

Parent Guide

CyberSmart Kids — Lesson 2: Stranger Danger Goes Online

The Safe Click Project • thesafeclickproject.com

What this lesson covers

The lesson extends the in-person stranger-safety rules to online contacts, including in-game friends. It defines a “stranger” as anyone the child has not met in real life, and names the four don’ts: don’t share location, don’t send pictures, don’t meet up, don’t keep online friends secret from family.

Conversation starters

- Who do you talk to in your games or apps? What do they call themselves?
- Has anyone ever asked you to keep a friendship a secret from us?
- If a friend online asked to video chat or meet up, what would you do?

What to watch for

Watch for an unusually close relationship with an online “friend” your child can’t describe in basic terms. Watch for secrecy about a specific contact, especially if your child hides the screen when you walk by. Watch for unfamiliar gift cards, packages, or small amounts of money — predators sometimes send these to build a sense of obligation.

Follow-up activity

Sit with your child and look together at the friends list of a game or app they use. Have them tell you about each person — how they met, what they know about them. This is a conversation, not a court. Listen more than you ask.

You will never get in trouble for telling. That is the rule, always. — The Safe Click Project