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| **Telecommunication Development Advisory Group (TDAG)**  **25th Meeting, Geneva, 2-5 June2020** | C:\Users\comas\AppData\Local\Temp\Rar$DRa0.735\jpg\ITU official logo_blue_RGB.jpg |
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|  | **Document** **TDAG-20/****48-E** |
|  | **18 May 2020** |
|  | **English only** |
| Director, Telecommunication Development Bureau | |
| Child Online Protection (COP) Guidelines | |
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| **Summary:**  According to [Resolution 179](https://www.itu.int/en/ITU-D/Cybersecurity/Documents/RES_179_rev_Dubai.pdf) (Rev. Dubai 2018 ) on "ITU's role in child online protection", and Resolution 67 (Buenos Aires 2017) on "The role of the ITU Telecommunication Development Sector in child online protection", a variety of activities have been undertaken through various Global Cybersecurity Pillars. These include the development of tools and resources such as e.g. Guidelines for Children, Parents & Educators, Industry and Policy Makers.  A multi-stakeholder expert working group consisting of more than 50 organisations and individual experts are have reviewed the [Child Online Protection Guidelines](https://www.itu.int/en/cop/Pages/guidelines.aspx), first issued in 2009.  The main revisions focus on the need to include a special emphasis on new and emerging technologies and the special situation of children with disabilities. The Guidelines will be launched on 24 June 2020. They will be available, additional material and resources, on the new COP Guidelines [website](https://www.itu.int/en/ITU-D/Cybersecurity/Pages/COP.aspx).  **Action required:**  TDAG is invited to note this document and provide guidance as deemed appropriate.  **References:**  PP-18 Resolution, 179 (Rev. Dubai 2018) and WTDC-17 Resolution 67 (Buenos Aires 2017) | |

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**The 2020 Guidelines**

The 2020 Guidelines on Child Online Protection (COP) are a comprehensive new set of recommendations for all relevant stakeholders on how to contribute to the development of a safe and empowering online environment for children and young people and live responsibly in the online world They enhance understanding of Child Online Protection and provide resources and practical tools to support children and their families in the development of digital skills and digital literacy while staying safe online. The guidelines simultaneously support industry and government stakeholders in the development of corporate and national Child Online Protection policies and strategies.

Targeting children, parents and educators, industry and policymakers the COP Guidelines are meant to act as a blueprint, which can be adapted and used in a consistent way in line with national or local customs and laws.

Defining key risks and harms for children online, including privacy issues, cyberbullying, grooming and sexual exploitation and abuse (CSEA), the new Guidelines further dedicate attention to the impact of new and emerging technologies on children, while addressing the challenges faced by children with disabilities, for whom the online world offers a particularly crucial lifeline to full – and fulfilling – social participation.

**Summary of the different set of COP Guidelines:**

* **Children**: the new guidelines have been developed in a child friendly format. Adapted to different age groups, the resources create an opportunity to learn about and strengthen young people's digital skills and knowledge, helping them learn ways to manage online risks, while at the same time empowering them to exercise their rights online and engage in opportunities that the internet presents to them. The new resources will depict Sango[[1]](#footnote-1) as the main character and will be developed in a child-friendly version.
* **Parents and Educators**: the new guidelines aim to sensitize families to the potential risks and threats and help cultivate a healthy and empowering online environment at home and in the classroom. The Guidelines highlight key recommendations for parents and educators and emphasize the importance of open communication and ongoing dialogue with children, creating a safe space where young Internet users feel empowered to raise concerns.
* **Policymakers**: the new guidelines propose a response to the global challenge of Child Online Protection, which requires a global approach based on harmonized and inclusive national strategies on Child Online Protection. The Guidelines propose concrete recommendations on developing a national strategy on COP, provide tools to identify key stakeholders to engage with and coordinate efforts as well as alignment with existing national frameworks and strategy plans.
* **Industry**: the new guidelines focus on protecting children in all areas and against all risks of the digital world and as such, highlight good practice of industry stakeholders that can be considered in the process of drafting, developing and managing businesses child online protection policies. Having a major responsibility not only to help promote awareness of the online and safety agenda to the wider community and to provide a channel of participation and engagement for young people, but even by offering safe and secure online experiences throughout their services, industry plays a key role possessing the technological knowledge that policy makers need to address and understand in order to develop sustainable and effective COP strategies.

**Next Steps**

Due to the COVID-19 pandemic, the review of the COP Guidelines is timely and very much needed. Implementing the 2020 COP Guidelines by promoting child online protection measures and implementing policies that will establish a safe and empowering online environment for children, is more needed than ever to respond to the amplifying global challenge of child online safety.

For these reasons, ITU encourages its Membership to join and support the implementation of the COP Guidelines, by taking actionable and result based measures in order to accelerate the development and adoption of sound child online protection strategies at the national level, create a comprehensive action plans for governments, to improve online safety measures and tools for industry and to build capacity for digital learning with the aim to empower children and parents – locally and globally.

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1. Sango is the new Child Online Protection Mascot which was created by an energetic and motivated group of children on the occasion of the [Futurecasters Global Young Visionaries Summit](https://www.itu.int/en/fermun/2020/Pages/default.aspx), which was hosted and co-organized by ITU and the Model UN programme of Ferney-Voltaire, France (Geneva, 8-10 January 2020) [↑](#footnote-ref-1)