

# THE APPS YOU NEED TO KNOW

See the back of this handout for a quick informational guide of popular applications.

## TIPS FOR APP SAFETY:

- ✗ DM = Direct Message, allows private conversations between users
- ✗ Beware, applications are updated often and change their logos.

- ✗ It is not uncommon for youth to have multiple accounts.
- ✗ We are not just talking about stranger danger. Peer to peer recruitment is happening.

- ✗ It's all about communication! Build a relationship where youth feel comfortable coming to you if something happens online.

## CONVERSATION STARTERS:

### For Tweens & Teens

- **Have you heard of...?:** Ask your child what they already know! This conversation should be a two way street. We can learn a lot from the youth.
- **Don't make it weird:** The less awkward you make it, the more comfortable youth will feel. Bringing up these topics casually can make them feel like #NBD (No Big Deal).
- **"You can't date until you're...":** This can make a youth feel like they don't have a voice. We want youth to feel included in the conversation about relationships and expectations.
- **Be non-judgemental:** If your teen comes to you to talk, it's important to prioritize safety and support, not consequences. Let them know that you are proud that they are speaking out!

### For Younger Kids

- **Safe vs. unsafe touch:** It is important for kids to know they are the boss of their own bodies. Be sure to stay away from "good vs. bad touch" language.
- **Trust triangle:** Encourage a child to identify 3 safe adults they can talk to if they feel unsafe.
- **Unsafe Secrets vs. surprises:** Explain that everyone gets excited about a surprise, but an unsafe secret can feel yucky and confusing. A safe adult will never ask a child to keep an unsafe secret.
- **Safe screens:** We want children to practice using their voice by going to a safe adult if they see something unsafe or receive a message from someone online. Come up with some examples and role play a safety plan!



**Facebook-** Created as a network of friends, however many all add strangers as “friends.” Ability to go “live” and send DMs.



**Twitter-** Used to “tweet” personal thoughts/pictures/etc. Pornographic accounts found on Twitter. Ability to send DMs.



**Minecraft-** Online video game (accessible on phone). Seemingly safe but increasingly used to lure/recruit unsuspecting youth. Often used alongside a chatting app called Discord. Young user base.



**Instagram-** (Popular) Ability to post photos/videos of personal life and go “live.” Can receive DMs whether account is private or public. Desire to be “insta famous.” Commonly used for sexting. Multiple “Finsta” accounts common.



**Whisper-** Connects groups of users based on location & allows for anonymous posts. Encourages to post confessions/secrets anonymously and publicly, allowing others to comment. Allows explicit and sexual content to be discussed and viewed.



**Tinder-** Dating app restricted for ages 18+ but underage users often found on app. Ability to “swipe right” on someone’s picture, showing interest in them and allowing DMs. Vulnerability of looking for love/attention often taken advantage of.



**Live.Me-** A popular broadcasting platform where young people can live video chat with strangers. Past situations of adults exploiting youth, making requests for inappropriate actions.



**Roblox-** Ages 7+. If you are under the age of 13 the games in the library will be filtered. If a person says they are 13+ no filters are applied. Roblox is a mix of Minecraft and Lego that allows people to play, create, and be anything you can imagine. Allows people to play games designed by others, as well as being able to create games too. Are able to chat with other users, whether they are friends or not. You are able to disable the chat setting.



**WhatsApp-** Messaging app where you can also send photos/videos, popular with Android users. Similar to FB Messenger and GroupMe. People can connect and talk to anyone. Often used for sexting and cyberbullying. Similar to other messaging apps such as Discord (used with gaming) or Facebook Messenger.



**House Party-** Used to engage in video group chats and does not verify users ages. Marketed as a way to host a “virtual house party.” Exposure to nudity, sexting and recruitment can occur.



**Calculator + -** Designed to look like an app that comes pre-downloaded. Acts as a typical calculator but also stores password protected photos/videos/websites. Often referred to as a vault.



**Fortnite-** Online video game (accessible on phone). Seemingly safe but increasingly used to lure/recruit unsuspecting youth. Often used alongside a chatting app called Discord. Young user base.



**Youtube-** Increasingly violent/sexual/graphic videos that are hidden as seemingly safe. Recently added ability to direct message users. Youth also may post videos in attempts to be popular, wanting increased views/likes/comments.



**TikTok-** Used to create short videos that others can watch/like/react to. Formerly known at Musical.ly which was shut down after unsafe /recruiting behavior found. Increasingly sexual /vulgar comments and videos. Young user base.



**Yubo-** Practically “Tinder for Minors.” except youth can connect with people worldwide or anywhere in the country. Marketed as a way to make new friends. Explicit content is not typically flagged during live calls. Can be used alongside snapchat.



**Discord-** Discord servers are organized into topic-based channels where you can collaborate, share, and just talk about your day without clogging up a group chat. Allows talking via texting or voice call. Allows explicit content and users of all ages.



**Among Us-** Ages 9+. It’s a social deduction game, like clue. Players attempt to uncover each other’s hidden role or team allegiance. It’s played online with friends or strangers. Chats are unmoderated, some players may ask to connect on another platform like Discord.



**Snapchat-** (Popular) Ability to send chats/pictures/videos that “disappear” in 10 seconds/24 hours. Sextortion is common and users have the ability to form group chats. *Snapmap-* GPS tracking location of snapchat friends. *Snapcash-* Ability to transfer money through app, often used to purchase porn. *My Eyes Only-* Ability to secretly store password protected photos

# SEX, LIES & MEDIA RESOURCE GUIDE

## WEBSITE RESOURCES

### Common Sense Media:

Technology recommendations for families and schools to help navigate the digital world with their kids.

### Fight Child Abuse:

Video resources for child abuse awareness and prevention that are broken up in three age categories: Grades K-3, Grades 4-6, Teens

### Early, Open Often:

Tips for appropriate conversations that can help prevent abuse, based on age of child

## VIDEO RESOURCES

### Social Media Dangers Exposed by Mom Posing as 11-Year-Old (Source: Bark)

Suggested Audience: Adults

### Smart choices online (Source: fight child abuse)

Suggested Audience: Grades 3-6

### Being Safe Online (Source: Amaze)

Suggested Audience: Age 10+

## ADDITIONAL RESOURCES

### National Human Trafficking Hotline:

Call 888-3737-8888 or Text 233733

### CyberTip Line:

1-800-THE-LOST

### Selah Freedom:

1-888-8-FREE-ME

WWW.SELAHFREEDOM.COM

Prevention@selahfreedom.com