

# *Right to play online*

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



# 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.



# *Managing screen time*

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

# 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.



# *Exposure to inappropriate content*

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



# 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.

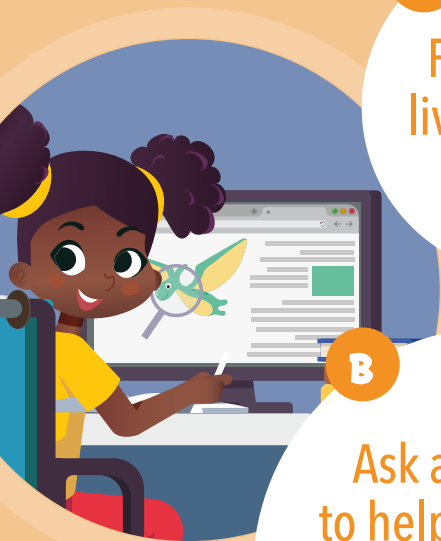


# *RIGHT TO USE DIGITAL MEDIA TO LEARN*

Zola loves dinosaurs  
and wants to learn more  
about them.



# What should Zola do ?



**A**

Find a real,  
live dinosaur  
to talk to

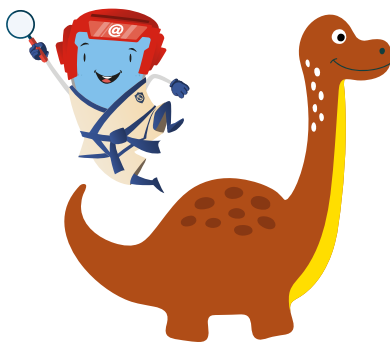
**B**

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

# RIGHT TO USE DIGITAL MEDIA TO LEARN

The correct answer is: B

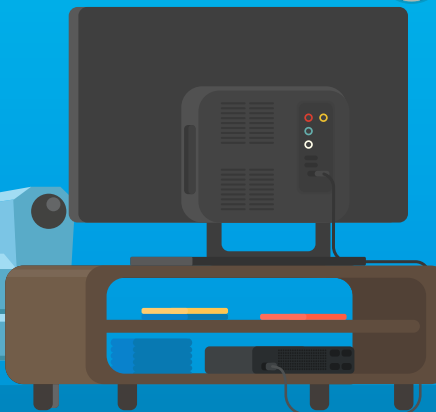
All children have the right to access information, to learn and to develop new skills. Digital media can support these things. For example, there are many educational websites built just for children.



# Privacy

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

# 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.



# *Adult role modeling*

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

# 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](http://www.itu.int/cop)

