



The GO Pact

Sample contract terms, privileges and consequences for Gaming Online:

1. Children may not share personal information with strangers — or their avatars — in any virtual world at any time.

Privilege: Children may engage and play with their friends at will while online.

Consequence: Children will write a 500-1000 word essay on the risks of engaging strangers online.

2. Online gaming sites must be approved by parents before children are allowed to participate.

Privilege: Children may choose and submit sites for approval at will.

Consequence: Children will forfeit online gaming privileges and the opportunity to submit a new site for approval for one month.

3. Playing time is limited to two hours a day on weekends and one hour on weekdays.

Privilege: Children may play online games to their desire, within the time limits set forth in this contract.

Consequence: Children will lose online gaming privileges for one month and receive two additional household chores.

4. The computer must remain in a family/public room at all times.

Privilege: Children may play approved online games within the time limits set forth in this contract.

Consequence: Children will lose all computer privileges for one month and have a reduction in allowance.

5. For every hour that they play online, children must spend an hour engaging in physical or real-life social activity.

Privilege: Children may play approved online games within the time limits set forth in this contract.

Consequence: Children will lose online gaming privileges for one month.

Signed (Parent): _____

Signed (Child): _____