

# PRIVACY

In this age of instant information and 24-hour news shows, children are inundated with information. Some of the information that is made public is actually very private information that should not ever be shared. Children can be very confused about what information to share and what information is to be kept private.

## Directions:

In this activity, you and your child will solve the Privacy Puzzle.

### Talk with your child about the different types of information:

- ✈ Factual - Numbers, addresses, etc.
- ✈ Very Personal Information - Feelings in your head and in your heart
- ✈ Somewhat Private Information - Information that is neither factual nor very personal

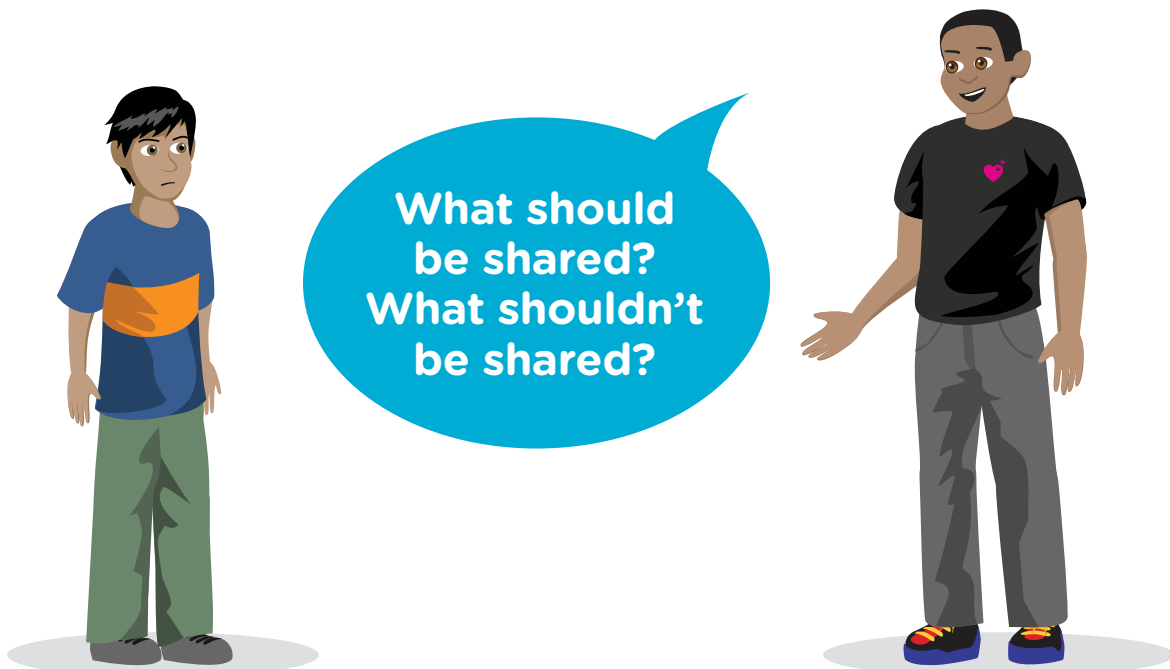
Talk about what information should be shared.

### What information would you:

- ✈ Never Share
- ✈ Maybe Share
- ✈ Always Share

Help your child to understand that they are entitled to privacy and that they decide what they share with others and what they don't based upon how that information makes them feel. Of course, there is information that should never be shared like family passwords, etc.

*It is very important that children know that an unsafe secret - a secret that makes them feel uncomfortable, afraid, threatened, or one that they are told not to tell - and unsafe touches should ALWAYS be shared with you or another trusted adult.*



# Solve the Privacy Puzzle

## Should you share it?

Never

Maybe

Always

What kind of information is it?

Very Personal  
(in your head and  
in your heart)

Somewhat Private

Factual  
(numbers, addresses, etc.)


silly mistakes  
weather report  
home address  
dreams  
unsafe touches  
grades  
directions  
phone number  
spiritual beliefs  
unsafe secrets  
passwords

diary  
injuries  
credit card number  
journal  
time of day  
birthday  
who you like  
threats  
parents' salary  
test answers  
gratitude

Social Security number  
embarrassing things  
temperature  
email address  
hopes  
scary thoughts  
bullying  
compliments  
safe secrets - until the right time