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| Contribution by the secretariat |
| UPDATE ON THE ITU CHILD ONLINE PROTECTION INITIATIVE AND THE COP GLOBAL PROGRAMME |
| **Purpose**This report is intended to provide an overview on the status of the COP Initiative and the implementation of the COP Guidelines**Action required**This report is transmitted to the CWG-COP **for information**.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**References**<https://www.itu.int/en/ITU-D/Cybersecurity/Pages/COP/COP.aspx> |

The Child Online Protection (COP) initiative aims to protect children from online risks and potential harm and empower them to fully benefit from online opportunities through research, in-country policy support, capacity building and technical tools.

ITU COP serves as global leadership platform with a multi-stakeholder community with proven expertise and successful technical assistance record of more than 13 years on child online protection activities worldwide. Through a strong network of more than 80 knowledge partners from leading institutions active in the ICT and child rights sectors, the COP initiative provides resources and tools that support children’s’ and their families’ digital skills development and provide support to industry and government stakeholders in the development of corporate and national child online protection strategies and frameworks allowing countries to provide a safer online environment for children.

**As part of ITU’s global programme (2021-2024), between 2022 and 2023, the following activities were undertaken**:

* Capacity building
* Development and dissemination of the [COP guidelines](https://www.itu-cop-guidelines.com/) through translation, localization, and awareness campaigns.
* [Online trainings](https://www.itu.int/en/ITU-D/Cybersecurity/Pages/COP/Trainings.aspx): launch of self-paced modules on ITU Academy for parents/guardians, carers, educators, social workers, policymakers and ICT Industry and children and youth of various age groups.
* In person trainings: Training of Trainers (ToTs) for educators, as well as in-person trainings for children and youth of various age groups.
* Training sessions for girls and young women on online safety were held both online and offline – in strong collaboration with related initiatives of ITU and partners.
* Development of Web App for children: “Ask me! Your online safety friend”. Targeted at children aged 13 to 18, this webapp acts as a virtual friend, providing useful information and resources on key online safety issues in the format of interactive storylines and conversations. Developed in partnership with UNICEF, its goal is to provide children with a better understanding their rights online and to strengthen their skills to navigate the online world safely.
* Development of online game for children: “Sango’s Adventure: Discover Online Safety”. Targeted at children aged 9 to 12, the game is an interactive and immersive platform which includes several mini games with challenges that teach the children how to access the necessary knowledge and skills to become responsible digital citizens, develop their digital literacy and increase their online resilience.
* Policy assistance:
	+ - Technical assistance to member states for the development and implementation of national COP frameworks and strategy.

**The following results were achieved:**

* The ITU COP Guidelines localised in 23 countries.
* 24 online and offline digital skills development training sessions delivered to children and young people in the 6 official languages.
* 5500 children and young people participated in awareness raising and capacity building activities or programs.
* 1500 parents, carers and educators participated in training and capacity building activities.
* Three countries benefited from Training of Trainers for Educators.
* One draft national strategy was handed over and eight additional are currently being discussed / developed.
* Three online and offline capacity building activities delivered to government stakeholders with a total of 225 participants.

**Collaborating across sectors, the ITU COP Initiative took further actions:**

* [**Child Online Protection in Sports:**](https://www.itu.int/en/ITU-D/Cybersecurity/Pages/COP/Sports.aspx)
	+ The COP in Sports initiative focuses on children’s rights online in sports with the main areas of consideration:
		- Child online protection frameworks, including policies, guidelines, and principles;
		- Capacity building & awareness raising, including trainings on child safeguarding, digital skills development programs, etc.;
		- Reporting and response mechanisms to tackle online violence against children in sports.
	+ As part of an multistakeholder effort, ITU published the [ITU policy brief on Child Online Protection in Sports](https://www.itu.int/dms_pub/itu-s/opb/gen/S-GEN-COP.CHILD_PB-2022-PDF-E.pdf).
* [**“PoP: Protection through online participation”**](https://www.itu.int/en/ITU-D/Cybersecurity/Pages/COP/POP.aspx)
	+ Led by ITU and the Office of the Special Representative of the Secretary General on Violence against Children, the research collaboration “PoP: Protection through online participation”, consists of over 30 global partners - private sector companies, academia, civil society organizations and children and young people themselves. It’s focus lays on gathering evidence on how the online environment facilitates access to protection and support for children and young people.
	+ Through intersectoral cooperation and an evidence-based approach, POP will make new data available, provide insights into how online protection systems function, and share recommendations on how to develop, implement and improve online protection services.

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