 70% OF CHILDREN 7 TO 18 HAVE ACCIDENTALLY ENCOUNTERED ONLINE PORNOGRAPHY WHILE SEARCHING THE WEB FOR HOMEWORK.
- 90% OF CHILDREN AGES 8 TO 16 HAVE SEEN ONLINE PORNOGRAPHY.
- 20% OF ALL INTERNET PORNOGRAPHY INVOLVES CHILDREN, WITH MORE THAN 20,000 NEW IMAGES POSTED WEEKLY.
- 1 IN 5 YOUTH AGE 10 TO 17 RECEIVED A SEXUAL SOLICITATION OR WERE APPROACHED ONLINE.
- APPROXIMATELY 89% OF SEXUAL SOLICITATIONS OF YOUTH WERE MADE IN CHAT ROOMS OR THROUGH INSTANT MESSAGING.
- 77% OF VICTIMS FOR ONLINE PREDATORS ARE AGE 14 OR OLDER.

# SOCIAL MEDIA NETWORKS

- **FACEBOOK** - A SOCIAL NETWORKING WEBSITE AND SERVICE WHERE USERS CAN POST COMMENTS, SHARE PHOTOGRAPHS AND LINKS TO NEWS OR OTHER INTERESTING CONTENT ON THE WEB, PLAY GAMES, CHAT LIVE, AND EVEN STREAM LIVE VIDEO.
- **YOUTUBE** - VIDEO SHARING WEBSITE THAT MAKES IT EASY TO WATCH ONLINE VIDEOS. YOU CAN EVEN CREATE AND UPLOAD YOUR OWN VIDEOS TO SHARE WITH OTHERS. ORIGINALLY CREATED IN 2005, *YOUTUBE* IS NOW ONE OF THE MOST POPULAR SITES ON THE WEB, WITH VISITORS WATCHING AROUND 6 BILLION HOURS OF VIDEO EVERY MONTH.
- **SNAPCHAT** - POPULAR MOBILE APP THAT ALLOWS YOU TO SEND VIDEOS AND PICTURES, BOTH OF WHICH WILL SELF DESTRUCT (DISAPPEAR) AFTER A FEW SECONDS OF A PERSON VIEWING THEM.
- **INSTAGRAM** - A MOBILE PHOTO-SHARING APPLICATION AND SERVICE THAT ALLOWS USERS TO SHARE PICTURES AND VIDEOS EITHER PUBLICLY OR PRIVATELY ON THE SERVICE, AS WELL AS THROUGH A VARIETY OF OTHER SOCIAL NETWORKING PLATFORMS, SUCH AS FACEBOOK, TWITTER, TUMBLR, AND FLICKR.
- **TWITTER** - AN ONLINE NEWS AND SOCIAL NETWORKING SERVICE WHERE USERS POST AND INTERACT WITH MESSAGES, "TWEETS," RESTRICTED TO 140 CHARACTERS. REGISTERED USERS CAN POST TWEETS, BUT THOSE WHO ARE UNREGISTERED CAN ONLY READ THEM.
- **TUMBLR** - A MICROBLOGGING AND SOCIAL NETWORKING WEBSITE THAT ALLOWS USERS TO POST MULTIMEDIA AND OTHER CONTENT TO A SHORT-FORM BLOG. USERS CAN FOLLOW OTHER USERS' BLOGS.
- **FLICKR** -AN IMAGE HOSTING AND VIDEO HOSTING WEBSITE AND WEB SERVICES SUITE.



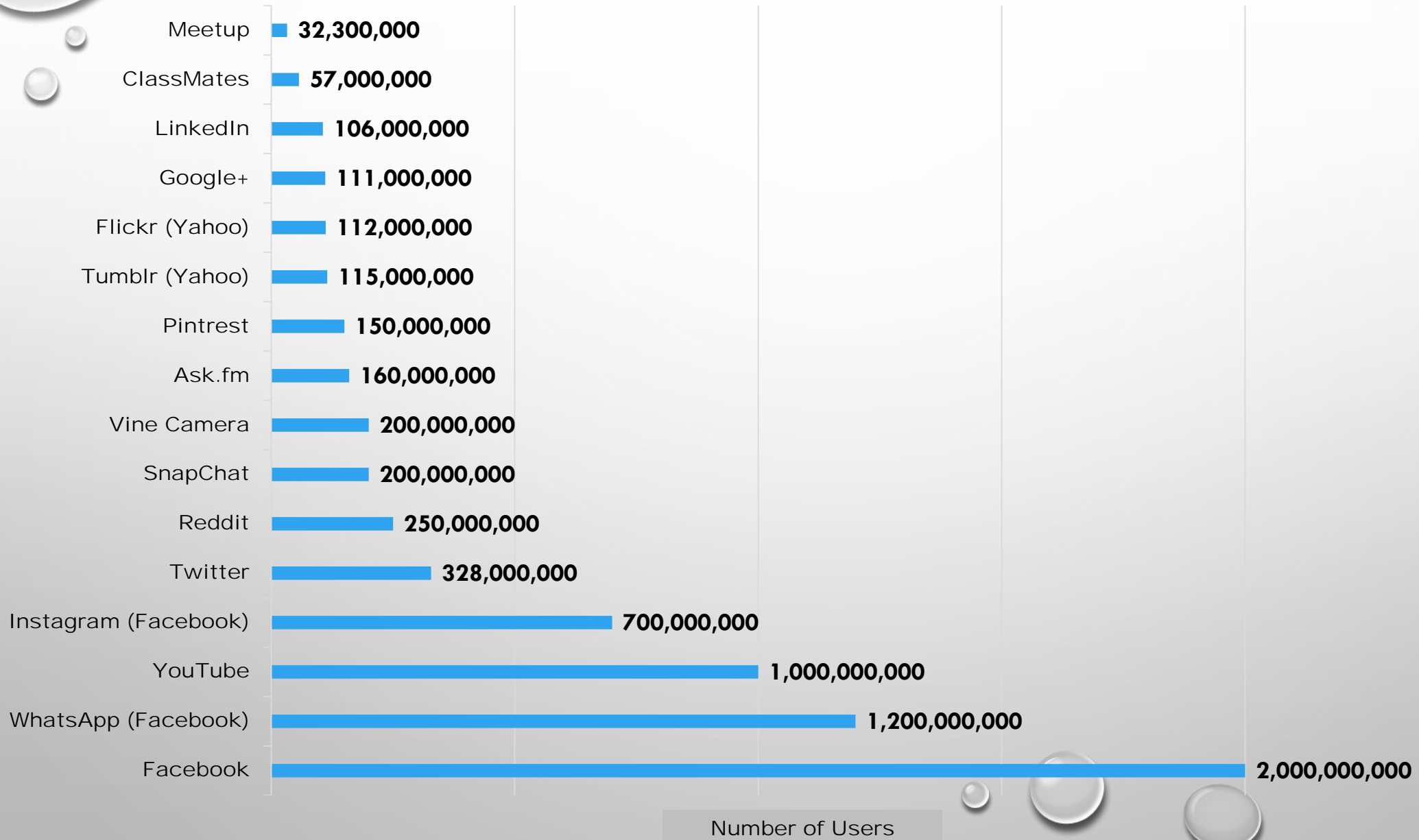
## MUSICAL.LY (AGE 13+)

A FREE SERVICE AND SOCIAL MEDIA PLATFORM FOR CREATING AND SHARING SHORT VIDEOS. EVERYDAY, MILLIONS OF PEOPLE CHOOSE MUSICAL.LY AS AN OUTLET FOR CREATIVE EXPRESSION AND COMMUNICATION. MORE THAN JUST A VIDEO CREATION TOOL, MUSICAL.LY IS A FULLY REALIZED PLATFORM FOR CONNECTING INDIVIDUALS TO A VIBRANT COMMUNITY OF CONTENT CREATORS.

### WARNINGS

- 18+ CONTENT IN THE SONGS LYRICS. SWEARING AND ADULT CONCEPTS IN THE PROVIDED MUSIC.
- PORNOGRAPHY, GRAPHIC CONTENT, SUICIDE NOTES.
- MUSICAL.LY USERS CAN SEARCH FOR OTHER USERS TO VIEW OR FOLLOW NEAR THEIR OWN LOCATION/CITY
- USER GENERATED VIDEOS CAN BE VIEWED AND SHARED ONTO OTHER SOCIAL MEDIA AND MESSAGING APPS INCREASING EXPOSURE
- BULLYING IN COMMENTS.
- LIVE.LY LIVE STREAMING IS NOT PRIVATE EVEN IF YOU HAVE THE PRIVACY SETTINGS SET UP.
- USING LIVE STREAMING MUSICAL.LY APP LIVE.LY MAY MEAN LARGER EXPOSURE WITH MEAN COMMENTS, INTERACTING IN REAL TIME WITH VIEWERS.

# How Connected Are We?



# INTERNET PREDATORS

## WHO ARE THEY AND WHAT DO THEY DO?

- AN INDIVIDUAL WHO COMMITS CHILD SEX ABUSE ONLINE OR IT BEGINS ONLINE.
- FINDS CHILDREN/TEENS ON THE INTERNET THROUGH SOCIAL MEDIA, GAMING CONSOLES, INSTANT MESSAGING, ETC.
- BUILDS A RELATIONSHIP OR BOND WITH THE CHILD.
- APPEARS TO BE PATIENT, KIND, TRUSTWORTHY.
- WANTS THE CHILD TO CONFIDE IN THEM.
- GETS TO KNOW HIS/HER LIKES, INTERESTS, HOBBIES, HANG-OUT SPOTS.
- GRADUALLY INTRODUCES SEXUAL CONTENT, PORNOGRAPHY, VIDEOS (DESENSITIZING AND BREAKING DOWN BARRIERS).
- SEEKS TO DRIVE A WEDGE BETWEEN CHILD AND FAMILY.
- HAS THE ULTIMATE GOAL OF MEETING THE CHILD IN PERSON.




# BUT IT'S JUST A PICTURE....



← Details EDIT

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October 11, 2016 9:39 PM

**Location**  
Davidsonville Road, Crofton, MD 21114, USA




**More details**  
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← Details EDIT

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**Location**  
2641 Harry S. Truman Parkway, Annapolis, MD 21401, USA



**More details**  
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# METADATA AND GEO-LOCATION (GPS)

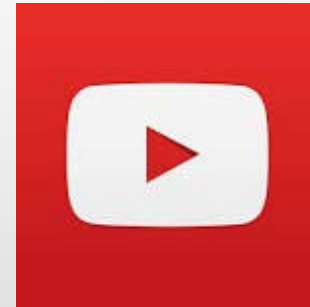
- SMART PHONES ARE EQUIPPED WITH HIGH END CAMERAS THAT CAN OFTEN TELL THE EXACT LOCATION THAT THE PHOTOGRAPH WAS TAKEN. OFTEN STORED IN METADATA.
- METADATA – SET OF DATA THAT GIVES INFORMATION ABOUT OTHER DATA.
- THE GPS INFORMATION STORED WITH YOUR PHOTOS IS PART OF THE METADATA CALLED EXIF (EXCHANGEABLE IMAGE FILE) DATA, THIS ALSO INCLUDES THE TIME AND DATE OF EACH PHOTO AND THE CAMERA THAT TOOK IT.
  - SIMPLY PUT...THE LOCATION OF YOUR IMAGES ARE STORED IN THE PHOTOS.
- GEO-LOCATION IS THE LOCATION OF THE IMAGE THAT IS TRACKED BY THE GPS IN YOUR CELL PHONE.
- EXACT LOCATION CAN BE REVEALED THROUGH PLUGGING GPS COORDINATES INTO GOOGLE MAPS, FREE APPS, AND OTHER ENTRY LEVEL INVESTIGATIVE SERVICES.
- LOCATION FEATURES CAN BE ERASED OR DISABLED PRIOR TO SHARING.
  - DEPENDING ON THE DEVICE, IT CAN BE IN THE SETTING OF THE CAMERA OR THE SETTING OF THE PHONE ITSELF (LOCATION)

## VIDEO GAME CONSOLE

A SPECIALIZED COMPUTER SYSTEM DESIGNED FOR INTERACTIVE VIDEO GAMEPLAY AND TV DISPLAY. A VIDEO GAME CONSOLE FUNCTIONS LIKE A PC AND IS BUILT WITH THE SAME ESSENTIAL COMPONENTS, INCLUDING A CENTRAL PROCESSING UNIT (CPU), GRAPHICS PROCESSING UNIT (GPU) AND RANDOM ACCESS MEMORY (RAM).



PLAYSTATION®  
Network



## STEAM

- FOR PC AND APPLE MAC COMPUTERS, ONE OF THE MOST POPULAR PLATFORMS THAT YOU CAN BUY AND PLAY GAMES. IT NEEDS TO BE INSTALLED ON A COMPUTER, BE THAT DESKTOP OR LAPTOP, AND GIVES ACCESS THOUSANDS OF GAMES. THERE IS A GAME STORE AND A WAY TO LOAD AND PLAY GAMES THAT YOU'VE BOUGHT, BUT THERE IS ALSO A LARGE COMMUNITY AND SOCIAL SIDE.
- AS WELL AS FORUMS, PLAYERS CAN ASK TO BE FRIENDS AND POTENTIALLY PLAY AGAINST OR WITH EACH OTHER IN GAMES.

## XBOX LIVE

- MICROSOFT'S ONLINE SERVICE FOR ITS CONSOLES IS CALLED XBOX LIVE AND WHEN YOU'RE SIGNED INTO THE SERVICE YOU CAN CHAT TO OTHER XBOX LIVE MEMBERS AND BEFRIEND THEM.
- PARTY CHAT ROOMS CAN BE CREATED BETWEEN PLAYERS EITHER BEFORE OR DURING A GAME, SO PLAYERS CAN DISCUSS THE ACTION OVER A VOICE CONNECTION. PLAYERS WHO HAVE ACCEPTED EACH OTHER AS FRIENDS CAN ALSO SEND EACH OTHER MESSAGES.
- XBOX ONE AND XBOX 360 GAMES CONSOLES ALLOW YOU TO SET UP AN XBOX LIVE PROFILE WHEN THE CONSOLE IS FIRST POWERED UP.



## PLAYSTATION NETWORK

- ALL PLAYSTATION SYSTEMS CAN BE SET UP TO HAVE MASTER ACCOUNTS RUN BY A PARENT AND SUB ACCOUNTS FOR CHILDREN. LIKE WITH THE XBOX CONSOLES, A CHILD'S PROFILE WILL AUTOMATICALLY RESTRICT CERTAIN ACTIONS DEPENDING ON THE DATE OF BIRTH SET FOR THAT CHILD.
- YOU CAN BLOCK CHAT AND MESSAGING FEATURES BY CHANGING THE PRIVACY SETTINGS OF A PS4, PS3 OR PLAYSTATION VITA. THAT MEANS VOICE CHAT, TEXT CHAT AND MESSAGING CAN ALL BE SWITCHED OFF ON A USER BY USER BASIS.



**PLAYSTATION®**  
**Network**

## Nintendo Network

- NINTENDO'S CONSOLES ARE MORE FAMILY FRIENDLY THAN MOST AND IS GEARED TOWARD YOUNG PLAYERS. THE MIIVERSE, FOR EXAMPLE, IS A CENTRAL HUB WHERE USERS CAN SHARE PICTURES THEY HAVE DRAWN AND QUICK MESSAGES.



## TWITCH / YOUTUBE

- MOST MODERN GAMING MACHINES AND SOME MOBILE DEVICES HAVE ACCESS TO LIVESTREAMING SERVICES SUCH AS TWITCH OR YOUTUBE. THESE HELP PLAYERS TO BROADCAST THEIR GAMEPLAY FOOTAGE LIVE OVER THE INTERNET TO WATCH EITHER THROUGH THE CONSOLE OR IN AN INTERNET BROWSER ON A DEDICATED WEBSITE.
- OFTEN, THIS LIVE GAMEPLAY FOOTAGE ALSO HAS VOICE OVER COMMENTARY OR EVEN PICTURE-IN-PICTURE VIDEO OF THE GAMER, WHO TALKS THROUGH HIS OR HER PROGRESS.
- THE SERVICES ARE PROFESSIONALLY RUN (YOUTUBE IS OWNED BY GOOGLE AND TWITCH BY AMAZON) AND HAVE STRICT GUIDELINES ON WHAT CAN AND CANNOT BE BROADCAST, BUT LANGUAGE CAN BE ADULT IN TONE AT TIMES. THERE ARE ALSO LIVE TEXT CHAT OPTIONS WITH EVERY STREAM, SO THERE CAN BE SOME OFFENSIVE COMMENTS POSTED.



# AACPS POLICIES

## **BOARD OF EDUCATION POLICY JCCA – BULLYING/CYBERBULLYING/HARASSMENT AND INTIMIDATION/BIAS BEHAVIOR**

- TO PROVIDE A SAFE LEARNING ENVIRONMENT PROHIBITING BULLYING, CYBER-BULLYING, HARASSMENT, INTIMIDATION, HAZING AND BIAS BEHAVIORS WITH AACPS.

## **BOARD OF EDUCATION POLICY JCC – STUDENT USE OF SOCIAL MEDIA**

- TO PROVIDE STUDENTS WITH GUIDELINES FOR APPROPRIATE CONDUCT WHEN USING SOCIAL MEDIA.

## **BOARD OF EDUCATION POLICY GAOO – EMPLOYEE USE OF SOCIAL MEDIA**

- TO DEFINE LIMITATIONS AND THE USE OF SOCIAL MEDIA FOR AACPS EMPLOYEES.

# WHAT CAN YOU DO?

- ASK QUESTIONS
- MONITOR COMPUTER/INTERNET ACTIVITY
- TEACH YOUR CHILDREN ABOUT PERSONAL PRIVACY
- REQUIRE PASSWORDS OR ACCESS TO ALL ACCOUNTS
- CONSIDER PARENTAL CONTROLS
- PLACE COMPUTER IN AN OPEN AREA IN THE HOUSE
- TALK ABOUT THE CONSEQUENCES OF OVER-SHARING
- JOIN YOUR CHILDREN ON SOCIAL MEDIA
- EDUCATE YOURSELF ON LATEST APPS, TRENDS, ETC.





# RESOURCES FOR PARENTS

- [COMMONSENSEMEDIA.ORG](https://www.commonsensemedia.org)
  - [FIELDGUIDE.GIZMODO.COM](https://www.fieldguide.gizmodo.com)
  - [DARE.ORG](https://www.dare.org)
  - [PROJECTCHILDSAFE.COM](https://www.projectchildsafe.com)
  - [THECYBERSAFETYLADY.COM](https://www.thecybersafetylady.com)
  - [CONNECTSAFELY.ORG](https://www.connectsafely.org)
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**THE OFFICE OF INVESTIGATIONS HAS RESEARCHED AND COMPILED A LIST OF SOCIAL MEDIA AND CHILD INTERNET CRIME/ABUSE STATISTICS FROM THE FOLLOWING SOURCES (2013-2016):**

ENOUGH.ORG

GUARDCHILD.COM

HOWTOGEEK.COM

CRIMES AGAINST CHILDREN RESOURCE CENTER

FBI

CHILD EXPLOITATION AND ONLINE PROTECTION

YOUTH INTERNET SAFETY SURVEY

PROJECT TOMORROW

THE NATIONAL CRIME PREVENTION CENTER

THE UNIVERSITY OF NEW HAMPSHIRE

THECYBERSAFETYLADY.COM

THE PEW INSTITUTE

COX COMMUNICATIONS

DREAMGROW.COM