

Online with
SANGO



Online with
SANGO



www.itu.int/cop

This book aims to teach children about their rights and safety online. It contains six scenarios children often face in relation to the digital environment:

- 1. Right to play online**
- 2. Managing screen time**
- 3. Exposure to inappropriate content**
- 4. Right to use digital media to learn**
- 5. Privacy**
- 6. Adult role modelling of positive use of digital media**

Each scenario provides your child with a question and two possible answers. Reading the book with your child creates an opportunity to talk with them about being online. You can find the correct answer for each scenario at the back of this book.

As you read the book, we encourage you to talk openly with your child about what they see and do online. We also encourage you to reassure your child that they can talk to you anytime about things which happen online and that no matter what they say, they won't get into trouble.

This book was designed for children under 9 years old. ITU also has resources on rights and safety online for older children and for children who are ready to learn more: www.itu.int/cop

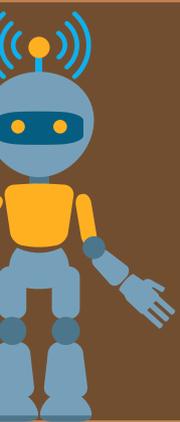
*Hi I'm Sango,
a ninja phone! I live in Japan with my family.
It's my job to help children be safe and have
fun online. I want to help you too!
If you listen carefully to what Sango says in
this book, I will help you find
the right answers!*



Meet
HUGO



Hugo is playing on his computer. But his little sister wants to play too.



What should Hugo do ?



A

Tell his little sister "no way"

B

Let his little sister play too, it's fun for everyone to play

SANGO SAYS...

*All children
need to play and
have fun!*



*When should you let your
little sister or brother play
games online too?*

Meet

AMAL



Amal has been watching
cartoons all afternoon.
Now she has sore eyes.



What should Amal do ?



A

Go to
the shop and
buy new eyes

B

Turn off
the cartoons and
play with her
brother

SANGO SAYS...

*There are lots
of fun games to play
without TVs, phones
and computers!*



*What's your favorite
game to play with others?*

Meet
TOM



Tom is watching Youtube Kids.
But something pops onto the
screen which makes him feel
unsure and weird inside.



What should Tom do ?



A

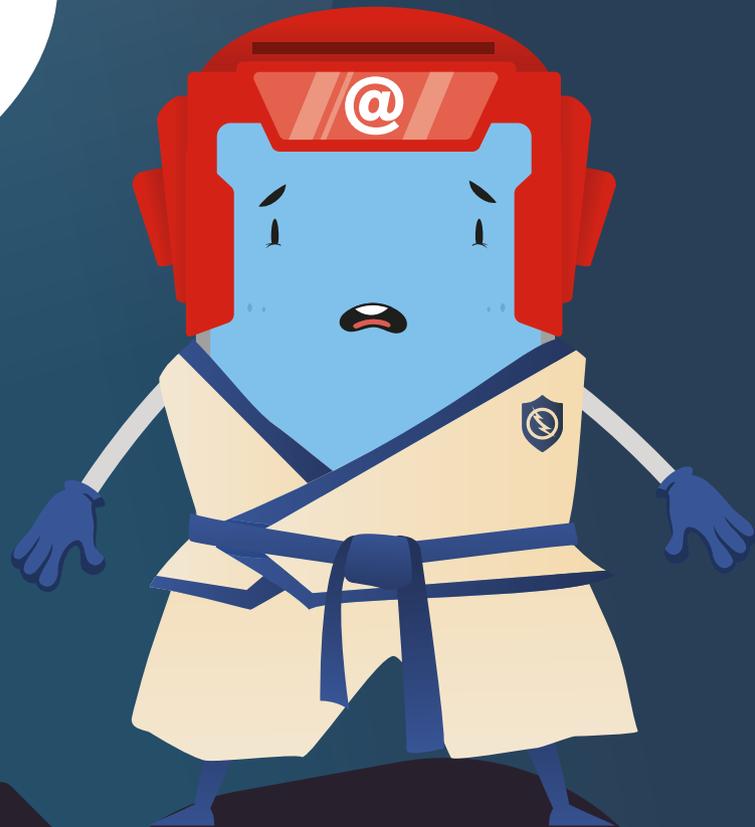
Turn the tablet off and tell a grown-up

B

Throw the tablet in the trash

SANGO SAYS...

*Asking a
grown-up for help
can make you
feel better!*



*Which grown-up could
you ask for help?*



Meet

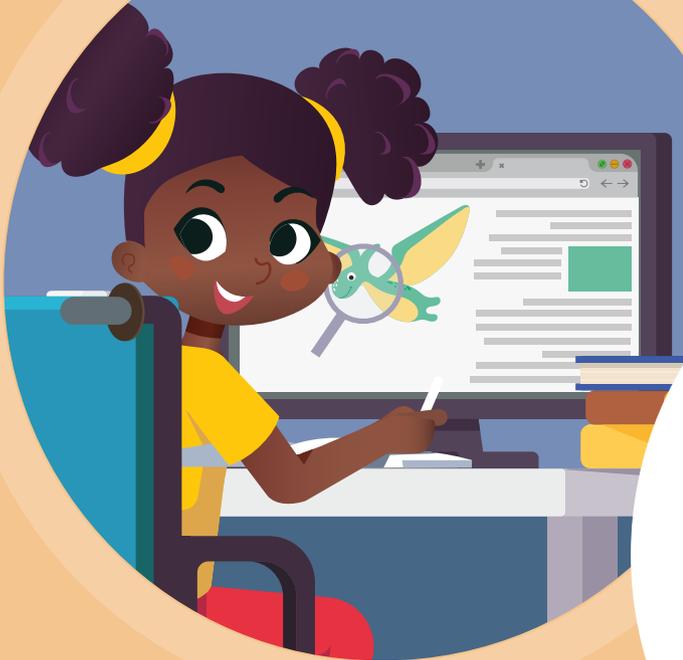
ZOLA



Zola loves dinosaurs and wants to learn more about them.



What should Zola do ?



A

Find a real,
live dinosaur
to talk to

B

Ask a grown-up
to help her look up
fun things about
dinosaurs on her
computer

SANGO SAYS...

*There are cool
websites just
for children!*



*What's your favorite
website just for children?*

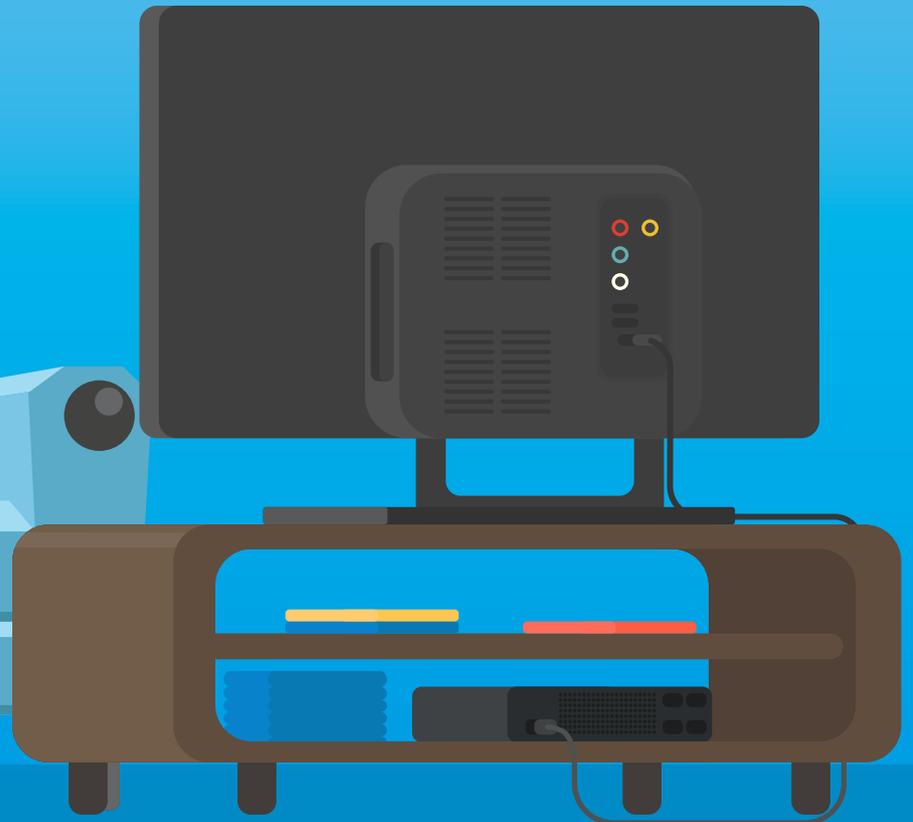
Meet

KAYLA



Kayla is playing a game. Another player asks her to send a selfie.

Can you send me a selfie?



What should Kayla do ?



A

Send a photo
of her pet dog
instead

B

Check with
a grown-up

SANGO SAYS...

*Sending selfies
can be risky, it is
best to check with
a grown-up!*



*Which grown-up could
you ask about when it's
ok to send selfies?*



Meet

LUCAS



Lucas is building a huge tower. He wants his dad to help, but his dad is playing on his phone.



What should Lucas do ?



A

Respectfully ask his dad to build the tower together

B

Get upset and throw blocks everywhere

SANGO SAYS...

*Doing things
together as a family
can be fun!*





SCENARIO 1: RIGHT TO PLAY ONLINE

The correct answer is: B

All children have the right to play. This could include playing games, watching videos, and connecting with friends and family online, as appropriate for their age.

SCENARIO 2: MANAGING SCREEN TIME

The correct answer is: B

It is important for a child's health and wellbeing that their screen time is balanced with offline activities. Fun offline activities could include imaginative play inside or outside, reading books, doing art and playing sports.

SCENARIO 3: EXPOSURE TO INAPPROPRIATE CONTENT

The correct answer is: A

Sometimes children are accidentally exposed to something online which is scary, upsetting or rude. It is important that children know they can always talk to a trusted adult about what they saw, how it affects them, and what they can do when these things happens.

SCENARIO 4: RIGHT TO USE DIGITAL MEDIA TO LEARN

The correct answer is: B

All children have the right to access information, to learn and to develop new skills. Digital media can support these things. For example, there are many educational websites built just for children.

SCENARIO 5: PRIVACY

The correct answer is: B

Children have a right to privacy. Keeping personal information, including photos, private helps keep children safe online. Many websites and apps have privacy settings which you can use to help keep your child's information private.

SCENARIO 6: ADULT ROLE MODELING OF POSITIVE USE OF DIGITAL MEDIA

The correct answer is: A

Children learn by example, so ITU encourages parents and adults to set a good example when using digital media. If you'd like more information, ITU has guidelines for parents, carers and educators: www.itu.int/cop

This storybook has been developed by the International Telecommunication Union (ITU) and a working group of contributing authors from leading institutions in the sector of child rights and child protection in the digital environment.

This book would not have been possible without the time, enthusiasm and dedication of the contributing authors and ITUs graphic design team.

ITU is grateful to all of the following partners, who have created this resource for children by contributing their valuable time and insights: Amy Jones and Olivia Solari Yrigoyen (Child Rights Connect), John Carr (ECPAT International) as well as Lilly Moody and Amanda Third (Western Sydney University). A special thanks to the children, who's invaluable feedback has shaped this storybook.



© ITU 2020

International Telecommunication Union
Place des Nations, CH-1211 Geneva, Switzerland

All rights reserved. No part of this publication may be reproduced, by any means whatsoever, without the prior written permission of the International Telecommunication Union

www.itu.int/cop

ISBN 978-92-61-30431-7



9 789261 304317

