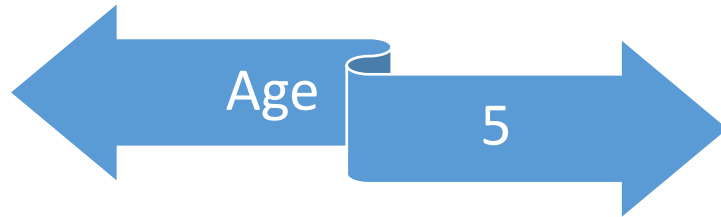


Age-Appropriate Social Networks



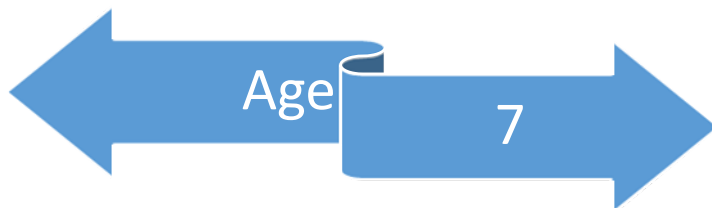
www.clubpenguin.com Club Penguin is a virtual world where users create a penguin avatar and interact with others in chats with live moderators. The site is free to use, but users can buy memberships to unlock additional features on the site.

www.toontown.com Users get to create a character that goes on adventures with their friends in a virtual world. They can explore the town, play mini-games, or face off against the Cogs, the bad guys of ToonTown, while chatting with friends.



www.whyville.com Whyville is an educational social network. Users interact with one another in the virtual city of Whyville. They can explore and learn about civics, art history, journalism, science, and many other topics.

www.nflrz.nflrush.com The National Football League's NFLRush Zone is a place where kids can create avatars and play in a football-themed world. Users can interact with other players, but they share no personal information.

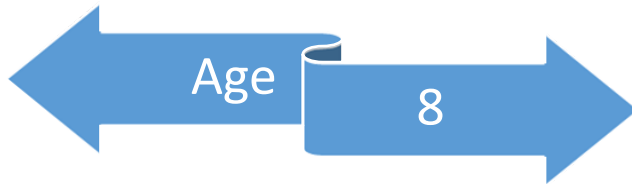


www.animaljam.com Animal Jam, from National Geographic Kids, is an educational social network where members create animal avatars, decorate their dens, and socialize with friends. Members learn about plants and animals through videos, stories, and games.

www.binweevils.com Bin Weevils are virtual pets. With a Bin Weevil, users can explore a virtual world, play games, grow gardens, watch TV shows, and chat with friends.

This list is intended to help you learn about and identify features of age-appropriate Web sites. It is not an endorsement of any particular Web site or product. All information is taken from: Spivet, Bonnie. (2012). *Using Social Networks*. Retrieved from <http://rosenlearningcenter.com/article/449/using-social-networks>

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www.fantage.com

Fantage is a kids-only social network that is serious about privacy and has very strict rules against inappropriate behavior and bullying. Members can create an avatar, socialize with friends, and play games.

www.moshimonsters.com

At Moshi Monsters, users create and adopt a monster that they take care of by solving puzzles and playing games. The monsters live in Monstro City and can interact with other users' monsters on the site.



www.yoursphere.com

Yoursphere encourages and rewards good citizenship and does not allow cyberbullying. The network lets users join "spheres" based on their interests in fashion, music, causes, sports, and many other areas.

www.freerealms.com

FreeRealms is an online fantasy-style game where users create a character that goes on quests within the virtual world of wizards, pixies, and magic. FreeRealms encourages families to play together and has settings for parents to keep kids safe.



www.gianthello.com

This is a social family Web site. It's built to keep strangers out and designed for kids not yet old enough to use Facebook.

www.poptropica.com

Poptropica is a virtual world where users become "Poptropicans" and explore different islands on quests that are educational and challenging. No personal information can be shared on the site because users interact by choosing from different response options.

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Age-Appropriate Social Networks



www.kidzworld.com Kidzworld has games, advice, homework help, chats, message boards, and more. It's dedicated to being a safe kids social network with moderators on all message boards and in all chat rooms. The content on the site is written and created by users.

www.weeworld.com WeeWorld users can customize their WeeMee, chat with friends, and play games. The site is moderated to make sure communication is safe.



www.everloop.com Everloop was created by moms who wanted a safe place for their kids to hang out online. The site has micro-networks called loops, where kids can talk about their hobbies and other interests. It also has harmless pranks called Goobs you can play on your friends.

www.gromsocial.com Grom Social was created by an 11-year-old who was unable to use Facebook because he wasn't old enough. He worked to launch his social network as a safe, bully-free place for kids 16 and under.