

CONTINUE THE CONVERSATION

LOWER ELEMENTARY PARENT GUIDE

In these early grades, students are introduced to what it means to be a Digital MVP—safe, respectful, and responsible online. Through playful metaphors like sports teamwork and real-world comparisons, children understand how to protect their privacy, recognize kind behavior, and build good digital habits. This guide will help you reinforce those big ideas in simple, age-appropriate ways.

MODULE SEVEN

Age Appropriateness

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Age Appropriateness

In this module, students learn about **age appropriateness**—making sure websites, games, and apps fit their age group correctly. Like sports teams are divided by age to keep the game fair and safe, the digital world has **age restrictions** to protect young users.

Students are introduced to the **Children’s Online Privacy Protection Act (COPPA)**. This law says kids must be 13 or older to sign up for social media platforms like TikTok, Instagram, Snapchat, and YouTube. These rules exist to protect personal information and keep younger children from seeing content that’s not meant for them.

They also hear a story about Max, who lied about his age to join a website for older kids. As a result, he saw scary content, was exposed to strangers in a chat room, and was asked for personal information—showing why it’s never a good idea to bend the rules.

Students are reminded:

- Age restrictions are in place for their safety.
- Social media and some websites may contain unkind comments, confusing messages, or inappropriate content.
- Lying about their age can lead to experiences that are not fun—or safe.

Following the rules helps kids stay safe and be MVPs in the digital world.

Questions to Talk About with Your Child

- 1 *Why do you think some games or websites are only for older kids?*
- 2 *What does COPPA protect you from?*
- 3 *What might happen if you lie about your age when signing up for something online?*
- 4 *Have you ever seen a game or app ask for your birthdate? What did you do?*
- 5 *Why is it wise to ask a parent before joining a new site or game?*

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UPPER ELEMENTARY PARENT GUIDE

As students become more independent online, they explore important digital topics like privacy, media messages, password safety, and age-appropriate use. They also learn the value of being kind online and how to respond if they encounter cyberbullying. Use this guide to support your child in forming positive online habits and navigating their digital world with care and confidence.

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Age Appropriateness

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Age Appropriateness

In this module, students learn about **age appropriateness**—why certain games, websites, apps, and **social media platforms** are designed for specific age groups. Like rules in sports, age restrictions exist to keep kids safe, help them make good choices, and protect their privacy.

Students are introduced to the **Children’s Online Privacy Protection Act (COPPA)**, a law that requires websites and apps to get parental permission before collecting personal information from anyone under 13. That’s why popular social media apps like **TikTok, Snapchat, Instagram, Discord, and BeReal** require users to be at least **13 years old**.

They also hear a cautionary story about Emma, a 10-year-old who created a social media account by lying about her age. While it was fun initially, Emma quickly encountered rude comments, pop-up ads, and even a stranger who asked for personal information. Eventually, one of her videos was reshared with a mean caption, leading to embarrassment at school.

Students are reminded that ignoring age restrictions can:

- Expose them to harmful or confusing content
- Put their **digital footprint** at risk
- Open the door to **online strangers** and **cyberbullying**

This lesson encourages students to follow the online age restrictions and wait until they are genuinely ready for platforms like social media. It also encourages students to focus on safer, age-appropriate ways to share their creativity and connect with others.

Questions to Talk About with Your Child

- 1 *Why do you think some websites and apps have age restrictions?*
- 2 *What do you know about COPPA and how it protects kids?*
- 3 *How could lying about your age affect your online safety?*
- 4 *What happened to Emma in the story you heard, and what did she learn?*

CONTINUE THE CONVERSATION

JUNIOR HIGH PARENT GUIDE

During these years of rapid change and growing curiosity, students dive deeper into concepts like digital footprints, media literacy, AI-generated content, and tech laws. They learn how to think critically, set healthy boundaries on social media, and recognize their role as upstanders. This guide will help you continue those conversations at home—encouraging thoughtful reflection and safe decision-making.

MODULE SEVEN

Tech Laws & Online Safety

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Tech Laws & Online Safety

In this lesson, students learn about important laws and rules that apply to digital spaces.

Key ideas include:

- **Plagiarism:** Taking someone else's work and claiming it as your own—this can have legal and academic consequences.
- **AI in schoolwork:** Using AI tools without permission can be considered cheating.
- **Social media age limits:** Platforms like TikTok and Instagram require users to be at least 13 due to privacy laws.
- **Online impersonation:** Pretending to be someone else online to harm or deceive is illegal.
- **Sharing inappropriate images:** Taking or sending explicit images can lead to serious consequences, including sextortion.
- **Cyberbullying & reporting:** Reporting cyberbullying helps protect yourself and others.

By understanding the importance of respecting privacy and boundaries, thinking critically before posting, and seeking help from trusted adults if needed, students become more responsible digital citizens.

Questions to Talk About with Your Child

- 1 *Why is plagiarism a serious issue, and how can you avoid it?*
- 2 *How can AI be helpful, and why is it important to use AI responsibly in your schoolwork?*
- 3 *What should you do if you or a friend is asked to send an explicit photo online or becomes a victim of sextortion?*
- 4 *How can reporting cyberbullying help protect yourself and others, and why is it important to speak up?*
- 5 *What is online impersonation, and why is it illegal?*

Encourage your child to navigate the digital world safely and responsibly!

CONTINUE THE CONVERSATION

HIGH SCHOOL PARENT GUIDE

High school students learn how their digital actions can shape their future. They explore real-world consequences tied to social media use, privacy choices, online safety, and their digital reputation. From job and college applications to navigating complex online interactions, students are challenged to think long-term. These conversation starters will help you guide your teen through more nuanced topics and support their growth as responsible digital citizens.

MODULE SEVEN

Tech Laws

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Tech Laws

This module helps students understand that technology has legal and ethical responsibilities. It introduces two major categories of tech laws: intellectual property (plagiarism, copyright, and fair use) and cybercrimes (online impersonation, cyberbullying, and sextortion). Students learn that plagiarism, while not illegal, it is a serious school offense, while copyright infringement can lead to legal consequences. The concept of fair use is explained, including when and how students can legally use small portions of copyrighted content.

The module also addresses growing threats in the digital world—especially online impersonation and sextortion—highlighting how fast-evolving technology often outpaces legislation. Students are encouraged to protect themselves by setting privacy controls, using strong passwords and two-factor authentication, and thinking carefully before sharing personal content online. Real-world examples show how tech-related actions—intentional or not—can have long-lasting consequences.

Questions to Talk About with Your Child

- 1 *What's the difference between plagiarism and copyright infringement, and why is it important to understand both?*
- 2 *Why do you think fair use exists, and how can it be used responsibly in schoolwork or creative projects?*
- 3 *Have you seen or heard of examples of online impersonation? How should someone respond if it happens to them?*
- 4 *What can we do as a family to protect our personal information online?*
- 5 *Why is it important to talk about serious topics like sextortion, and what should someone do if they or a friend ever feels threatened online?*