

Online with
SANGO



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This book aims to teach children about their rights and safety online. It contains six scenarios children often face in relation to the digital environment:

1. Right to play online

2. Managing screen time

3. Exposure to inappropriate content

4. Right to use digital media to learn

5. Privacy

6. Adult role modelling of positive use of digital media

Each scenario provides your child with a question and two possible answers. Reading the book with your child creates an opportunity to talk with them about being online. You can find the correct answer for each scenario at the back of this book.

As you read the book, we encourage you to talk openly with your child about what they see and do online. We also encourage you to reassure your child that they can talk to you anytime about things which happen online and that no matter what they say, they won't get into trouble.

This book was designed for children under 9 years old. ITU also has resources on rights and safety online for older children and for children who are ready to learn more: www.itu.int/cop

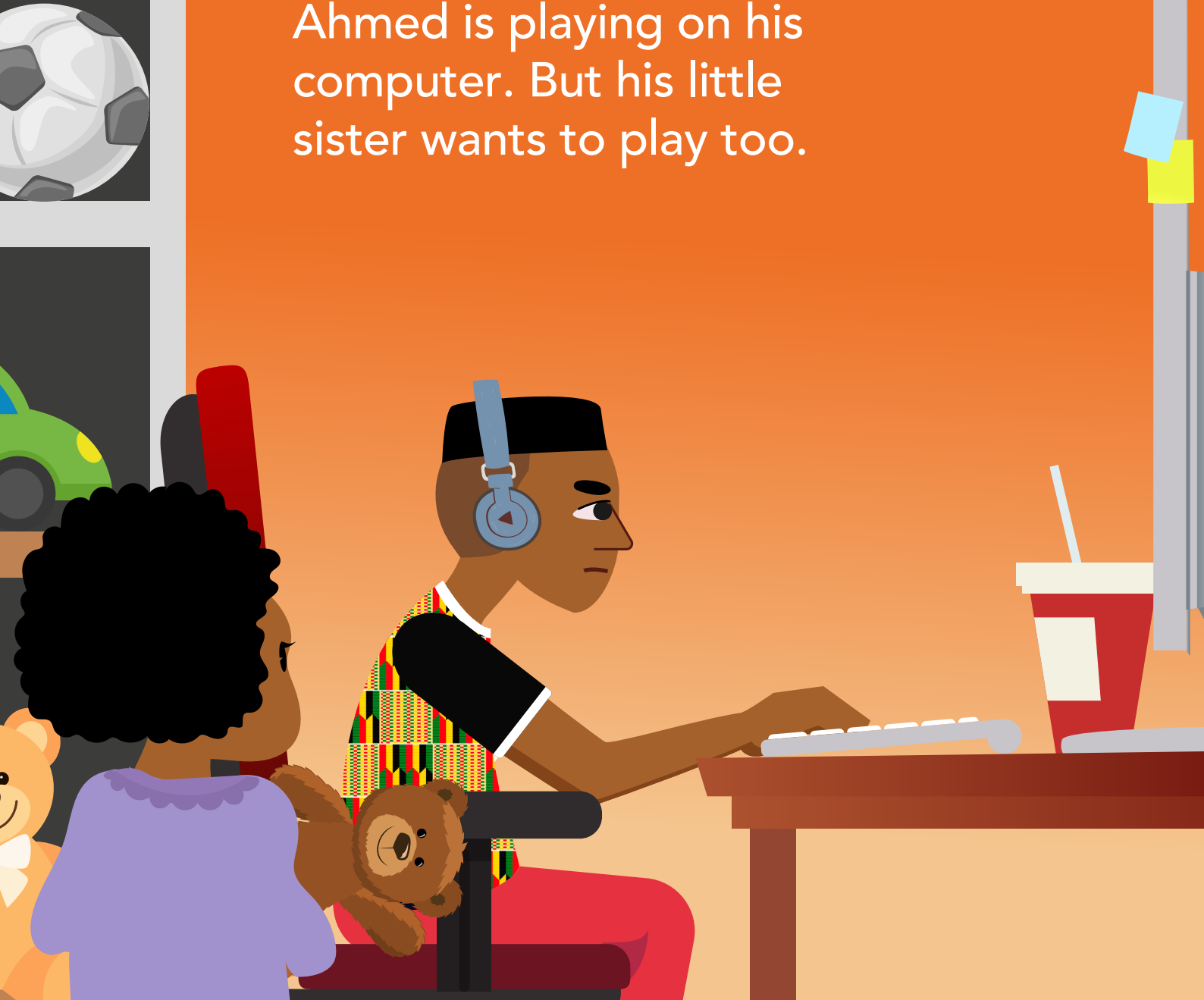
*Hi I'm Sango,
a ninja phone! I live in Ethiopia with
my family. It's my job to help
children be safe and have fun online.
I want to help you too!
If you listen to what I say, you will
find the right answers and become
a good digital citizen.*



Meet
AHMED



Ahmed is playing on his
computer. But his little
sister wants to play too.



What should Ahmed do ?



A

Tell his little sister "no way"

B

Let his little sister play too, it's fun for everyone to play

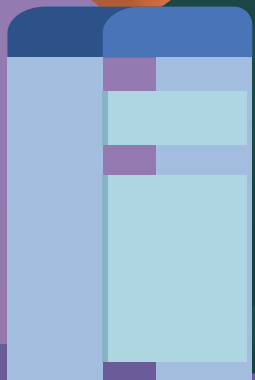
SANGO says...

*All children
need to play
and have fun!*



*When should you let your
little sister or brother play
games online too?*

Meet
AMAL



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

SANGO says...

*There are lots
of fun games to play
without TVs, phones
and computers!*



*What's your favorite
game to play with others?*



Meet
Koffi



Koffi is watching Youtube Kids.
But something pops onto the
screen which makes him feel
unsure and weird inside.



What should Koffi do ?



A

Turn the tablet off and tell a grown-up

B

Throw the tablet in the trash

SANGO says...

*Asking a grown-up
for help can make
you feel better!*



*Which grown-up
could you ask for help?*

Meet
Aisha



Aisha loves rabbits and wants to learn more about them.



What should Aisha do ?

A

Find a real,
live rabbit
to talk to

B

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



SANGO says...

*There are cool
websites just
for children!*



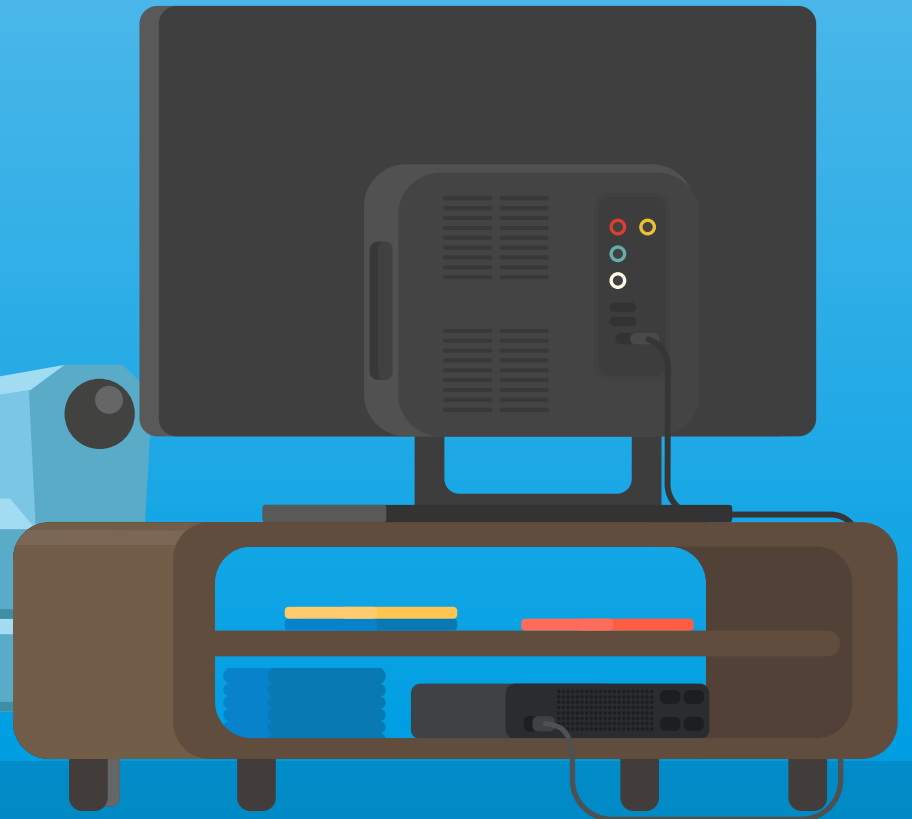
*What's your favorite
website just for children?*

Meet
SHOLA



Shola is playing a game.
Another player asks her
to send a selfie.

Can you send me a selfie?



What should Shola do ?



A

Send a photo
of her pet dog
instead

B

Check with
a grown-up

SANGO says...

Sending selfies can be risky, it is best to check with a grown-up!



Which grown-up could you ask about when it's ok to send selfies?



Meet
LENANA



Lenana is building a huge tower. He wants his dad to help, but his dad is playing on his phone.



What should Lenana do ?



A

Respectfully ask his dad to build the tower together

B

Get upset and throw block everywhere

SANGO says...

*Doing things
together as a family
can be fun!*





Scenario 1: 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.

Scenario 2: 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.

Scenario 3: 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.

Scenario 4: 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.

Scenario 5: 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.

Scenario 6: Adult role modeling of positive use of digital media

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.

This storybook has been developed by the International Telecommunication Union (ITU) and a working group of contributing authors from leading institutions in the sector of child rights and child protection in the digital environment.

This book would not have been possible without the time, enthusiasm and dedication of the contributing authors and ITU's graphic design team.

ITU is grateful to all of the following partners, who have created this resource for children by contributing their valuable time and insights: Amy Jones and Olivia Solari Yrigoyen (Child Rights Connect), John Carr (ECPAT International) as well as Lilly Moody and Amanda Third (Western Sydney University). A special thanks to the children, who's invaluable feedback has shaped this storybook.



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