Why These House Rules Work

1) Permission to Use the Device	• This allows you to know when your child is using technology. • It instils in your child that devices cannot be used at any time just because they choose to.
2) Time Limits	• This lets our children learn that technology needs to be balanced in their lives. (It is a tool, not a master.) • It takes the responsibility away from them to manage their time online (while they are too young). • It makes the times very clear. They know when to ask permission and when not to (reduce the nag factor). • It allows them sufficient time to develop physical world skills. (Their boredom may force them outdoors!)
3) Sharing of Information	• This teaches our children early that their identity is a thing of great value and is important to protect. • This imparts the message to our children that we only share information for a reason. • It limits the opportunity for others online to get our children's information and use it for their own reasons.
4) Accounts and Websites – Allowed/ Not Allowed	• This can include web accounts, messaging accounts, gaming accounts, or social networking accounts. Many of these are not designed for young children and are unhealthy for them. People can make an account with a false identity. • This lets our children know that just because these things exist and are free, it does not mean we are allowed to have and use them. • This lets our children know that the Internet is not a 'free for all' and that there are places where children should not and are not allowed to go. • It protects our children from being exposed to material that could upset them or, perhaps, cause a permanent scar. • This helps protect our children from sharing personal details when signing up.
5) Download/Upload Rules	• This allows us to know what is and isn't being uploaded and downloaded. It gives us peace of mind. • It protects our children from sharing their, and our, information online. • It protects them from downloading, maybe accidentally, inappropriate material or viruses.
6) Who We Can/Cannot Chat To	• You decide who they can connect and chat to. • Your child may not see the harm in chatting to an online friend, where you can. • **The cyber world is full of billions of real people.** You decide who they play with and who is genuine or not. • This instils a mindset whereby "I chat online to people I know in the physical world"—friends and family.