

# Popular Teen App List for Parents / Carers, Teachers & Professionals

👍 Green Zone Apps

👁️ Gray Zone Apps

🚫 Red Zone Apps

## GREEN ZONE: Here are the few apps I consider to be safe for Teens and Young Adults:

Social Media can be a dangerous place for teens. **This is why parents MUST be active on the same apps their students are using.** However, these apps are the “lesser of three evils” as they can be used to help a student (14+ years of age) shine online to impress colleges and future employers. When used appropriately, these apps will help students adjust their Google results to create a portfolio of positive online accomplishments. If students want to have a profile on these networks/apps, please consider having a dialogue with them and knowing that these networks are the place to start on social media. Also, you **MUST** be on the same apps your students are using. Never trust an app just because it looks safe. Parents are the only reliable digital safety app. At the bottom there is a list of bad apps (red zone) that you should prevent or even **not** allow your children & young adults to access/have/use.



### Amazon Rapids Age:

4+

Amazon Rapids is a reading app for children ages 5 – 12 that is associated with a Parent’s Amazon account. This service is designed to make reading fun, boost reading confidence, and encourage creativity. Parents can utilize Amazon Rapids to start a dialog with their children.



### ClassDojo App

4+

ClassDojo is a free communication app designed for teachers, parents, and students. Parents can instant message their child’s teacher. Teachers can encourage students for skills and values, such as working hard, being kind, and teamwork. Students can showcase their knowledge by adding photos and videos to their digital portfolios. The app can be used in a positive way to track student progress, get involved, learn more about your child’s school day, and teach positive online behaviours.



### LinkedIn (Owned by Microsoft)

Age:

14+

*LinkedIn is the world’s largest professional network. It is an important tool for teens that want to improve their Google results when applying to college. It is the best place to start an online image to impress colleges and future employers.*



**Facebook**      **Age:**      **13+**



Facebook is the Godfather of all social media apps (and the largest of all social media networks). Users on Facebook can share to the network from their desktop, tablet and/or mobile phone. Facebook makes their money by selling ads next to the feed (and in the feed) to let advertisers get in front of it's users. Although Facebook has very robust privacy controls, I tell everyone that "everything you post online is going to eventually be public." This is because networks like Facebook have been known to quickly change their privacy settings without telling people and sometimes secrets are shared. That being said, I believe Facebook is a great place to start a positive online footprint. It's a great place for a student to have a public presence (since Google will find a Facebook profile and place it above other results at times). Information is often visible for college admissions officers & future employers when they search for them.



**Facebook Messenger**      **Age:**      **13+**



Facebook messenger (owned by Facebook) allows you to chat with anyone on Facebook. To initiate a conversation with users you need to add them to your Facebook friend list. We suggest for parents to add their students on Facebook and to monitor who they are adding as friends. Facebook Messenger is tied to a Facebook account, which is tied to a student's real identity, reducing the amount of bullying and anonymous messaging.



**Instagram (Owned by Facebook)**      **Age:**      **13+**



Instagram is a free photo (and video) sharing application that allows users to take photos (and one-minute videos), apply a filter, and share it on the app. Instagram became very popular, and so Facebook bought them. Parents should know that Instagram also has private messaging feature which some students can use instead of texting. Instagram has also added some "disposable" features to try and copy Snapchat. Instagram can potentially be great if it is used in a positive manner for showcasing one's accomplishments. Students can post from a mobile device (but not a desktop). That's because Instagram is designed to be used on a mobile phone (but can be discovered by Google)



**Medium**      **Age:**      **12+**



*Medium is an online publishing platform and app, that allows users to publish articles on any subject. When used wisely, Medium can have a positive impact on a student's digital footprint. The website and Medium app can be a great place for students to highlight their thought leadership on topics relevant to their industry, major, hobby, or passion.*



**Pinterest**      **Age:**      **13+**



*Pinterest is a visual discovery tool that helps users find and save ideas. It's a great source of inspiration for students. They can use Pinterest to find studying tips, DIY's and more. Kids can have fun on Pinterest, but know there can be some adult content on the network, so parents should be close by to observe activity.*



**Prezi**      **Age:**      **13+**



*Prezi is a presentation software that allows users to create and share visually engaging slide presentations through their website. Having a positive presentation can showcase a student's passion and knowledge on a specific subject. Presentations like these can help students create a positive digital footprint. Although the app is for educational purposes only, presentations can contain inappropriate content and explicit images.*



**Twitter****Age:****13+**

Twitter allows you to send messages with up to 140 characters in length (and include photos and videos). Twitter is a place where students feel they can diary their feelings, not realizing their Tweets are tied to their identity and able to be seen by colleges and employers. When a student is ready to be online, we suggest they consider Twitter but share very positive and constructive content on the network. They should leave negative talk to texting and phone calls.

**ZeeMee****Age:****13+**

ZeeMee is a free app that allows students to showcase themselves for college admissions, through photos and videos. Students can connect with each other on the app, based on i nterests and passion. Profiles can be made private and unsearchable online, so that only those with the link will be able to see them. The college admissions process can become overwhelming, especially if your student wants to showcase extracurricular activities such as sports, drawing, or dancing. This app offers students the chance to showcase their passions for their college application.

**You Tube (Owned by Google) Age:****13+**

YouTube (owned by Google) is the world's second largest search engine (their parent company is the largest search engine, Google). Statistics highlight that Youtube is used by more students than almost any other network. You don't have to login or register to see the benefits of Youtube. Parents should know that if your student is under 13 years of age they should be present when their kids are watching videos on Youtube, since some content can be worse than late night TV. Positive videos can turn a student's Google results into a three dimensional version of their college resume. YouTube also has a multitude of educational videos you can learn from.

## GRAY ZONE: Parents should participate in these apps with students to keep them safe. These apps can be good (and bad) for your Teens and Young Adults.

The gray zone is a place where your students WANT to hang out, but if they post in a way that's anything less than wise, it could hurt them. I recommend you have a dialogue with your kids about Inappropriate Sexy Selfies (Sexting) and inappropriate content if your kids have these apps. Although some people are very scared of Snapchat and Vine, I'm not against them (since there more inappropriate apps that kids could be using). Every parent should put in the time each month to have a dialogue with their kids about the apps they are using. This is the best way to keep your kids safe (not by restricting the kids, but by talking with them).



**Facebook Messenger Kids**      **Age**      **6+**  
Facebook Messenger Kids is a video chat and messaging app that's built for kids and designed to give parents more control. Whenever kids receive a friend request, that request is sent to their parents to either approve or deny. Messages can't be hidden and don't disappear (so parents can easily monitor their student's messaging activity). Between the parental controls and all of the camera features being kid-friendly, Messenger Kids can be a starting point for a student's first social media account. (Similar to Snapchat)



**Fortnite (Battle Royale)**      **Age**      **12+**  
Fortnite is a very popular game that was released in 2017. There are 2 different versions of the game; Fortnite: Save the World and Fortnite: Battle Royale. Fortnite: Battle Royale is the version that is really popular with students. Fortnite is designed to keep players coming back which can be difficult for teens and tweens who haven't yet developed a healthy relationship with screen time. Also, students can come across profanity or inappropriate language from other players through text or voice chatting



**Google Arts & Culture App**      **Age**      **12+**  
Google Arts & Culture is an app and website that was launched in 2016 but recently went viral with it's newest update. The popularity of this app is attributed to it's "art selfie" feature. If the sole purpose of having an app is to take selfies, it might not be the most productive app for students to have. Also, some users have been insulted by the paintings they were paired with.



**Google Hangouts**      **Age**      **13+**  
Google Hangouts is a messaging platform that is tied to your Gmail address. Users can message friends, start free video or voice calls, and start a conversation with one person or a group. Some parents have found predators targeting their kids through Google Hangouts to try and entice them into partaking in video calls or sending photos of themselves.



**Houseparty App**      **Age**      **14+**  
From the creators of Meerkat (an early Periscope competitor), Houseparty is a video chat app that lets teens video chat with 2-8 people at the same time. All chats are unmoderated which means students can come in contact with inappropriate content or cyberbullies.



**Litterati App**      **Age**      **12+**  
The Litterati app encourages users to clean up litter in their community while leveraging social networking. Some parents are concerned because their students take photos of themselves with the trash they collect and then post the photo to the app with their exact location. Geo-tagging can make it easier for predators to target victims in their exact location and learn more information about them.

**Minecraft****Age****7+**

Minecraft is the best selling PC game of all time. While Minecraft may be used for educational purposes, players can encounter bullying, inappropriate content and even viruses when playing this game

**Musical.ly****Age: 13+****Musical.ly was shut down in**

**August 2018, but this app guide is here to teach parents/educators what it does. All of Musical.ly's 100M users will be transitioned over to the Tik Tok app.**



Musical.ly is a popular app that let's users create lip-syncing videos to their favourite songs. While this app may be fun for teens it may be scary for young adults due to the adult content that can be found on this app.

**ooVoo Age: (Shutdown November 2017) (This is What it Did)****13+**

ooVoo is one the world's largest video and messaging apps. Parents should be aware that ooVoo is used by predators to contact underage kids. The app can allow users to video chat with up to twelve people at one time.

**Periscope (Owned by Twitter) Age:****13+**

Periscope is a live video app that was bought by Twitter. It allows users to watch and broadcast real time videos from their phones. It's easy to find your kids on Periscope if you know their Twitter usernames. Most of the content on this app is unmonitored and students can watch live videos from all over the world.

**Pokemon Go Age****9+**

Pokémon Go is an augmented-reality mobile game for iOS and Android devices. While quickly becoming one of the most popular apps of all time, it has raised some safety concerns. Find ways your kids can have fun and still stay safe if they play Pokémon Go. Consider playing as a family and remind your child that they can always contact you if they encounter anything suspicious while playing Pokémon Go.

**Rules of Survival****17+**

Rules of Survival is a battle royale style game, similar to Fortnite. Up to 300 people play until there is only 1 player left. Parents should be aware that children can talk to other players in the game, some of the character's outfits are suggestive, and there are in-app purchases.

**SMS Text Messaging****Age:****No****age****limits**

SMS text messaging is one of the primary apps that each phone has. All accounts are connected to phone numbers. SMS messenger is relatively safe for students – trackable and least difficult for parents to monitor.

**Snapchat****Age:****13+**

Snapchat promises your kids they can take a photo/video, send it to a friend and the content will only be viewed once and then will disappear. We as adults know that's not true, but students feel ok sharing very personal moments on Snapchat as they begin to trust people.



Snapchat also has a "story" feature that lets users share some videos/posts for 24 hours on their feed. Snapchat is quickly growing and is one of the more valuable social media startups we have seen. It's not going away anytime soon. Parents should add their students on the app and occasionally view their content.



**tbh.App (Owned by Facebook) Age:**

**12+**

tbh stands for “to be honest”, and the tbh app is a social networking platform where users anonymously answer questions/polls about their classmates. Even though the questions/polls are approved by the developers, tbh can still promote bullying and make it easier for students to become a target.



**Steam Games**

**13+**



Similar to iTunes, Steam is an online distribution platform for users to buy and play video games. Users get instant access to thousands of games that are available on Steam. Most Steam games can be purchased but some are free to play. Although the games have age requirements, it’s easy for students to bypass the age restrictions. Some parents warn that it can be easy for younger students to be scammed into an unfair deal when trading items. So if your family uses Steam, familiarize yourself with the parental controls offered (called “Steam Family View”).



**Vine Age: (Owned by Twitter Closed in 2016) 17+**

Vine is owned by Twitter and was a 6 second video sharing app. Kids often post videos of their everyday life and blunders. Much of the content on Vine is crude humour and carefully crafted to get views. Some users of this app have become Vine Celebrities and moved onto other networks. Students who want this can end up hurting their reputation.



**WhatsApp Messenger (Owned by Facebook) Age:**

**16+**



WhatsApp is a mobile messenger that allows students to use wifi to bypass their SMS/Text messaging feature and directly message other users on the app. This app is owned by Facebook. It is very popular with people who have international friends/family. Users can share their location and contacts with other users. WhatsApp allows kids to communicate with their friends using the app and bypass text messaging

## RED ZONE: ANONYMOUS APPS – Here are some apps I consider NOT safe for Teens and Young Adults.

These are the apps not recommended for Teens or Young Adults. These apps usually have inappropriate and un-moderated content. Also, they lend themselves to online bullying. Often, these apps are anonymous and will encourage students to behave in a way we have never seen before. When students use an app in anonymous mode (without it being tied to their real identity) they tend to behave badly. They are also more prone to bullying and predators in this zone.



### **After School App**

**Age:**

**17+**

AfterSchool App is an anonymous app that creates a separate chat group for every school. It has been removed twice from the AppStore because of threats and arrests. Messages often include bullying, pornography, and alcohol or drug references.



### **Ask.fm**

**Age:**

**13+**

Ask.fm is a social networking website where people can ask questions, with the option of anonymity. Kids often reveal too much personal information on this site, and cyberbullying is very prevalent.



### **The Blue Whale Challenge**

**Age:**

**10+**

The Blue Whale Challenge creates new opportunities for predators to target victims on social media by forcing teens to perform harmful tasks over 50 days, with the last task urging the victim to commit suicide. The challenge as a whole is meant to harm students and slowly get them to trust the game. Get involved, have a healthy dialog with your students about their day and social media. Pay attention to any changes in your teen's behaviour, especially if they become reserved, withdrawn, or fearful of social media. Consider contacting your teen's school. If your child has engaged with anything like the Blue Whale Challenge, other students might be engaging with it too.

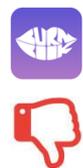


### **Bumble**

**Age:**

**17+**

Similar to Tinder, Bumble is a mobile dating app. However, on the Bumble app women must be the first to make contact. Tweens and teens have been known to lie about their age and create fake accounts on apps like Bumble. Also, Bumble makes it easy for predators to target victims.



### **BurnBook**

**Age:**

**18+**

BurnBook is an anonymous app for posting text, photos and audio rumor messages about others. The app compiles messages by school, so the app requires access to your location. It encourages students to screenshot the rumors and save them to their phone, which causes bullying issues.



### **Calculator% Private Photo App**

**Age:**

**4+**

The "Private Photo (Calculator%)" app is designed to help students hide photos and videos behind an innocent looking calculator app. This application looks like a calculator but entering a passcode opens a private area.

**Condom Snorting Challenge****Age****12+**

*The condom snorting challenge is a viral trend where teens post a video of themselves snorting a condom through their nose and pulling it out of their mouth. While this may sound like a joke, teens have been doing this challenge since 2007. With one YouTube search our team was able to find videos that were uploaded in April 2018, of teens doing the challenge (2 teens had even live streamed it that same day). This challenge can be very dangerous and can cause choking. Health experts warn of infection or allergic reaction. Viral challenges like this encourage teens to do dangerous things just for likes, views, attention, and subscribers.*

**The Deodorant Challenge****Age:****10+**

*The deodorant challenge is a teen viral trend. To participate, students spray their bare skin (or someone else's) with aerosol deodorant for as long as they can stand it. The challenge is painful, can have a lasting impact, causes scarring, and is causing some teens to be hospitalized. Knowing about social media challenges and trends before your teen does can help you keep them safe before an incident occurs.*

**Momo Challenge****Age:****14+**

Similar to the Blue Whale Challenge, the Momo Challenge is a dangerous viral social media trend with teens and young adults. The challenge encourages students to contact an unknown person called "Momo" via WhatsApp. Throughout the challenge, students are sent violent and graphic images and texts. If students want to stop the challenge "Momo" threatens to leak their personal information. Students who partake in the Momo Challenge are actively communicating with strangers who intend to encourage self-harm.

**Discord App****App****13+**

Discord is a free voice, video, and text chat app for gamers. Even though the Discord Chat app has built-in safety features, it's important for parents to be aware that the app can still be dangerous for students. Anyone can create a group chat server and some parents have reported that it can be easy for strangers to message students through the app.

**Finstagram****Age:****13+**

Finstagram (Finsta) is a fake (or second) Instagram account. Students get a second Instagram account along with their real Instagrams (Finstagram), to post silly pictures or videos.

**Gather****Age:****13+**

The Gather app is an event planning app that makes it easy for users to create and share real life events. Invitations can be sent to anyone in a user's phone contacts, even if they don't have the app. The app uses a method of spamming that creates false credibility since users think their friends are suggesting they use the app..

**IMVU****Age:****17+**

IMVU is an app where users create custom avatars and use them to chat with strangers in random chats or 3D chat rooms. This app can be used by predators to try and get victims to share their phone number, send photos, and video chat off of the app. Content on IMVU is inappropriate for teens and avatars can be used to simulate explicit activities.

**GroupMe App**                      **Age:**                      **13+**



GroupMe is a messaging app where users can send group or private messages from their computer or phone using WiFi. Since activity from the GroupMe app doesn't show up on their parents' phone bill, some students use the app to hide their messaging activity. The app has built-in features that allow users to search the web directly from the app. There is no way to moderate or filter that content.

**Jott Messenger App**                      **Age:**                      **13+**



Jott Messenger is an app that allows students to send messages without a data plan or a WiFi connection. Jott messenger creates a closed network with other devices (usually using a direct bluetooth signal) and can reach other users up to 100-feet. Like Snapchat, Jott includes a "self-destructing" feature that lets the user decide when a message, photo, or video will disappear

**Kik Messenger App (Based in Canada)**                      **Age:**                      **17+**



Kik allows anyone on the app to contact your child and directly message them. It has been known to allow adults to communicate with preteens, and is very difficult to discern who is a predator and who is real. Some adults have been known to use this app to pretend like they are tweens and teens. Kik allows students to bypass text messaging features of their phone. Users can connect with anyone on the network and aren't limited to their phone's contact list.

**Lipsi. App**                      **Age:**                      **13+**



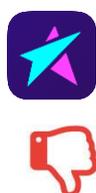
Lipsi is an anonymous feedback app where students can accept anonymous feedback from others. Anonymous apps like the Lipsi app are not safe for students and don't help them build a positive digital footprint. We've seen similar apps like Yik Yak, Sarahah, and After School removed from the Apple App Store due to cyberbullying. Remind your children that anonymous apps are never truly anonymous. Content they share through the Lipsi app can be screenshot by others or shared across other platforms.

**Live.ly App (Closed June 2018)**                      **Age:**                      **13+**



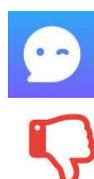
Live.ly is a video streaming app from the creators of **Musical.ly** where users can broadcast live video or video chat with friends. There are reports of students using this app to play truth or dare, it's not uncommon to see students younger than 13 on the app, and some parents call it a "paedophile hunting ground".

**Live.me App**                      **Age:**                      **17+**



Live.me is a live streaming video app that allows users to watch or broadcast live-stream videos. Parents need to know that the app uses geo-location to share videos, so users know broadcasters exact location. Users earn coins on Live.me and some predators are using coins as a way to pay minors for pictures. Be aware that anyone can watch your students videos and access their information on the app.

**Look App**                      **Age:**                      **12+**



The Look app is a free messaging app that combines live video with text messaging. Look uses a spamming method that will send text messages to all of a user's contacts saying the user invited them to join the app. All without the permission of the user. Also, some users have reported that it can be difficult to delete your Look account and that it's easy for strangers to message you on the app.

**Marco Polo App****Age:****12+**

The Marco Polo app is a video instant messaging app. To add users, the app requests access to the users contact lists and says: "Send your contacts to the server to connect you with friends" and "Upload your address book to know which of your friends already have Marco Polo." Note from Josh: It is a very bad idea to ever let your kids use apps that grant access to the contacts in their phone.

**Omegle****Age:****18+**

Omegle is an anonymous text and video chat room that connects strangers to talk with each other. The app allows you to share personal information, and also contains inappropriate and un-moderated content.

**MyLoL App****Age:****13-19**

MyLOL is the #1 teen dating app in the US, UK, and Canada and is designed for students 13-19 years old. Built-in features of MyLOL encourage users to send private messages to random strangers. While people over 20 years old are not permitted to create an account, MyLOL makes it easy to enter another birth date, if you're not a teen.

**Ogle****Age:****17+**

Ogle is an anonymous app that automatically searches your location for nearby schools downloaded. View and interact with school feeds, engage on any campuses content, and share or ask anything anonymously. Since there is little formal registration, bullies and predators can easily masquerade as students and friends.

**Phhphoto App: Age****12+**

*Phhphoto is a camera app that shoots moving pictures that continually loop to make short movies. Learn why we put the Phhphoto app in our Red Zone, how to keep your students safe if they use Phhphoto, and other photo sharing apps that can positively impact a student's digital footprint.*

**Roblox****Age:****17+**

Targeted to kids ages 8-12 Roblox is the largest user-generated online gaming platform. A recent study revealed that the average monthly visits for Roblox users under the age of 13 is 25.5 visits. News sources like ABC and NBC have reported that predators use the gaming platform to target children. Since users can create and upload games, inappropriate and graphic content can appear in any game. The purpose of the game is to interact with other players, the majority of other players are anonymous. Anonymous apps can have a negative impact on a student's digital footprint and safety.

**Sarahah App: Age****17+**

Sarahah is a popular new app and website that allows users to send and receive anonymous messages. Since this is an app that promotes anonymity, teens and tweens feel like they can hide behind their anonymous screen names and bully others without repercussions. There is no way to report inappropriate content or threats. Discuss the dangers of anonymous apps and have your student delete their Sarahah account. Ensure that your child knows what is appropriate to send in private messages, even if they are anonymous.

 **SayAt.Me** Age: **16+**  
*The SayAt.Me app is an anonymous website and app, on the Google Play Store, that allows users to gather feedback from others. Anonymous apps are breeding grounds for cyberbullying behaviour. Some students feel like they can hide behind anonymity on social media to hurt others. Also, SayAt.Me encourages users to compare their self-image to other people's opinions which can be damaging to a developing tween or teen.*

 **Secret** Age: **17+**  
*Secret is an app that allows people to share messages anonymously within their circle of friends, friends of friends, and publicly. Students often hide behind the anonymity when posting, and forget that anonymous does not mean untraceable.*

 **Slender Man** Age: **8+**  
*The Slender Man is a fictional character who originated from a viral internet meme. The character is portrayed as a tall, thin, and faceless man in a black suite who goes around traumatizing people. Although he is fictitious, the Slender Man is causing teens to act dangerously. In 2014, two 13-16 girls stabbed a classmate and claimed it was in an attempt to act on behalf of the Slender Man after reading about him online*

 **Slingshot App** Age: **(Owned by same company as Wishbone App)** **13+**  
*Slingshot is a comparison app, marketed to boys, that allows users to vote or create polls. Slingshot users can create any type of poll, including polls that are not appropriate for teens. This app is popular with students, and the comment section is used to bully other students.*

 **SpotaFriend** Age: **14+**  
*SpotaFriend is an app strictly for teens designed to help them find friends. We discourage students from using SpotaFriend since there have been instances of adults being able to easily bypass the age restriction. Also, this app can be used by predators to try and target victims nearby.*

 **StreetChat** Age: **14+**  
*StreetChat is a live photo-sharing board designed for middle school, high school and college students. Kids feel more freedom to send mean posts because they do not have to confirm their identity within the app. This leads to students often posting about real people.*

 **Tango App** Age: **17+**  
*The Tango app is a social network and messaging app for phones or tablets that uses geo-location. Tango encourages users to talk to strangers which is very dangerous. Since the app utilizes geo-location, strangers can get access to your child's location if they are using the app.*

 **Tumblr** Age: **(Bought by Yahoo!/Verizon)** **13+**  
*Tumblr is one of the world's most popular blogging platforms. Users tend not to use their real names, so it can be hard to find blogs without knowing a specific username. All accounts are public and content goes unmonitored.*

 **Whats Goodly** Age: **17+**  
*WhatsGoodly is an anonymous, location-based, social polling application designed for college students. It has a 17+ age restriction, but younger students can still see polls and vote. There are a lot of questions about dating, relationships, alcohol, and smoking on the app.*

**Whisper****Age:****17+**

Whisper is an anonymous social network that allows people to express themselves. Whisper reveals a user's location, which makes it easy for people to arrange to meet up. This also makes it easier for predators to locate and connect with users.

**Wishbone****Age:****13+**

Wishbone is a comparison app, marketed to girls, that allows users to vote or create polls. Wishbone users can create any type of poll, including polls that are not appropriate for teens. This app is popular with students, and the comment section is used to bully other students.

**Yik Yak****Age:****(Closed in April 2017)****18+**

Yik Yak acts like a local bulletin board for your area by showing the most recent posts from other users around you. Many bomb threats were made on this app. Students forget that being anonymous on an app does not mean being untraceable. Police departments are quickly able to locate students at home and address them after a threat to school safety. Once students are in college, they seem to be much more mature on this app.

**You Now****Age:****13+**

YouNow is a popular broadcasting platform where kids watch and stream real-time videos. Users decide whether broadcasters should continue their live videos with thumbs up and thumbs down voting. Anyone can record the videos posted, take screenshots and bully others with the recordings.

**Wattpad****Age****17+**

Wattpad is a relatively unmoderated online storytelling community. One of the major concerns with Wattpad is that teens are posting explicit and inappropriate stories that are connected to their personal Facebook profiles (and shows their profile photo). Learn how easy it is for your student to access explicit content on Wattpad, how predators are using this site to contact teens, and more.

**Yubo App (Formerly Called Yellow)****Age****13+**

Nicknamed "Tinder for Snapchat" and "Tinder for Teens", the Yellow app markets itself as a way to make friends even though it's mostly used as a dating app. This can be confusing for teens and tweens who are just getting access to Instagram and Snapchat.

**Tinder App****Age 18+**

*Tinder is a dating app, marketed to adults, that allows users to connect with other Tinder users. Despite the app increasing its age restrictions, many parents are wondering "what is Tinder?" So we created this parent guide to bring you up to speed. Learn how Tinder works, what the news has to say it, why it's dangerous, and what you can do if your teen has Tinder.*

**Voxer App****Age 13+**

Voxer is a free messaging app that allows users to send real-time voice messages (like a walkie-talkie) to other users. Teens like using Voxer because their activity on the app doesn't appear on their parents' phone bills. By default, profiles are public on Voxer which can be very dangerous. We recommend that you have a discussion with your student about how anonymous apps can have a negative effect on their digital footprints.



### **The Tide Pod Challenge**

**Age: 12+**



The tide Pod Challenge is where students consume a plastic laundry detergent pod and post a video of it to social media. At first the challenge started as a joke but now poison control centres are warning parents about this dangerous activity. The Tide Pod Challenge is incredibly dangerous. It's essentially ingesting poison. Even if a student doesn't eat the entire laundry detergent pod, just ingesting a tiny bit can lead to serious health repercussions.



### **Tik Tok App**

**Age: 12+**



The Tik Tok app is a music video social media platform. Tik Tok was purchased by the creators of Musical.ly and Musical.ly discontinued their app and transferred all of the users to the Tik Tok app. The reason the app is so popular is because it mixes self deprecating humor with the latest pop music. In our experience, apps like Tik Tok can allow strangers to direct message your children.



### **Mojiit App**

**Age: 14+**



The Mojiit app is a social network where users create and share animated avatars using augmented reality. Using their phone's camera, users take videos of themselves which turn into an avatar. The 3D avatar mimics the user's voice and movements. Some teens who don't like the Snapchat update are using the Mojiit app instead. Mojiit uses geolocation and encourages users to go to certain locations nearby. Geolocation features can be very dangerous for teens and tweens because strangers nearby can find the student's exact location.



### **We Chat (Based in China)**

**Age: 12+**



WeChat is a free texting, video, and calling app developed in China. Although some parents might not have heard of WeChat, it is one of the top 50 most popular social media apps in the iTunes store with over 980 million active users. WeChat encourages users to chat with strangers nearby or around the world, at random. This feature is incredibly dangerous for teens and young adults.



#### ***Information Sites;***

***Josh Ochs***

***<https://smartsocial.com/app-guide-parents-teachers/>***

***CommonSense Media***

***<https://www.commonsensemedia.org/>***

***Vodafone Digital Parenting***

***<http://www.vodafone.com/content/digital-parenting.html>***

***<http://www.vodafone.com/content/digital-parenting/tools.html>***