



(Community & Youth Services Team Category)



TOUCH Cyber Wellness > Sustainability > Mentoring & Enrichment

EXP The EXPerience Mentoring Groups for

Students





EXP²

The EXPansive EXPerience
Cyber Wellness Enrichment Programme
for 11 to 17 Year Olds





- Positive community & role modeling
- Sharing of life skills and values
- Healthy outdoor & indoor activities with facilitated learning points
- Supervised gaming time to inculcate balanced & appropriate virtual habits

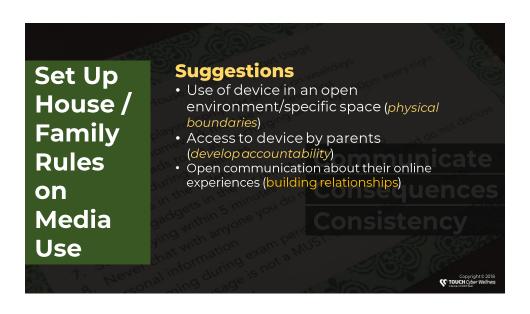
3

What can we do when working with parents?









7



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Resources & Recommendations



9

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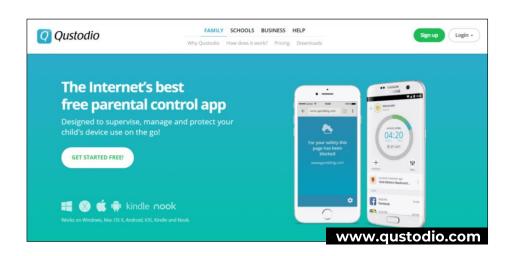




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11



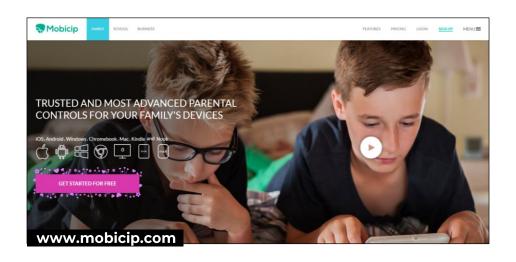














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15



How Can I Help My Child?

INFLUENCE

What role does it play in your life & relationships?

What messages about yourself or future partners do you receive?

MESSAGES

VALUES

Do these messages align with your values and real life actions?

What feeling comes up for you before, during and after you watch such content? Is it a positive, entertaining experience, or does it cause you some level of distress?

FEELING

17





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Help123.sg 1800 6123 123

National Cyber Wellness Helpline

- Mon Fri (10 am 6 pm)
- ① Receive recommendations from counsellors on CW issues and referrals to relevant agencies







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19

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