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# Digital Citizenship: Staying Connected

**“use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns about content and contact”**

**Department for Education (National Curriculum in England & Wales)**



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safer internet



**SAVE the DATE**

**Safer Internet Day**

**2018** | Tuesday  
6 February

[www.saferinternetday.org](http://www.saferinternetday.org)



European  
Commission





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Connected?

teachers + students + parents



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# Influenced





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*Influenced*

US\$12 million-per-year

1.5 billion active users-per-month

> 1 hour-per-day on mobiles

3.25 billion hours-per-month

1 year – 38 years



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Influenced

Merchandise <https://teespring.com/stores/ryantoysreview>

2nd Chan: Ryan's Family Review

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**BROOKLYN & BAILEY**

NEW VIDEOS EVERY WEDNESDAY





# Response

## E-safety road map

UNIT
Unit 1.1 We are treasure hunters
Unit 1.2 We are TV chefs
Unit 1.3 We are painters
Unit 1.4 We are collectors
Unit 1.5 We are storytellers
Unit 1.6 We are celebrating

UNIT
Unit 2.1 We are astronauts
Unit 2.2 We are games testers
Unit 2.3 We are photographers
Unit 2.4 We are researchers
Unit 2.5 We are detectives
Unit 2.6 We are zoologists

UNIT
Unit 3.1 We are programmers
Unit 3.2 We are bug fixers
Unit 3.3 We are presenters
Unit 3.4 We are network engineers
Unit 3.5 We are communicators
Unit 3.6 We are opinion pollsters

UNIT
Unit 4.1 We are software developers
Unit 4.2 We are toy designers
Unit 4.3 We are musicians
Unit 4.4 We are HTML editors
Unit 4.5 We are co-authors
Unit 4.6 We are meteorologists

UNIT
Unit 5.1 We are game developers
Unit 5.2 We are cryptographers
Unit 5.3 We are artists
Unit 5.4 We are web developers
Unit 5.5 We are bloggers
Unit 5.6 We are architects

UNIT	E-SAFETY COVERAGE
Unit 6.1 We are app planners	The pupils consider the capabilities of smartphones and tablet computers, and how these can be used purposefully. They become aware of some of the capabilities of these devices, including how they can be used to record and share location information; they consider some of the implications of this. They use search engines safely and effectively. The pupils could make use of their own tablets or smartphones in school, considering how they can do this safely and to good effect.
Unit 6.2 We are project managers	The pupils use online tools safely and effectively, considering how they can contribute positively to a shared project. Again, they use search engines safely and effectively. They may also make use of online content, respecting any copyright conditions.
Unit 6.3 We are market researchers	The pupils show regard for the ethical and legal frameworks around conducting interviews and online surveys, such as the need to preserve anonymity and/or confidentiality. In conducting their research, the pupils need to act safely and responsibly, as well as showing respect for those participating in the research.
Unit 6.4 We are interface designers	The pupils need to think carefully about copyright in relation to both sourcing and creating their own digital content and user interface components for their apps.
Unit 6.5 We are app developers	Pupils using their own or the school's tablets or smartphones for this unit need to consider how to do so safely and purposefully. Children participating in online communities for either of the development platforms here need to do so in a safe, responsible and respectful manner. The pupils should also think carefully about any safety implications of the apps they develop.
Unit 6.6 We are marketers	In marketing their app, the pupils should consider the legal and ethical frameworks around advertising across different media. They should also think about the need to protect personal information about themselves and other members of their group when marketing their app. In creating websites for their apps, the pupils need to consider the e-safety implications for the site's users as well as themselves.



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Their Level

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INTERLAND





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# Real versus Fake





Technology ▶ Mobile phones

## Mobile phones are destroying family life - but it's the PARENTS who are to blame, study claims

Overuse of mobile phones by parents is having a negative effect on their kids, especially at meal times, according to a new poll



12 SHARES



COMMENTS

By **Jeff Parsons** Tech/Science Reporter  
15:06, 24 APR 2017    UPDATED 17:58, 24 APR 2017

TECHNOLOGY



Families are losing out on quality time (Image: Getty)

家庭友善做得好  
僱主僱員無煩惱

2017/18  
家庭友善僱主獎勵計劃

立即參加

家庭友善僱主  
Home-Friendly Employer

家庭議會  
Family Council

## Virtual reality headsets could put children's health at risk

Leeds University scientists found 20-minute game risked vision and balance problems for players aged eight to 12



▲ Extended use of VR headsets may lead to vision or balance problems, particularly in children. Photograph: David McNew/Getty Images

Researchers have warned that virtual reality headsets could pose risks to users, particularly children. The scientists, based at Leeds University, believe continued use of VR sets could trigger eyesight and balance problems in young people unless changes are made to devices.

The warning comes as major companies including Facebook and Google outline plans to expand heavily in the field, while hardware companies have started promoting devices that turn mobile phones into head-mounted VR viewers.



## Game addict kids hit by 'extinct' bone disease

By EMMA MORTON, Health and Science Editor

Published: 13 Nov 2010

 [Add a comment \(43\)](#)



**CRIPPLING** bone disease rickets has made a shock comeback - because kids are staying indoors with video games instead of playing in the sunshine.

The condition - rife in gloomy 19th-century slums but wiped out in Britain in the 1930s - has been found in more than **A FIFTH** of children in a Southampton study.

HOME > NEWS > HEALTH

### Video games linked to return of rickets among children

With more children spending time indoors, experts warn of a re-emergence of rickets - the Victorian illness caused by a lack of vitamin D



Rickets causes the bones to become painful, soft and weak. This leads to deformities of the skeleton, such as bowed legs, curvature of the spine and thickening of the ankles, wrists and knees Photo: ALAMY



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The Need to Create



balance



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# New Problem?

**“Tune into a conversation about kids and screen time, and you’d be forgiven for thinking that before the invention of the iPhone, parents spent every waking moment engaging their kids in deep conversation, undertaking creatively expressive arts-and-crafts projects, or growing their own vegetables in the backyard garden.”**

**- Alexandra Scott**



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# New Problem?

**‘I caution worried adults from jumping to conclusions about smartphones ruining kid’s brains. Certainly technology can be addictive and has undeniable effects, but are those worse than things pervious generations dealt with? Debatable.’**

**- Adam Perkins (Research & Lecturer at the Department of Psychological Medicine, King’s College, London, 2018)**

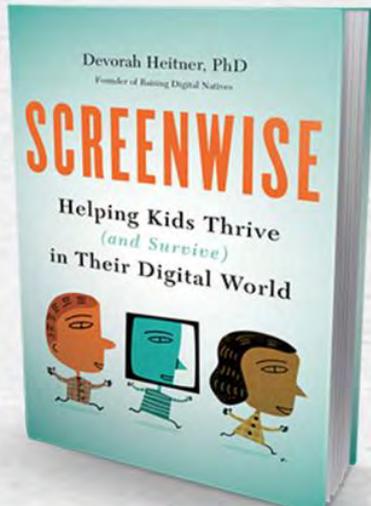


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# New Solutions

## Devorah Heitner, PhD

Raising Digital Natives



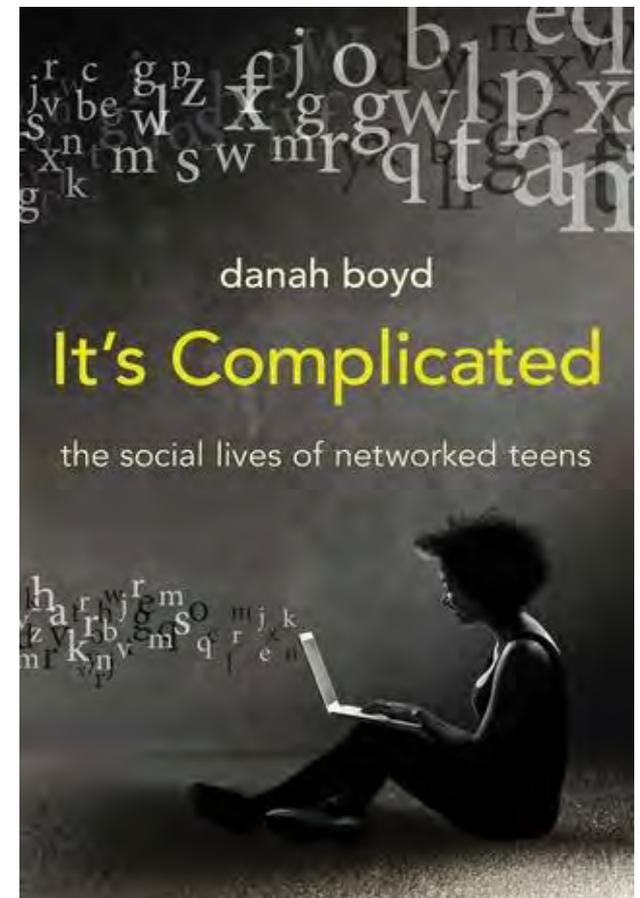
*Screenwise* offers a realistic perspective on how to thoughtfully guide kids in the digital age.





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# New Solutions





# New Solutions

   **MEDIA MENTOR MONTH**  

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
"True screen wisdom is about relationships.			1	2	3	4

*"True screen wisdom is about relationships. It's about the kinds of connections we can have with one another. It's about trust. And balance."*  
- Devorah Heitner

how to do something new on your phone/device.

your partner about how to talk to your child(ren) about online pornography in an age appropriate way. [This resource](#) might help.

of your child engaged in some sports activity - or even a simple jump shot!

child by watching instructional YouTube videos ([like this 12-year old](#)).

something online. Share strategies you use if something inappropriate comes up.

your child. [Check out suggestions here!](#)

[slideshow](#) to help remember a fun family activity or event.

**26**  
Write down three things you are grateful for that mobile devices make possible.

**27**  
Search for a new recipe and make it with your child. Try [Pinterest](#) or [Yummly](#) for hundreds of options.

**28**  
Have a family discussion about online/in-app advertising. What is the cost of "free"?

**29**  
Find one way to help someone else using your device and do it.

**30**  
Look up the laws for digital streaming in the country you live in & have a family discussion. Then watch a movie together - legally!

**31**  
Take a photo walk around your neighbourhood, capturing your favourite places. The free book [Stories Through the Lens](#) has loads of great tips.

  
This work by Ken-Lee Beasley & Daniel Johnston created for GEMS World Academy Switzerland is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.



# New Solutions

**21**

Take a slow-motion video of your child engaged in some sports activity - or even a simple jump shot!

**22**

Learn a new skill with your child by watching instructional YouTube videos ([like this 12-year old](#)).

**23**

Model how you search for something online. Share strategies you use if something inappropriate comes up.

**28**

Have a family discussion about online/in-app advertising. What is the cost of "free"?

**29**

Find one way to help someone else using your device and do it.

**30**

Look up the laws for digital streaming in the country you live in & have a family discussion. Then watch a movie together - legally!



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# New Solutions



## Parenting for a Digital Future

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In the digital home, how do parents support their children and who supports them?



### Recent Posts

**More clarity brings more confusion: Debating what the European General Data Protection Regulation means for children in the UK**  
February 21st, 2018



**Using media to support children's STEM learning**  
February 14th, 2018



**Making the internet safer for children: the global evidence**  
February 9th, 2018

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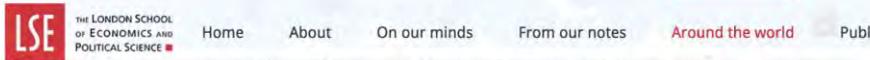
#P4DF

 Sonia Livingstone Retweeted

 **LSE USAPP blog**  
@LSEUSAblog



# New Solutions



available on YouTube Kids. They can be hard to distinguish from advertising. Photo credit: YouTube Kids

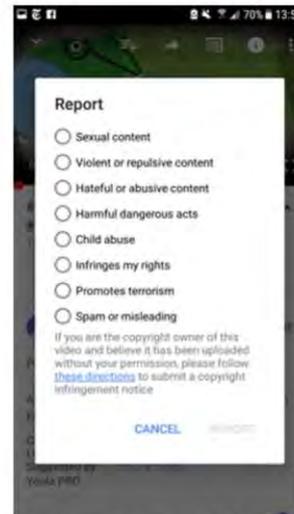
## Advice for parents

Because everyone's experience of YouTube is customised and therefore different, and because YouTube has yet to share much information on the scale of the problems that may exist, it is hard for parents to assess how worried they should be and therefore how they should react. But plenty of video alternatives exist aimed at children.

In Canada for example there are some options: [CBC Kids](#) and [Treehouse TV](#), and [Radio Canada](#) and [Yoopa](#) (in French).

These services may offer a more limited selection than YouTube, but precisely because the content is hand-picked these options are less risky and have potentially a higher proportion of educational as well as entertaining content.

If you do allow your child to use YouTube, warn them that they may find material by accident that is upsetting. Explain it is not their fault they found it and encourage them to talk to you about it if they do see something wrong — or at least show them how to report the problem to Google.



These terms of complaint might not be clear to younger children. Parents should show children how to register complaints. Photo credit: YouTube

While YouTube Kids provides better “childproofing” than YouTube itself, do not assume it is all harmless — even if it does not lead to violent content, you might find a greater amount of marketing to children in the guise of entertainment, for example. ‘Channels’ devoted to [unwrapping and enthusing about toys](#) given to their authors are popular both on YouTube and YouTube Kids.

Watch with your children from time to time and be prepared to discuss with them the differences between impartial reviews, paid endorsements and advertising — distinctions that even grownups sometimes find difficult to draw!

Lastly, if what you have been reading concerns you, let Google and your elected representatives know.

Governments in particular have tended to allow giants like YouTube and Facebook to regulate themselves, but if they don't do a better job of it, they may need some outside pressure to do the right thing.



# Engagement

**‘We found that parents continue to focus on screen time rather than what kind of digital activities their kids engage in.**

**Importantly, our findings show that:**

- Digital media bring families together – through television and movies and playing video games.**
- Families turn to digital media to keep in touch, from calls, e-mails and texts to newer media like messaging apps and video chat.**

**So, contrary to what panicky headlines might have us believe, rather than displacing established ways of interacting, playing and communicating, digital media sit alongside them but present families with new problems, too.’**



# Ideas



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Benefits Of Sleep Health Benefits

The fountain of youth may be closer than you ever thought

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## What Teenagers Are...

American adolescents watch much more pornography than their parents...

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Empowering schools + parents on mentoring in the digital age

You Are Parents Children

If you are raising kids, you are raising Digital Natives. RDN is fo...

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## Parents: Reject Technolog...

Kid Rooms Kids Learning

Stop Guiltin Parents About Their Kids' Screen Time

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Fidget Spinners Hand Spinners

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"Lovely article on a tricky issue" I Didn't Expect to Find Pornography...

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Blue Whale Challenge - Real or Fake Children and young people...

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by TEDx Talks

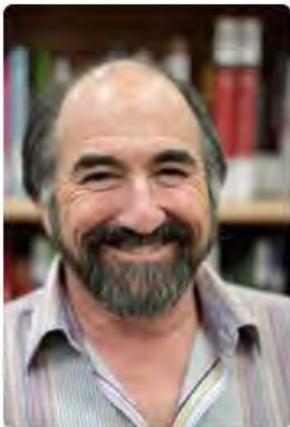


Common Sense Dinner

Film advertisement created by Goodby Silverstein & Partners...

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by Common Sense Media



Larry

How a "tech break" can help students refocus

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## #DeviceFreeDinner - Two...

#DeviceFreeDinner - Two Percent



## Limiting Your Child's Fire...





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## SCREEN AGERS

GROWING UP IN THE DIGITAL AGE

### SCREEN TIME CONTRACTS

By Delaney Ruston, Screenagers' filmmaker

When I started making *Screenagers*, I originally considered the title *Out of Control*, because that is what I was feeling like as a parent of two kids who wanted more and more screen time. Since then I have learned that so many parents feel the same.

The good news is, creating a family agreement really does help. Just the act of [creating an agreement](#) together is a major positive step. Making the agreement requires calm family talks which lead to a definition of values, setting of goals, and determination of usage limits. To help facilitate the process I want to share from my own, and others' experiences.

Remember, if you prefer you can start super small with a small agreement of just a couple of rules outlined with the incentives. Make sure to get your kids' input. Also, consider sharing something you as a parent are trying to change such as your phone distraction at the dinner table. The more it is not about you vs. them, the better. I keep reminding myself that we are all in this together.

- Click [here to get started on a screen time agreement](#).
- Click [here to see my daughter Tessa's screen time contract](#)
- Click [here to see Janell Burley Hoffman's family agreement](#)





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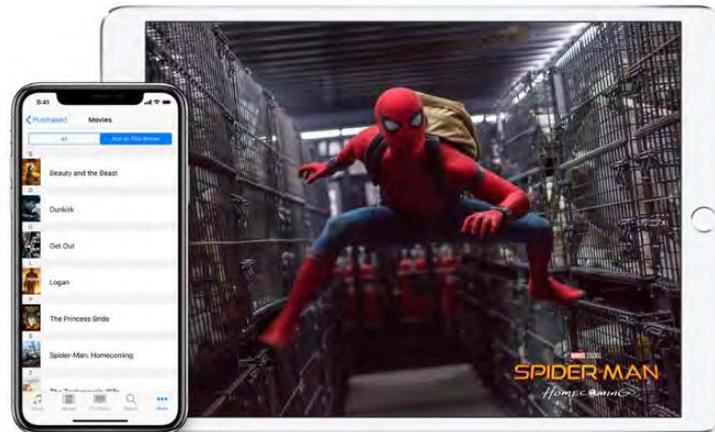
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# Power to You



## Family Sharing. Share your favorite things with your favorite people.

Family Sharing makes it easy for you and up to five family members to share iTunes, iBooks, and App Store purchases, an Apple Music family plan, and an iCloud storage plan. Your family can also share a photo album and a family calendar, and even help locate each other's missing devices.





# Power to You

## Screen Time

Be more aware of how you and your kids use your devices.





# Power to You

## Screen Time



### Screen Time

New tools empower you to understand and make choices about how much time you spend using apps and websites.

### For kids

Use your family's Apple IDs to set up Screen Time for your kids to keep an eye on how much time they spend on apps and websites. They can request more time for you to approve.

### Downtime

Set a specific time, like bedtime, when apps and notifications are blocked. You can choose which apps are on and off limits.

### Activity reports

Get reports weekly or check Today View anytime to see app usage, notifications, and device pickups.

### App limits

Set the amount of time you and your kids can spend each day on specific apps and websites.

### Always allowed

Create exceptions for apps you'd like your kids to have access to even during Downtime, such as Messages or education apps.



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# Power to You

## Your family on Google

Share entertainment and stay connected with the ones you love. Create a family group with up to six family members and get the most out of Google, together.

GET STARTED





# Power to You



## Google For Families Help

### Manage your child's screen time

You can set screen time limits to lock your child's Android device at bedtime, after they've used it for a certain amount of time, or when you think they need a break.

#### How screen time limits work

When you set a limit for your child's screen time on their Android device, they'll get a notification when:

- Screen time is set for the first time
- Their device is about to be locked

When the device is locked, your child:

- Can't see notifications
- Can't unlock the device or use any apps
- Can answer phone calls, and tap **Emergency** to make a call if the device has a calling plan

#### Set daily limits

1. Open the Family Link app 
2. Select your child.
3. On the "Daily limit" card, tap **Edit limits**.
4. Follow the instructions on the screen to set a daily limit.

**Note:** Daily limits apply to each Android device your child uses. For example, if you set a daily limit of 2 hours, your child would get 2 hours of time on each Android device.

#### Set a bedtime

1. Open the Family Link app 
2. Select your child.
3. On the "Bedtime" card, tap **Edit schedule**.
4. Follow the instructions on the screen to set a bedtime.

#### Lock or unlock your child's Android device

1. Open the Family Link app 
2. Select your child.
3. On the card for one of your child's Android devices, tap **Lock now** or **Unlock**.

#### Manage devices, apps & screen time

[Sign your child in on their Android device](#)

[Sign your child in on their iPhone or iPad](#)

[Sign your child in on their Chromebook](#)

**Manage your child's screen time**

[Manage your child's Android apps](#)

[Set up parental controls on Google Play](#)

[Purchase approvals on Google Play](#)

[See & manage your child's Android device location](#)

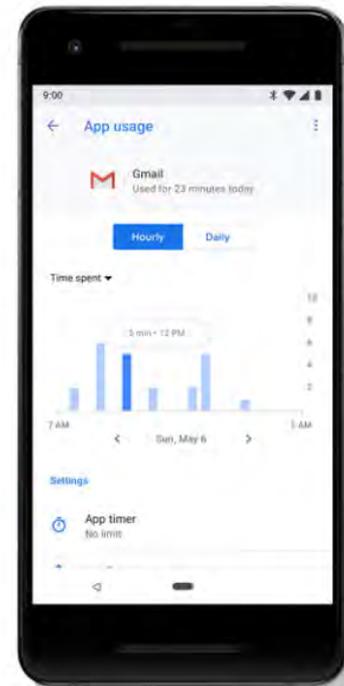
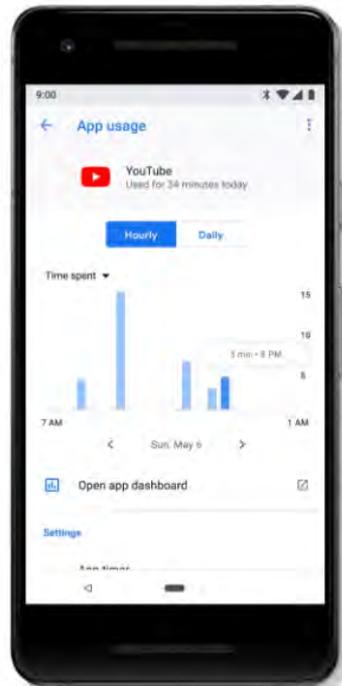
[Add apps recommended by teachers to your child's device](#)



# Power to You

## Helping you understand your habits

The first step toward digital wellbeing is often understanding more about how you interact with technology in the first place. We're introducing new ways to keep you more informed and proactive.



android

Learn more about your time spent in apps.

The app dashboard gives you a complete picture of how you use your phone. Get a daily view of the time spent on your phone, how frequently you use different apps, and how many notifications you get.

Coming soon.



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# Force for Good

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**Microsoft Africa** @MicrosoftAfrica · Feb 26

Replying to @africatechie

Supporting teachers to enable digital transformation in education is at the core of what we do. We will equip Owura Kwadwo with a device from one of our partners, and access to our MCE program & free professional development resources on



**Microsoft Educator Community home**

[education.microsoft.com](https://education.microsoft.com)



# Force for Good

Helped identify illegal logging in the forests of French Guiana

Helped teach a computer to identify whales

People-powered research

Helped identify key support areas for Search & Rescue teams after Hurricane Irma

Helped identify plastic pollution across hundreds of miles of beaches

Helped transcribe civil war diaries for historical archives

Helped identify deforestation and how it is effecting orangutang

ing in Indonesia

Sign in Register



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**Presentations:** <http://www.nordangliaeducation.com/en/our-schools/beijing/shunyi/primary-workshops-for-parents>

**Google Interland:** <https://beinternetawesome.withgoogle.com/en/interland>

**Screenwise:** <https://www.amazon.com/Screenwise-Helping-Thrive-Survive-Digital/dp/B01KP2XNKQ>

**It's Complicated:** <https://www.amazon.com/Its-Complicated-Social-Lives-Networked/dp/0300166311>

**Media Mentor:** <https://kerileebeasley.com/2018/02/16/media-mentor-month/>

**Parenting for Digital Future:** <http://blogs.lse.ac.uk/parenting4digitalfuture/>

**Pinterest:** <https://www.pinterest.com/>

**Commonsense Media:** <https://www.common sense media.org/>

**Screenagers:** <https://www.screenagersmovie.com/parenting-apps/>

**Apple Family Sharing:** <https://www.apple.com/family-sharing/>

**Apple Screen Time:** <https://www.apple.com/newsroom/2018/06/ios-12-introduces-new-features-to-reduce-interruptions-and-manage-screen-time/>

**Google Digital Wellbeing:** <https://wellbeing.google/>

**Google Families:** <https://support.google.com/families/answer/7103340?hl=en>