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Headteacher: Mr J Meek  
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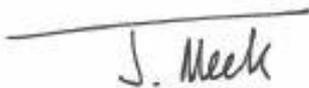
Dear parents, carers

It has come to our attention that a number of pupils have been talking about the 'Momo Challenge', an online game that is targeting young children on social media. Attached you will find further information about the challenge and some of the ways in which you can safeguard your child online.

Please also remember that the minimum age at which social media platforms should be used by children is at least 13 years of age. Many social media platforms have an older minimum age restriction.

Please speak to a member of staff if you would like to discuss e-safety further.

Kind regards,



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## **THE MOMO CHALLENGE - A FACTSHEET FOR PARENTS**

### **What it is?**

Momo is a new viral game that encourages players to perform a series of challenges in order to meet 'Mother Bird' - a disfigured character (inspired by Japanese art) with bulging eyes and untidy black hair on a chicken-like body. Light-hearted and fun at the outset, this game experience quickly darkens, absorbing players who are encouraged to perform acts of violence and self-harm through a series of progressively risky challenges.

Originating in Mexico, it is easily accessed through social media shares (predominantly Facebook and YouTube) and is rapidly spreading across the world.

### **Why it's on our radar**

The challenges issued in this game present a serious risk to the safety, welfare and wellbeing of children and young people in our schools here in the UK, as does the distressing content when a player refuses to carry on. With worrying similarities to the 'Blue Whale challenge', it has also been linked to at least five cases of childhood suicide.

The low down:

- Players are encouraged to contact Momo and provide their mobile number.
- They will then receive instructions to perform a series of challenges, via SMS or WhatsApp.
- Player refusal can trigger severely abusive messaging and their mobile device being hacked.
- The final challenge is to commit suicide in order to meet 'Mother Bird'.

### **Why children like it**

Sharing and commentary on social media platforms has created a level of intrigue and curiosity about this game, which is initially light hearted and fun. Fundamentally, however, this is a game that targets vulnerable children and young people online, as those with mental health issues are more likely to be drawn to the psychological nature of the challenges.

### **What to do**

A person does not have to be searching for Momo themselves to be exposed to it and, unlike other games that children enjoy, there is no positive side to this.

Teachers and parents need to educate/reinforce online safety, and in this way encourage children and young people to make the right choice and avoid this game:

- The importance of confidently saying "no" to invitations to play games from strangers.
- Knowing why they should not click on unidentified links.
- Knowing how to 'block' unknown numbers and friend requests.