KEY WEBSITES

More information about each website follows this listing:

Online Safety Guidelines for Parents/Educators

Center for Safe and Responsible Internet Use – www.cyberbully.org

Common Sense Media – www.commonsensemedia.org

Connect Safely – "Smart socializing starts here" – www.connectsafely.org

GetNetWise – "You're one click away…" – www.getnetwise.org

iKeepSafe – "Peace of mind for families online" – www.ikeepsafe.org

Net Family News – "Kid-Tech News for Parents" – www.netfamilynews.org

SafeKids.com – "Online safety and civility" – www.safekids.com

Web Wise Kids – "Wisdom begins with you" – www.webwisekids.org

Online Safety Information for Kids and Teens

A Thin Line – "curious/controlling | love/abuse | words/wounds" – www.athinline.org

textED.ca – "Textual Relations" – www.textED.ca

That's Not Cool – "Where Do You Draw Your Digital Line?" – www.thatsnotcool.com

Digital Citizenship and Technology for Learning and Social Good

Digital Citizenship – "Advocates for digital citizenship, safety, and success" – http://groups.diigo.com/group/Ad4dcss

DML Central – "Digital media and learning: the power of participation" – www.dmlcentral.net

Edutopia – "What works in education" – www.edutopia.org/digital-generation

Games for Change – "Play Connect Learn" – www.gamesforchange.org

GoodPlay Project – "Excellence | Ethics | Engagement" – http://www.goodworkproject.org/practice/our-space

Mind/Shift – "How we will learn" – http://mindshift.kqed.org

Online Safety Guidelines for Parents/Educators

Center for Safe and Responsible Internet Use – www.cyberbully.org
The Center provides downloadable tools, resources, videos, and publications related to cyberbullying, sexting, and cyberthreats, customized for educators and parents. Step-by-step guidelines and protocols are available for investigation and intervention in sexting or cyberbullying incidents. The site's resources also provide strategies to encourage student bystanders to take action as helpful allies to their peers who are the targets of cyberbullying.

Common Sense Media – www.commonsensemedia.org
Common Sense Media provides reviews of movies, games, and apps to help parents make informed decisions about kids' media choices. The site offers free toolkits and curricula on cyberbullying for kids in elementary school, middle school, and high school. The multi-media advice page for parents presents articles and videos by age, topic, and entertainment type. The site's "Best Of" collection features Active Video Games for specific age groups from preschoolers through teens. Follow on Facebook, Twitter, YouTube, or use the Common Sense Media iPhone app.

Connect Safely – "Smart socializing starts here" – www.connectsafely.org
Connect Safely is an interactive forum and information site for teens, parents, educators, and others interested in the impact of social media on youth. The site provides printable PDFs and social media safety tips covering topics such as "Kids' Virtual World Safety Tips," "Tips for Getting Cached Content Removed," and "Help for Parents of Kids Dealing with Cyberbullying." *Connect Safely* also hosts a public discussion forum where parents can interact with each other to discuss issues of common concern. The site includes a Directory of Online Safety Resources and a collection of online-safety educational games. Follow *Connect Safely* on MySpace, Facebook, or Twitter.

GetNetWise – "You're one click away…" – www.getnetwise.org
GetNetWise contains instructional how-to video tutorials that show parents and other users how to keep their family's online experiences safe and secure. Instructional videos range from advice regarding activating safe search settings in search engines to using the privacy settings of social networking sites and preventing spam. A joint project of non-profit organizations and Internet industry corporations, *GetNetWise* provides an online safety guide with tips by age group as well as by technology type (e.g., social media, file-sharing, chat, etc.).

iKeepSafe – "Peace of mind for families online" – www.ikeepsafe.org
The Internet Keep Safe Coalition (*iKeepSafe*) is a non-profit international alliance of more than 100 policy leaders, educators, law enforcement professionals, technology experts, public health experts and advocates. *iKeepSafe* tracks global trends and issues surrounding digital technologies and their effects on children, and creates resources for parents, educators and policymakers who teach youth how to use new media devices and platforms in safe and healthy ways. Among the resources provided are books and DVDs for young children featuring the escapades of Faux Paw, the Websurfing Techno cat. Subscribe to the RSS feed.

NetFamilyNews – "Kid-Tech News for Parents" – www.netfamilynews.org
A daily blog, RSS feed, and e-newsletter with subscribers in 50 countries, *NetFamilyNews* is an aggregator of current articles, reports, interviews, podcasts, and links on the topic of online safety and 21st-century kids. Editor Anne Collier serves on Facebook's Safety Advisory board, the advisory board of the Family Online Safety Institute, and co-directs ConnectSafely.com. Follow on Twitter, Facebook, or subscribe to the site's RSS feed.

SafeKids.com – "Online safety and civility" – www.safekids.com
Offering safety advice and tools since 1994, *SafeKids.com* provides updated content such as "Guidelines for Parents of Pre-Teens" and a "Family Contract for Online Safety." Sample posts include "So Your Kid Is Looking at Porn. Now What?" and "Talk With Your Kids about Being Safer Online." *SafeKids.com* and its sister site *SafeTeen.com* are created by Larry Magid, a technology journalist who is co-director of ConnectSafely.com with Anne Collier of *NetFamilyNews*. Follow *SafeKids* on its Facebook page.

Web Wise Kids – "Wisdom begins with you" – www.webwisekids.org
Web Wise Kids specializes in digital games that teach kids about online safety and help equip them with skills to manage issues such as sexting, bullying, piracy, fraud, online romances, cyberstalking, and other online hazards. To date, more than 10 million middle school and high school students in all 50 states have participated in *Web Wise Kids* programs, including a cell phone safety program, "It's Your Call." The KidZone section of the website offers quick interactive games and quizzes for kids about making friends online, identity theft, online auctions, and other topics. Follow on Twitter or Facebook.

Online Safety Information for Kids and Teens

A Thin Line – "curious/controlling | love/abuse | words/wounds" – www.athinline.org
MTV's *A Thin Line* campaign was developed to empower young people to identify, respond to, and stop the spread of digital abuse in their lives and among their peers. The campaign is built on the premise that there is a "thin line" between behaviors that may begin as a harmless joke and behaviors that have a serious and harmful impact on you or someone else. An iPhone app and a Facebook app enable teens to submit stories of their own digital experiences and also to weigh in if their opinion is that someone's reaction was "over the line." Visitors to the site are invited to join "Stand Connected," MTV's Digital Rights Project. Follow on Facebook, Twitter, MyYearbook, or MySpace.

textED.ca – "Textual Relations" – www.textED.ca
textED.ca is an interactive website designed to teach teens how to be safe, responsible and respectful users of texting technology. The goal of *textED.ca* is to develop teens' skills in handling difficult situations they may encounter using cell phones and their capacity to make responsible decisions. Topics include friendship, relationships, dealing with stress and break-ups. The *textED.ca* website incorporates games, quizzes, discussion pages, downloads and other tools to help kids navigate through the issues. *textED.ca* is geared towards Grade 7 and 8 students in Canada. The site also provides teachers with a series of safety lessons, life skills, and website content to guide students through respectful conduct when texting.

That's Not Cool – "Where Do You Draw Your Digital Line?" – www.thatsnotcool.com
The website explains: "Your cell phone, IM, and online profile are all digital extensions of who you are. When someone you're with pressures, disrespects, or bullies you in those places, that's not cool. *That's Not Cool* provides tools to help you draw your digital line about what is, or is not, okay in your relationships." Through videos, animations, 'callout cards,' and quizzes, the campaign uses digital examples of controlling, pressuring, and threatening behaviors to raise awareness about and prevent teen dating abuse. *That's Not Cool* is sponsored and co-created by Futures Without Violence (formerly Family Violence Prevention Fund). Follow on Facebook, MySpace, Twitter, or YouTube.

Digital Citizenship and Technology for Learning and Social Good

Digital Citizenship – "Advocates for digital citizenship, safety, and success" – http://groups.diigo.com/group/Ad4dcss
This site offers research, best practices, videos, and Web links that catalog over 2,000 items within digital citizenship topics. The site tracks the grassroots efforts of parents, educators, and teens. Sample topics include "Digital citizenship and character education," "Teachable moments in cyberbullying/cyberethics," and "Cybersafety resources for educators." Subscribe to the site's group or RSS feed.

DML Central – "Digital media and learning: the power of participation" – www.dmlcentral.net
Produced by the Digital Media and Learning Research Hub, *DML Central* is a collaborative blog and collection of resources analyzing the impact of the Internet and digital media on education, civic engagement, and youth. See the body of work produced by the DML community in the website's Resources section. Subscribe to the blog's RSS feed, follow on Twitter and Facebook; see clips on Vimeo and YouTube channels.

Edutopia – "What works in education" – www.edutopia.org/digital-generation
Edutopia's Digital Generation Project illuminates how kids' digital lifestyle today is about engagement, self-directed learning, creativity, and empowerment. Videos of parents, teens, educators, and kids convey how kids learn, communicate, and socialize in ways different than previous generations. Katie Salen, founder of Quest2Learn, speaks about the school's approach to learning through games, and Mimi Ito, a cultural anthropologist, affirms how parents can understand and support kids' learning in informal settings online. Follow on Twitter, Facebook, or Yahoo! Updates.

Games for Change – "Play Connect Learn" – www.gamesforchange.org
Founded by the non-profit Global Kids in 2004, *Games for Change* facilitates the creation and distribution of social impact games that serve as tools in humanitarian and educational efforts. The website hosts an arcade of dozens of pro-social games for youth that address health, human rights, the environment, economics, conflict, poverty, newsgames, STEM, education, and civics. *Games for Change* is currently developing a global Facebook game based on Nicholas Kristof's and Sheryl WuDunn's book on women's rights, *Half The Sky*, as well as a mobile game to be played in India and Africa. Follow on Facebook, Twitter, Vimeo, Flickr, or Slideshare, find chapters on MeetUp, or subscribe to the GoogleGroup.

GoodPlay Project – "Excellence | Ethics | Engagement" – http://www.goodworkproject.org/practice/our-space
Part of Howard Gardner's GoodWork Project at the Harvard School of Education, the *GoodPlay project* explores the ethical character of young people's activities in new digital media. The project looks at five areas of ethical conduct: identity, privacy, authorship and ownership, credibility, and participation. Together with USC's Project New Media Literacies, *GoodPlay* issued the curriculum titled "Our Space: Being a Responsible Citizen of the Digital World." Through role-playing activities and reflective exercises, high school students consider the ethical responsibilities of others, and whether and how they behave ethically themselves online.

Mind/Shift – "How we will learn" – http://mindshift.kqed.org
Mind/Shift explores how technology is replacing familiar classroom tools and changing the way we learn. A multi-media website sponsored by San Francisco's public television and radio station KQED, *Mind/Shift* features coverage of tech tools, children and media, mobile-learning, the digital divide, technology trends and research. The site's list of 50 Fantastic Play-and-Learn Apps, Sites, and Toys, features such articles as "Students Want Social Media in Schools" and "How Technology Wires the Learning Brain." Subscribe to the RSS feed, or follow on Twitter and Facebook.