ITU - ASEAN Interactive Session with Children, Parents, Teachers and Guidance Counsellors on COP

Children's inherent curiosity and lack of intimidation towards new technology tend to drive them miles ahead of older generations in exploration of the relatively new world of the internet. They enter into a bright space full of opportunities for stimulation, inspiration, learning and entertainment. However, cyber space also presents a largely unregulated life full of traps and dangers, fueled by the unaccountability of anonymity.

The sessions aims to develop a clear understanding of what children/young people are doing online and how much parents/teachers are aware of their children's/students' online behavior to be able to build an effective awareness strategy and limit risks to children online.   Specific methodologies to be used are group work, games and discussions. Although the main agenda of the interactive sessions is to elicit children's opinions and duty bearer's perspectives, the sessions will also provide online safety education to the participants.

Two (2) separate simultaneous sessions shall be done (one for students and another for parents/school personnel). Although both sessions shall cover the same topics, the methodologies shall be adjusted accordingly.

This will be done using activities which are participatory and experiential in nature which will focus on using the 3C's framework on COP;

- **Content** – *inappropriate/harmful materials that children are exposed to online*
  - *A workshop on determining safe, risky and unsafe online materials*
- **Contact** - *People and interactions online that make children feel unsafe*
  - *A game on online friending, wherein children will discuss the concept of "friending" online strangers and risky online interaction (chatting, etc).*
- **Conduct** – *Children's own online behaviors which might put themselves or other people at risk*
  - *A game on understanding cyberbullying, in particular, how it happens in social media.*

The session for duty bearers will follow the same framework, but using presentations and participatory discussions as the main methodology. Towards the end of the session, the children will be asked to draft a set of recommendations using the PIE framework;

- **Policies** – *what laws should be passed/be implemented in a stricter sense in order to make children feel safe online?*
- **Infrastructure** – *what technologies should be utilized/developed which will aid in keeping children safe online?*
- **Education** – *How should online safety education be mainstreamed for children's online safety?*

The facilitators will make sure that children will be dealt with in a child safe manner, in accordance with international standards on child safeguarding.

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