



#internetsafety #publichealth5-19service





INTERNET SAFETY MOMO CHALLENGE FACTSHEET

This factsheet will provide you some helpful tips on keeping your child safe online as well as some links to lots of very useful websites.

What it is:

Coined the "suicide challenge", Momo is a new viral game that encourages players to perform a series of challenges in order to meet 'Mother Bird' - a disfigured character (inspired by Japanese art) with bulging eyes and untidy black hair on a chicken-like body.

Light-hearted and fun at the outset, this gaming experience quickly darkens, absorbing players who are then encouraged to perform acts of violence and self-harm through a series of progressively risky challenges. Originating in Mexico, it is easily accessed through social media shares (predominantly Facebook and YouTube) and is rapidly spreading across the world.

Why it's on our radar:

The challenges issued in this game present a serious risk to the safety, welfare and wellbeing of children and young people in our schools here in the UK, as does the distressing content when a player refuses to carry on.

With worrying similarities to the 'Blue Whale challenge', it has also been linked to at least five cases of childhood suicide.

The low down:

- Players are encouraged to contact Momo and provide their mobile number.
- They will then receive instructions to perform a series of challenges, via SMS or Whatsapp.
- Player refusal can trigger severely abusive messaging and their mobile device being hacked.
- The final challenge is to commit suicide in order to meet 'Mother Bird'.

Why children like it:

Sharing and commentary on Social Media platforms has created a level of intrigue and curiosity about this game, which is initially light hearted and fun.

However, this is a game that targets vulnerable children and young people online and those with mental health issues are more likely to be drawn in to the psychological nature of the challenges.

www.cumbria.co.uk/ph5to19

What to do:

A person doesn't have to be searching for Momo themselves to be exposed to it and, unlike other games that children enjoy; there is no positive side to this.

Teachers and parents need to:

- Educate and reinforce online safety encouraging children and young people to make the right choice and avoid this game.
- Stress the importance of confidentiality and safe privacy settings
- Stress the importance of saying "no" to invitations to play games from strangers
- Ensure children know why they should not click on unidentified links.
- Ensure children know how to 'block' unknown numbers and friend requests.

VISIT THESE USEFUL WEBSITES

Digital 5 A Day | Children's Commissioner for England

www.kidscape.org.uk

www.kidpower.org

www.iwf.org.uk (Internet Watch Foundation)

www.childnet.com/parents-and-carers

www.parentzone.org.uk

www.bullying.co.uk

www.healthforteens.co.uk

www.nspcc.org.uk

www.thinkuknow.co.uk

MOBILE PHONE APPS

Flipd Glued

NHS Go

Most WiFi networks will now incorporate a facility to manage internet access in the home and on different devices (N.B. This may be dependent on your account).

