

OUR FAMILY AGREEMENT FOR INTERNET AND VIDEO GAME SAFETY

As a family it is important to have a common understanding of what is appropriate behavior online.

Parent/Guardian Signature	Date
Child Signature Parent/Guardian Signature	Date Date
By signing below, we agree to follow the guidelines set in this contract. Into video game privileges may be taken away if the guidelines are not followed.	d.
LJ(8	add your own)
rumors, starting fights, using mean words or bullying.	add vaur awa)
☐ We will be respectful to other people online and on our smartphone by	not spreading
will save the message and tell my parents or trusted adult as soon as post	
$\hfill\square$ We agree that if someone is mean to me online, makes me uncomfortal	ble or angry, I
adult.	or tradica
☐ We agree that if someone I don't know tries to communicate on any devenue to meet them, I will save the message and immediately tell my parents	
☐ We agree that I will never lie about my age online.	ijoo or ooko
permission.	
☐ We agree I will never post a picture or video of someone else without the	eir
$\hfill\square$ We agree that I will never post a picture or video of myself online without	•
as soon as possible.	ŕ
of my school. If anyone asks for this information, I will tell my parents or ar	
☐ We agree that I will never share my name, address, telephone number	or the name
☐ We agree that I will never tell anyone my passwords, other than my par even my best friend.	ents – not
together.	
$\hfill\square$ We will decide the websites that are safe to visit and continue to review	new sites
games and apps.	,
☐ We will learn how to use parental and privacy control settings on all our	devices.
discuss the ratings to help decide on age-appropriate guidelines.	iusic ariu
and iPads) online and playing video games. ☐ Together we will view video games, websites, TV shows, movies and m	usic and
☐ Together we will set time limits on using electronic devices (smartphone	es, tablets,
	,,-
the internet, smartphones, gaming consoles and other devices (iPad, table	