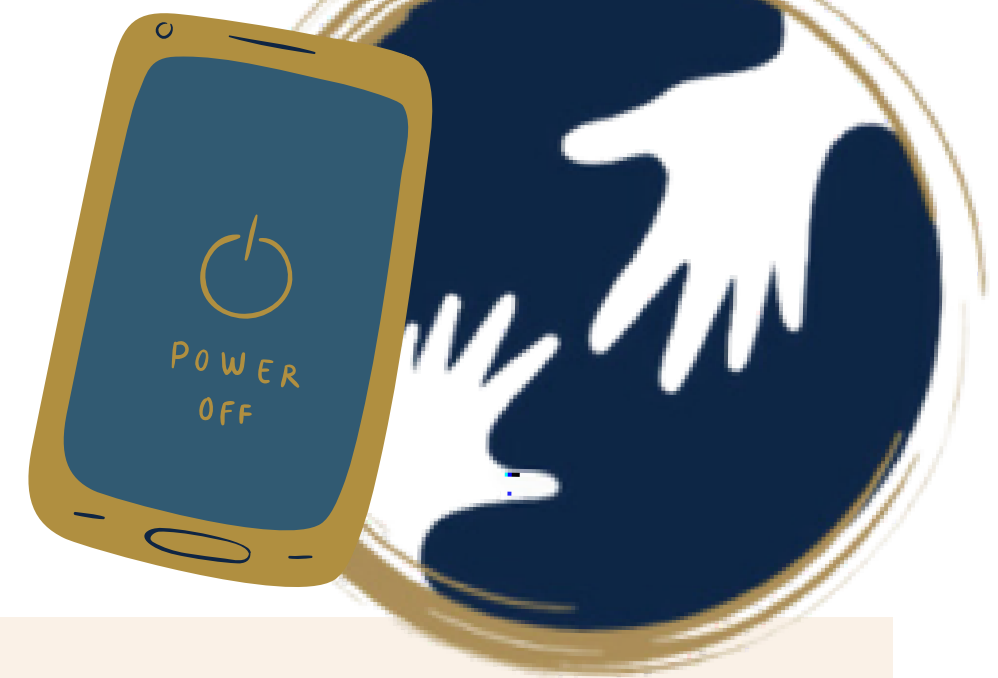


APPS PARENTS / TEACHERS SHOULD KNOW ABOUT



These apps can easily be used as grooming tools by online predators.

<p>App promises photo's, videos and stories disappear, but users can take screenshots of private photo's.</p>	<p>Snapchat </p>	<p>Ease of fake profiles can lead to misleading interactions & unsafe meetings for unsuspecting kids. Content & dialogues far beyond their maturity level.</p>	<p>Tinder </p>
<p>Limited privacy controls. Risk of cyberbullying, online predators & unsuitable content. Format can lead to excessive use. Social pressure for followers & likes.</p>	<p>Zoomerang </p>	<p>Open communication channels can be a conduit for inappropriate content or cyberbullying. User privacy & data hacking concerns.</p>	<p>House Party </p>
<p>Limited privacy settings. Can be exposed to inappropriate content. Excessive screentime. Ease of connecting with unknowns and sharing personal info.</p>	<p>TikTok </p>	<p>Unrestricted interaction. Anonymous premise can lead to cyberbullying, inappropriate exchanges, & risk of predators. Nature of interactions can negatively impact mental & emotional health.</p>	<p>X </p>
<p>Comparing yourself to others. Focus on external validation through followers and likes. Nature of the app can negativity affect mental health.</p>	<p>Instagram </p>	<p>Ability to connect with unfamiliar users opens pathways to potential cyberbullying, unsuitable content, and unexpected contact from strangers.</p>	<p>Voxer </p>
<p>Is a messaging app that allows inappropriate messages that are usually filtered through other apps.</p>	<p>Kik </p>	<p>Anonymous group chats. Cyberbullying and content concerns. Potential for predators.</p>	<p>Parlor </p>
<p>Anonymous. Online predators can target & exploit younger users. Virtual gifting of money. Allure of live streaming & its attention can become addictive.</p>	<p>BIGO LIVE </p>	<p>Anonymous use. Potential for cyberbullying. Exposure to explicit or disturbing material</p>	<p>Holla </p>
<p>Expose young minds to inappropriate content and discussions. Anonymity can embolden harmful comments, leading to online abuse and harassment.</p>	<p>Ask fm </p>	<p>Playing multiplayer games with strangers users can be exposed to inappropriate chat throughout the game. Addictive playing of game.</p>	<p>Among Us </p>
<p>Exposed to inappropriate content, cyberbullying in comments sections. Potential privacy risks if they share personal information or interact with strangers.</p>	<p>Youtube </p>	<p>Calls itself "the most honest place on the internet." Anonymous nature can lead to cyberbullying, unsuitable messaging, and other harmful online conduct.</p>	<p>Tellonym </p>
<p>Local meet up premise may expose young users to interactions with individuals whose intentions are not aligned with their well-being.</p>	<p>Blendr </p>	<p>The platform structure has been leveraged by predators aiming to target and exploit unsuspecting users. Risk of cyberbullying & deceptive schemes.</p>	<p>Roblox </p>
<p>Exchanging 'snaps' can lead to interacting with strangers & unsuitable content. Concerns about safety & appropriate encounters. Encourages monetary transactions.</p>	<p>Hoop </p>	<p>Online predator exposure. Risk of manipulation under the guise of ingame interactions.</p>	<p>Chat Master </p>
<p>Not an app for teens. Users can hide their true identity and intentions. Risk of explicit content. Predators can target minors.</p>	<p>Bumble </p>	<p>Can be exposed to inappropriate content. Privacy concerns, not enough protection against unwanted interactions. Pressure to be perfect.</p>	<p>VSCO </p>

By staying informed, discussing these risks with teens and fostering open communication, together we can empower our teens to navigate the digital world safely and responsibly.



ENCOMPASS
SAFEGUARDING