

General:

- ✓ Must complete online Cyber Chip training.
<http://www.scouting.org/cyberchip.aspx>
- ✓ Parent and Scout will complete “The Scout Law and Cybersafety/Cyberbullying” handout on back of this form.
- ✓ Use of the cell phone shall not interfere with scouting experience.
- ✓ Scouting activities take priority over cell phone usage.
- ✓ Cell phones shall not be flaunted in front of those who do not have a cell phone.
- ✓ Troop 36 is not responsible for lost, stolen or damaged phones.
- ✓ Use of cell phones must not disturb anyone nearby.
- ✓ No one shall charge a cell phone at an unauthorized charging station
- ✓ If your battery dies, use of cell phone ends.
- ✓ No use of cell phone after lights out.
- ✓ May use cell phones only in designated areas
- ✓ May use a cell phone in tents so long as it does not disturb or make your tent mate homesick or uncomfortable.
- ✓ Scouts may not loan their phones to other scouts.
- ✓ Violation of these rules can result in the loss of the cell phone for the camping trip/activity and/or future camping trips/activities.

Scoutmaster the right to modify these rules as the situation warrants.

Remember:

There are an incredible number of logical comparisons between a pocketknife and a cellphone. Such as:

- Both are tools.
- Both could be toys.
- Both can be used recklessly.
- Both can hurt people.
- Both can be highly useful.
- Both require training for proper use.
- Both can, at times, scare people.
- Neither is going away

The Scout Law and Cybersafety/Cyberbullying

Today we are online more than ever before. We use technology to save us time with research, connect with others, navigate, and have fun. Here are some ideas of how the digital world and the Scouting community can live side by side.

Trustworthy. Be truthful with others online, and be very careful of the information you share. Do the right thing when sharing other people's words or pictures. Make sure you have the owner's permission before using them.

Loyal. Share information about others only if you have their permission to share it. Uphold appropriate agreements you make with friends when you play games with them.

Helpful. Alert others to scams, cheats, and suspicious sites. Point them to reliable and accurate sources of information. Encourage people to report bad behavior online.

Friendly. Reach out to support others who are doing good things, like posting quality creative works. Support those who are bullied.

Courteous. Be polite and respectful. When you use other people's work, be sure to ask permission when necessary, follow fair use standards, and give credit to the people who created and own the work.

Kind. Treat people with respect when you are on social networks, playing games, talking or texting on a cellphone, or in other digital activities.

Obedient. When using digital devices, follow the rules set by your parents/guardians, teachers, and Scout leaders. Abide by the rules established by sites, services, devices, and games.

Cheerful. Use games, messaging tools, and social forums to build your relationships with others while having fun.

Thrifty. Be a smart consumer. Know your voice, text, and data plans and use them wisely. Be sure to study digital devices and services you want. Before buying them, make sure you're not overspending on functions and features you won't need. Be careful not to run up charges on apps and sites.

Brave. Stand up for what is right. Do not participate in mocking and bullying others, even if your friends are doing it. Report suspected abuse to a trusted adult, like your parent or leader; call 911 or call the Cyber Tip line at 1-800-843-5678. If the incident involves any part of the Scouting program, call your council Scout executive immediately or email youth.protection@scouting.org.

Clean. Use clean language and discuss only appropriate topics when using digital devices to communicate with others.

Reverent. Respect the feelings of other people. Do not use digital devices to spread irreverent ideas.

Remember that life is a balance. In Scouting, we focus on a balanced life through our aims: character, physical fitness, and citizenship. Technology is a tool to help us. It is not there to take the place of family, friends, the Scout Law, and staying physically fit. Stay ScoutSTRONG!



Youth

Parent

Leader

100-055
2012 Printing



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