Resources for



Challenging rigid thinking online in neurodiverse young people

Guide for Parents & Carers

This resource accompanies the 'Challenging rigid thinking online in neurodiverse young people' film.

It provides a suggested activity to help you discuss with your neurodiverse child how rigid thinking can affect the choices that they make online. The activity is suitable for most children **aged 7 onwards**.

Note: This activity provides some suggested strategies for use with neurodiverse young people. Depending on the needs of your child, you may wish to run the activity differently. If the example provided is not suitable, you could choose an example based on your child's online experiences.

Before running the activity

- Watch the 'Challenging rigid thinking online in neurodiverse young people' film.
- Print out and cut up the **emotion cards** (page 3) and **choice cards** (page 4). Alternatively, you can display these on your device's screen and refer to them in your discussion with your child.
- Print the **app store review example** (page 2) or display it on your device's screen.

Running the activity

Before showing your child the app store review example, show the **emotion cards** from **page 3** to your child and check how familiar they are with the different emotions. You may wish to just use the emotion cards that they are familiar with.

Explain to your child that they will be looking at a situation that can happen online and will consider what it makes them feel, what they might do/say as a result and what might happen next.

Show your child the **app store review example** (**page 2**) and discuss what it shows. The top section provides details about the game, the bottom section provides a breakdown of user reviews and then three reviews from users.

Ask your child to imagine that they see this game in their favourite app store and to consider what it would make them feel. They can hold up one or more emotion cards and you can discuss why they might have these feelings.

Using the **choice cards** (page 4), ask your child to decide what they would do or say next. Discuss with your child why they might take that action.

Finally, ask your child to consider what they think might happen as a result of their action and discuss if that is something that would be safe or unsafe, or would make the situation better or worse.

As part of the discussion, it is useful to consider the following advice:

- Reviews/ratings are people's opinions they are not necessarily based on any 'facts'.
- Looking at a range of viewpoints and reviews (both positive and negative) can help inform your own opinion.
- Not all reviews are genuine some users might be paid to give high/low reviews, some online reviews are autogenerated by 'bots' (computer programs).
- Installing a free game/app is easy to do in order to decide if you like it, but it can be trickier to decide when you have to pay money to buy something online.
- Discussing what you have read with a trusted adult can help you reach a decision if you are unsure.

What next?

Agree with your child 1-2 actions they could take to respond to this online situation in a way that might keep them safe. Encourage them to always speak to you or a trusted adult if they are unsure or worried about an online experience.





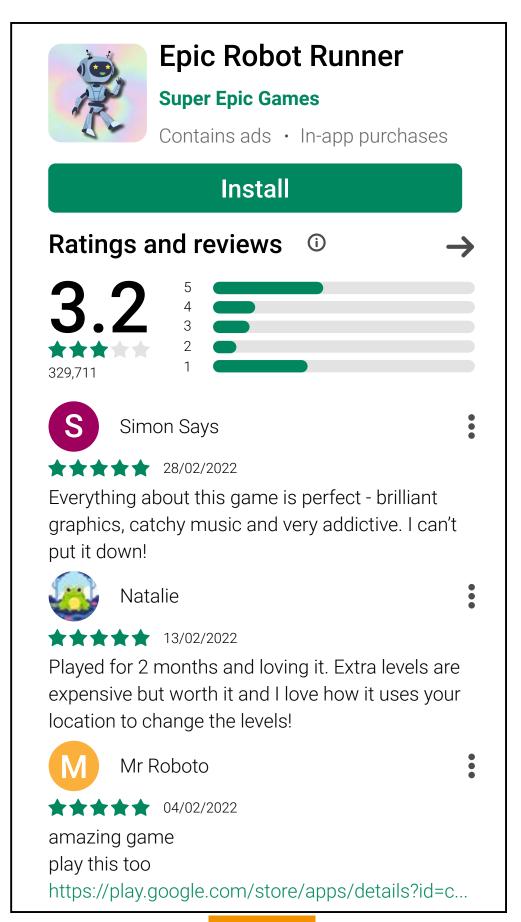




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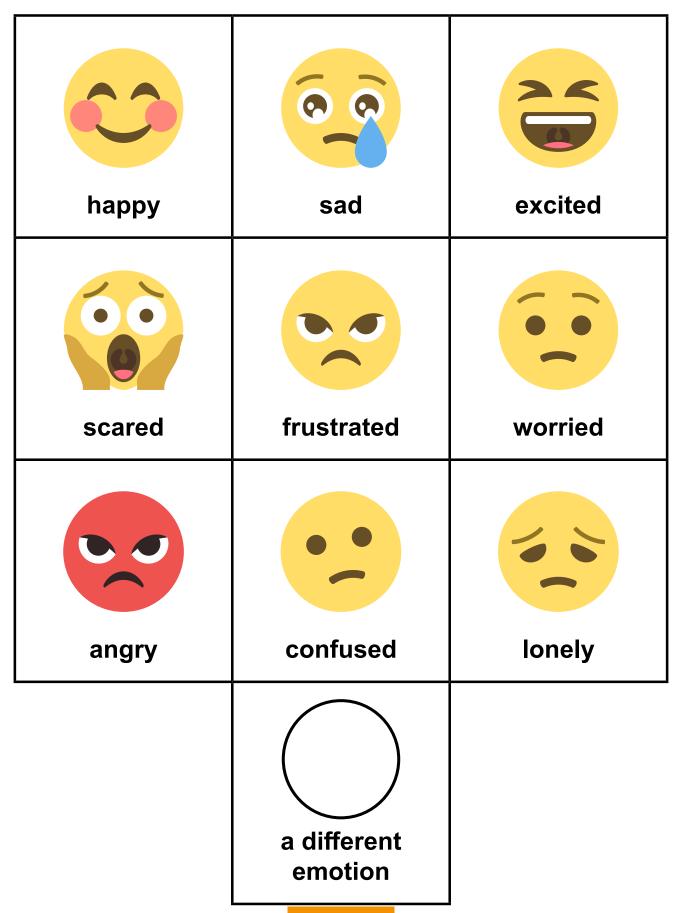






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Look at the Install the 1-star reviews game to see why straight some people away don't like it Look through more reviews **Something** to help me else decide if I want to install it



