

Online Safety 4 Schools Current Popular App List - Helps Parents Identify Good and Bad Apps:

<p><u>Low Risk Apps</u> Low Risk Apps when used appropriately (with parental guidance) and can be safe and create an online brand to be proud of.</p>	<p><u>Medium Risk Apps</u> These Apps should only be used with parental guidance and involvement, and age restrictions should be stuck to. These apps can be good (and bad) for your students.</p>	<p><u>High Risk Apps</u> These Apps are used to hurt and exploit and encourage online engagement, with Often, these apps are anonymous and will encourage students to behave inappropriately.</p>	<p><u>Online Challenges</u> These are viral social media challenges that are popular with students on almost every social network.</p>
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Low Risk Apps

Low Risk Apps when used appropriately (with parental guidance) and can be safe and create an online brand to be proud of. However, this does NOT mean these apps are safe. Adult content is available on nearly EVERY app. When used appropriately and with parental guidance, these apps will better help adjust children & young adults Google results to create a positive online portfolio.

CLASSDOJO APP (4+) Class Dojo is a free communication app designed for teachers' parents and students. Parents can instant message their Childs teacher safely. Teachers can encourage students for skills and values such as working hard being kind and teamwork.

FACEBOOK APP (12+) Facebook allows users to share thoughts photos and videos from their desktop tablet and or mobile phone Facebook makes money by selling ad space. Facebook has very robust privacy controls but users must be reminded that everything they post could eventually be public.

FACEBOOK MESSENGER APP (12+) Facebook Messenger allows users to chat with anyone on Facebook. Parents should 'friend' their children on Facebook to monitor their Childs contacts, messages and Facebook chatting with their contacts.

INSTAGRAM APP (12+) Instagram is a photo and video sharing app and is one of the most popular apps for children and young adults. Instagram states that users must be 13 or older and users must be aware that what they share can have an impact on their digital tattoo.

LINKED In (14+) LinkedIn is an important tool for young adults who want to improve their Google results when preparing to apply to college, apprenticeships, or employers. LinkedIn is the best place so start an online brand to be proud of.

MEDIUM (12+) medium is an online publishing platform and app that allows users to publish articles on any subject. When used appropriately medium can have a positive impact on a students digital tattoo. EPG's and extended essays can be published using this App.

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PINTEREST(12+) Pinterest is a visual discovery tool that helps users find and save ideas. It is a great source of inspiration for students. Students can use Pinterest to find study tips DIY projects and more. however, parents should monitor their child activity in case of access to mature content.

PREZI APP (4+) Prezi is a presentation software that allows users to create and share visually engaging slide presentations. This would allow a student to showcase their passion and knowledge on a specific subject.

TWITTER APP (13+) Twitter allows users to send messages up to 280 characters in length. Twitter is a place where some students feel they can diary their thoughts and feelings. Twitter allows users to follow universities and companies they may wish to attend in the future.

WhatsApp (16+) WhatsApp is a free messaging app that allows users to use Wi-Fi or mobile data to bypass their SMS text messaging feature. WhatsApp is owned by Meta formerly Facebook and parents should be monitoring their child or young adults usage.

ZEEMEE APP (12+) Zeemee is a free app that allows students to showcase themselves for university admissions through photos and videos. Students can connect with each other on this app based on interests and passion. Profiles should be made private and unsearchable.

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Medium Risk Apps

These Apps are the Apps that Children & Young Adults want to install & use but should only be used with parental guidance and involvement, and age restrictions should be stuck to. These apps can be good (and bad) for your students.

MARCO POLO APP (4+) Marco Polo is a video instant messaging app. To add users the app requests access to the users contact list. This app should not be used without parents monitoring and filtering their Childs usage.

MINECRAFT APP (9+) Minecraft gameplay involves players interacting with the game world by placing a breaking various types of blocks in a 3D environment. Minecraft can be used for educational purposes but parents must be aware of the possibility of exploitation from other users

NETFLIX APP (12+) Netflix allows users with a paid account to watch streaming Movies and TV shows on a mobile device. You must be 18 plus to start a Netflix membership so parents may allow children to use their account but must monitor their usage.

STEAM APP (12+) Steam is an online distribution platform for users to buy & play video games. Users get instant access to thousands of available games on steam. Most games have age restrictions, but these restrictions are easy to bypass. Parents should make themselves familiar with Steam.

OOVoo (Goole App) ooVoo is a video and messaging app. It has become available again via Google Play. Parents should be aware that ooVoo has been reported to be used by predators to contact young children and young adults. The app allows users to chat with up to 12 people.

Among Us (12+) Among Us is an online multiplayer game that can be played with friends or strangers. It is a social deduction game filled with teamwork, betrayal, and mild violence. As this is a public game this allows chat and engagement with complete strangers.

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BITMOJI APP (12+) BitMojii allows users to create a cartoon avatar or emoji that looks like themselves. Parents should monitor their child's use as it is possible to create a completely inappropriate BitMojii of themselves.

BYTE APP (17+) Byte app let's users watch, create, and share six second video loops. All videos posted to the app are automatically public. Other users can then comment on anyone else's video and share, as a 'rebyte'. This sharing can occur on other social media platforms.

FORTNITE (12+) fortnight is a free multiplayer game that is incredibly popular with young users. It is designed to keep players coming back leading to possible addiction. Users may come across profanity or inappropriate language from other players through text and voice chatting

HOUSEPARTY APP (14+) Houseparty is a video chat app that mimics an actual house party where users can move from room-to-room video chatting with other users. Users can chat with up to 8 people. As chats are unmoderated there may be instances of inappropriate content or cyber bullying.

TWITCH APP (17+) Twitch is a live streaming video platform, users watch people live streaming themselves as they play video games & live chat. There is no way to know if the content is safe unless a parent becomes familiar with the platform & reviews their child's favourite videos.

LIFE 360 APP (4+). Life 360 family locator is a real time location sharing app that uses GPS location data to report the location of users. Be aware that if children use the app they can start sharing their location with their friends

ROBLOX APP (12+) Roblox is a user generated online gaming platform. Users can create their own games & play other games other users have made. Predators have been known to use the gaming platform to target children. Inappropriate & graphic content can also appear in games.

RULES OF SURVIVAL APP (17+) Rules of Survival is an online multiplayer video game. Up to 300 people play until there is only one player left. Parents should be aware that users can talk to other players in the game and there is also a possibility of in app purchases.

SNAPCHAT APP (12+) Snapchat users take and edit photos and videos and send them to friends or post them to their Snapchat feed the messages can disappear after being viewed. Users often share personal moments and use snap maps to locate other contacts or groups.

TIK TOK APP (12+) Tik Tok is a make your own music video app. Users can watch and create short up to 60 second videos. Parental controls have been introduced including a family pairing feature allowing parents to link their own tick tock account to their child's account.

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High Risk Apps

These Apps can be used to hurt and exploit and encourage online engagement, very often, these apps are anonymous and will encourage children and young adults to behave inappropriately

BOO APP (9+) Boo app is a social network where users create an avatar that they used to chat with other users. The app has failed to protect users from having their phone number and other personal information being exposed to other users.

REDDIT APP (17+) REDDIT is a website where users can post interesting news memes questions about topics. Fortunately, users can comment, and vote posts up or down which determines position. Parents should be aware that most accounts are anonymous, and anyone can submit content.

AntiLand APP (17+) Anti Land allows users to chat and engage with users around the world anonymously. This encourages users to interact and engage with online strangers. Content in many anti land rooms is very mature and requests for pictures are very frequent.

WINK APP (12+) Wink app connects users with strangers new friends are found by swiping through profiles similar to Tinder. There is no age verification so users can easily set their age to over 18 and predators can easily pose as children and young adults to connect with young users.

ASKfm (17+) ASKfm is an app that encourages young adults to set up profiles and allows anonymous people to ask them questions. This encourages bullying and exploitation. Children often reveal too much personal information using this app and cyber bullying is very prevalent.

AMINO APP (17+) Amino encourages young users to explore their interests and connect with users who have similar interests. However, virtual amino communities are uncensored and everyone using the app is anonymous. Users can engage and exchange photos and videos with strangers.

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BUMBLE APP (17+) Bumble is a mobile dating app where women must be the first to make contact. Bumble offers 3 modes to find online matches Date, BFF and Bizz (Dating, Friends and Business). Many young users lie about their age to make many unsuitable online contacts.

BitLife APP (17+) Bit life guides players on a simulated life from birth to death. Players make text-based choices which can promote safe or risky lifestyles. Players are exposed to many mature ideas including drug addiction sex and violence.

TEXT NOW APP (12+) Text Now app turns any Wi-Fi connected device into a phone with its own phone number even if the device doesn't have a phone plan. Users can send text messages that won't show up on phone bills reports show predators use the app to target victims.

MONKEY APP (17+). The monkey app randomly pairs users with strangers for live video chats. Users see the age and gender of the other user before connecting with them for a 15 second chat. Random video chatting apps make it easy for predators to target young users.

MEET ME APP (17+) Meet Me is a dating app that connects strangers based on similar interests and locations. Users can private message each other and participate in live streams. There have been many cases involving online predators caught using this app.

IMVU APP (17+) IMVU is an app where users create custom avatars and use them to chat with strangers in random chats or 3D chat rooms. It is used by online predators and is a very dangerous app for children or young adults to use.

CALL OF DUTY APP (17+) Call of Duty a multiplayer battle game on the go. The app has warnings for mature content violence and profanity. This game can be very addictive for users and offers in app purchases as players advance through matches.

EMERALD APP Emerald is a live chat website that specifically markets itself has been all about talking to strangers. The live chat and video topics can very quickly become inappropriate for young users.

FaCHAT APP (17+) Fa Chat allows users to pay to video chat with strangers around the world. Users can remain anonymous or add their age location and photo to their profile. The app is free bitcoins must be purchased for video chats.

BIGO Live APP (17+) Bigo live is a live video streaming social media network that encourages random chat with strangers using the video call feature. This app is not safe for children or young adults

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TINDER APP (17+) Tinder is a dating app marketed to adults that allows users to connect with other Tinder users. Users anonymously swipe right if they are interested in seeing a user's profile. When two users are matched, they can start chatting with each other in the Tinder app.

MyLOL APP (17+). My LOL is a teen dating app designed for users aged 13 to 19 years old. My LOL encourages users to send private messages to random strangers. Over 20 year olds are not permitted to create accounts but of course anyone can lie about their age.

YOUNOW APP (17+) YouNow is a popular broadcasting platform where users can watch and stream real time videos. Any other users can record the videos that are posted take screenshots and bully others with the recordings.

SpotaFriend APP (17+) SpotaFriend is an app strictly for teenagers designed to help them find friends. Adults and online predators find it very easy to bypass the age restriction and contact young users.

ONLY FANS APP Only Fans is a subscription website where users make money by sharing photos or videos with their followers. The website is most known for adult entertainment. The site has an 18 and older age policy but younger users find ways to access only fans content.

TELEGRAM APP (17+) Telegram offers unlimited instant messaging. The app connects users to an individual chat where groups can have up to 200,000 users or channels with unlimited number of users. The app also can show a user's physical location which is an additional danger.

TELLONYM APP (17+) TELLONYM app allows users to ask and answer questions anonymously. The app can be linked to a users Instagram Snapchat or Twitter account allowing uses to get anonymous messages from their friends and strangers.

KIK APP (17+) KIK is a chat app that allows anyone to contact users directly, to message them with text, photos, or video messages. It is well known that online predators use this app as it is easy to create a user account with any email address.

TANGO APP (17+) Tango app is a social network and messaging app for phones old tablets that uses Geo-location. Tango encourages users to talk to strangers. As tango uses Geo location strangers can be able to access a users location.

DISCORD APP (12+) Discord is a free voice video and text chat app where users live stream games and Internet videos. Discord doesn't put out dangerous content but some people who use it might. discord also allows for users to connect with other people at random.

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WHISPER APP (17+) Whisper is an anonymous social network that allows users to express themselves. Whisper reveals a user's location which makes it easy for people to arrange to meet up. This makes it easier for predators to locate and connect with whisper users.

WeChat APP (17+) WeChat is a free texting, video, and calling app. Whilst WeChat is now used for purchases & banking as well, the app can encourage users to chat with strangers nearby or around the world at random.

LINE APP (12+) Line allows users to have hidden chats, make new friends, and build a social media network filled with stickers and avatars. It also gives users a free way to make calls and texts. Strangers can easily contact children through the LINE app and line play.

CALCULATOR PHOTO VAULT APP (17+) Various Calculator Private Photo Vault apps are designed to help young users hide photos and videos behind an innocent-looking calculator app. This application looks like a calculator but entering a pass code opens a private area.

OMEGLE APP (17+) Omegle is an anonymous text and video chat room that connects strangers to talk with each other. The app allows users to share personal information and often contains inappropriate and unmoderated content. Omegle's slogan is 'talk to strangers'.

YUBO APP (17+) YUBO markets itself as a way to make friends even though it's mostly used as a dating app. Most young users who join the app are not aware of the intentions of other users. YUBO is nicknamed 'Tinder for Snapchat' and 'Tinder for teens'.

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Online Challenges & Online Validation

Online Challenges and Online Validation is also an area to be aware of. Online validation invariably involves online broadcasting using social media eg YouTube, Instagram, Facebook, Periscope and Badoo (there are others). Therefore parents, carers, professionals, and students should be informed in advance about the purpose and audience of any broadcast.

Silhouette Challenge Tik Tok a trend on Tik Tok that puts a red filter on a video that darkens the user's body while they dance or move to look like a silhouette Some users are recording the videos partially clothed or nude because they think their body is completely darkened with the red filter. The filter is applied to a user's video using layering techniques and some hackers have found ways to remove the filter and see the original video. Some TikTok users have been able to undo the red filters.

Benadryl Challenge. The Benadryl challenge encourages users to take excessive amounts of allergy medication with the hopes of hallucinating. If you find anyone who has overdosed on medication seek medical assistance immediately. Again this online challenge is only completed an online validation awarded when a video of the Benadryl challenge is uploaded to a streaming platform.

Skull Breaker Challenge Tik Tok. The challenge involves two people in on the prank standing on either side of a third person who does not know what is about to happen. All three people stand in a straight line and are told to jump in the air. The person in the middle, who is, again, not aware of the challenge, jumps believing the other two will jump as well, but what they do is kick inward to knock the middle person off their feet and onto their head. However, the Skull Breaker challenge — and dangerous social media stunts attempted by young kids — predate TikTok, but the popularity and speed of videos becoming 'viral' has seen an increase in this extremely dangerous craze.

No Budge Challenge. The No Budge walk challenge encourages social media users to record themselves walking through a busy area [like a school hallway] going in the opposite direction from others with the intention of bumping into other walkers (deliberately) which may cause injury.

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Fire Challenge. The Fire Challenge is the latest dangerous social media fad to become popular with young users. Like many of the social media challenges we've seen before, the Fire Challenge encourages students to film themselves performing life threatening activities in order to participate. Young users who participate in the challenge cover part of their body with a fire accelerant and light it on fire. Kids have easy access to accelerants like nail polish remover, rubbing alcohol, or hand sanitizer. They will have a friend film themselves doing the stunt so they can post it to social media. Those participating in the challenge try to extinguish the flames before they incur serious burns. Many news reports show the challenge can easily escalate and turn life threatening

Condom Snorting Challenge. is not unlike other dangerous dares that have swept social media, teenagers have been doing it - for years now. The challenge involves uncoiling a condom and stuffing it up one side of your nose, then plugging the other nostril and inhaling until the long piece of latex slides into your throat. Then what? You reach back and pull it from your mouth. The condom could easily get stuck in your nose or your throat, blocking your breathing or causing you to choke. The challenge is not only to do this once, but how many times can one individual complete this task, and now many in a minute, different challenges different dangers.

Blue Whale Challenge is a social media challenge that encourages children, teenagers & other users to perform specific tasks, over the course of 50 days, that are assigned to them by an anonymous "group administrator." Many of the tasks include acts of self-harm, like urging players to cut themselves in the shape of a whale. Targeted at 10-14-year olds, players are required to send photo evidence to their "group administrator" to prove that they have completed each specific task. The challenge is meant to harm students and slowly gets them to trust the game. The Blue Whale Challenge creates new opportunities for predators to target victims on social media.

Momo Challenge. is similar to the Blue Whale Challenge, the Momo Challenge is popular amongst teens and some young adults (10 – 16 year olds), however in many ways it is 'age irrelevant' as it preys on the vulnerable and those with 'low' self-esteem, hence the similarity to the Blue Whale Challenge. The challenge encourages students to contact an unknown person called 'Momo' via Whats App. Throughout the challenge, students are sent violent and graphic images and texts. If students want to stop the challenge "Momo" threatens to leak their personal information. Then, the stranger asks students to share photos and videos of themselves completing certain tasks. At first the tasks are small.

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Shell On Challenge. Health experts warn parents about a new viral craze becoming popular over the internet where kids would eat various food items along with their wrappers. The "Shell On Challenge" urges teenagers to film themselves eating food including their plastic or cardboard packaging. They are then to post their videos on social media, particularly on Snapchat, people who participate in the Shell On Challenge are also at risk of choking on the materials the food packaging is made from.

Milk Crate Challenge. Participants stack plastic milk crates and see how high they can climb. While attempting the challenge, users have someone video their attempt and then post the video to social media, often with #milkcratechallenge so others can easily find their video. Most Milk Crate Challenge videos end in failure with the person falling

Tik Tok Monthly Challenges. These monthly Tik Tok challenges include things like vandalizing property, exposing themselves to other students or physically assaulting staff members. September's challenge was vandalizing school bathrooms and October is to "smack a staff member". It all started with the viral 'devious lick' challenge which saw people stealing things, like toilet roll and soap dispensers, from school bathrooms. School, Teachers and parents must make themselves aware of these challenges.

Deodorant Challenge. is the latest to worry parents, as kids who take part are seriously injuring themselves. The challenge is a test of endurance and involves spraying deodorant from an aerosol can directly onto a person's bare skin. The aim is to see who can hold it there the longest. This is a very scary trend, because basically these children are committing chemical burns. Apparently one dermatologist expert announced that the force of the aerosol itself and the temperature change on the skin can potentially cause second- and third-degree burns.

Cyber Banging. is the creation of videos on Facebook, YouTube and Twitter by rival gang members, using it to endorse 'gangs' and where they come from and to threaten each other. The practice is called "cyber banging," and it's often led to fights and even death. Media and social media outlets nationally and internationally have reported this new phenomenon of gang affiliates using social media sites such as Twitter, Facebook, and YouTube to trade insults or make violence threats that lead to violence, victimisation, physical assaults, challenges and even murder.

Whilst all these challenges are physical not technological, without the use of technology (mobile phones / tablets etc), the message could not be spread, therefore the online validation sought, the online badge of honour received, and the online motivation and justification for behaving this way would not be warranted or 'go viral'.