

The background features abstract, overlapping green geometric shapes in various shades, including light lime green, medium green, and dark forest green. These shapes are primarily located on the left and right sides of the page, framing a central white area.

E-Safety

Keeping Children Safe Online

What we need to know

- ▶ What kind of access do children have?
- ▶ What kinds of Apps and Websites they like?
- ▶ What games do they play?
- ▶ How long do they spend online?
- ▶ What devices do they own and have access to?

What do children do online?

For many children and young people, their online world is as important as their offline world: the two have converged.

Their lives play out online just as much as they do offline. They form relationships, chat with friends, share music, share pictures, play games and watch videos.

Being online offers children great benefits. It can:

- Enable them to find and benefit from support which might otherwise be inaccessible
- Increase equality of access by offering alternative ways to communicate and learn
- Give them a voice about issues they care about
- Allow them to portray themselves in ways that are important to them

According to Ofcom (2017*), 8-11 year olds now spend 13 hours and 24 minutes a week online and 12-15 year olds spend 20 hours and 48 minutes.

If you have a bad day you can just go on it and the rest of your day would be better.

You can talk to loads of people in groups all at once.

You can keep in contact with all your family all around the world.

...you can send videos and pictures...

It allows people to share ideas.

What do children do online?

- ▶ As children get older the things they do and the way they access the internet changes.
- ▶ According to Ofcom (2017) younger children spend the largest proportion of their media time watching the TV set, while older children spend more of their time online and on their mobile phones.
- ▶ 65% of children aged 3-4 use a tablet
- ▶ 74% of 12-15 year olds have a profile on a social media, messaging site or app
- ▶ When given the choice, children aged 8-15 would prefer to watch YouTube content rather than TV programmes on a TV set

What do children do online?

- ▶ Are you aware of how the children and young people you work with use the internet?
- ▶ What do they like and what don't they like?
- ▶ What games do they play?
- ▶ What websites and apps do they use?
- ▶ What devices do they own?

If we want to support the children and young people with whom we work, we should understand what devices they use and how.

Net Aware

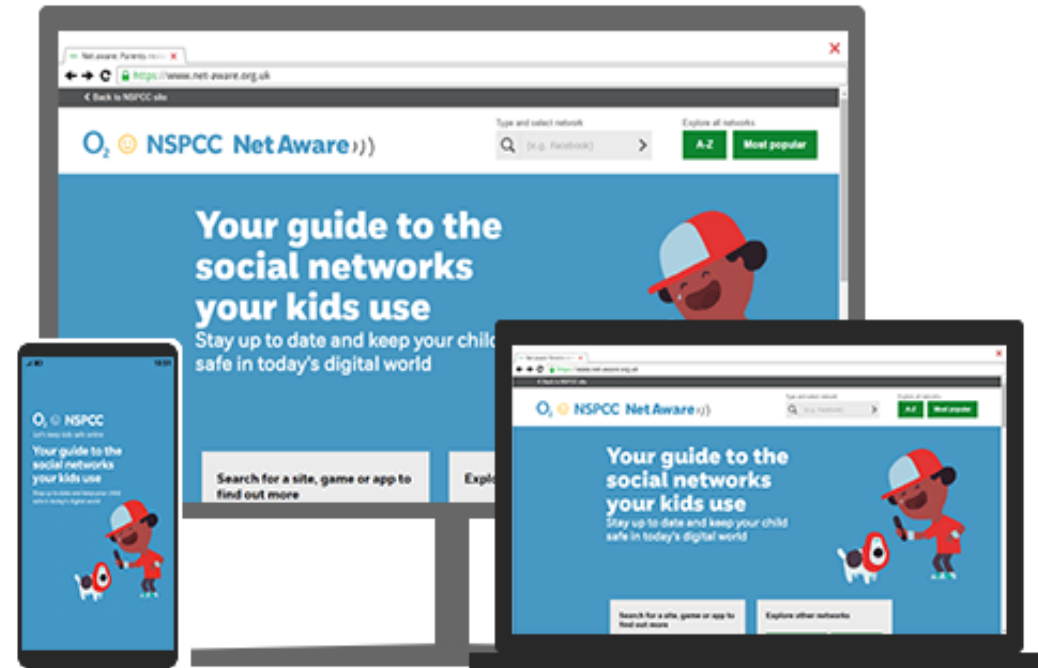
Net Aware

Net Aware, developed by the NSPCC and O2, is a guide to the interactive social networks, apps or games that children use most frequently, based on research with over 674 parents and carers, and 1,696 young people.

Net Aware helps parents and carers (primarily of 8–12 year olds) to understand more about the different sites and apps their children are using. It gives advice from other parents and carers about age appropriateness, content, ease of reporting and privacy.

The guide is a useful tool for professionals too, helping them to offer advice to children, young people and their parents or carers.

You will find a link to Net Aware at the end of this module.



Most Popular Apps

Why are these apps popular?

Here are some apps that children and young people have told us that they use on a regular basis.

Millions

"I like that it's unique, you can make friends... become famous."

TikTok

Snapchat

"It's a quick and easy way of communicating with others through pictures."

"I like that you can comment on the videos, because it means you can connect with the person who made the video."

YouTube

WhatsApp

"Can message friends and can join group chats with lots of your friends."

"You can play a variety of games that others have created."

Roblox

Twitter

"You can share and learn new things. The tweets are fun."

"You can find funny posts to brighten your day, and everyone is helpful, kind, and accepting. You can view people's artistic talent and get ideas for projects."

Tumblr

Instagram

"I especially like how I...can see my friends' pictures and videos."

"I have a lot of family members living all over the world and it's brilliant to see how they are once in a while and to let us know of any news or anything like that through the photos that they post or whatever."

Facebook

Minecraft

"It is a fun and creative game that allows you to play with friends."

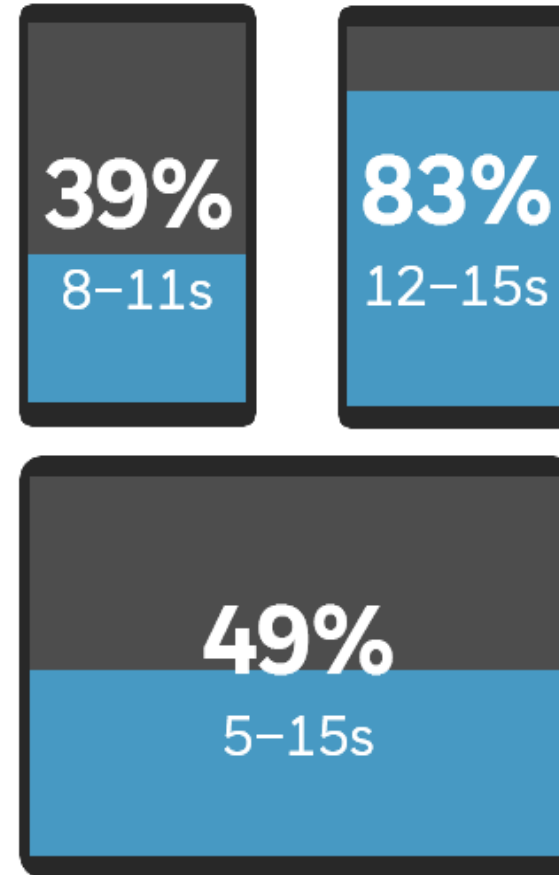
Children go mobile

Children go mobile

Children are increasingly likely to own their own mobile device. According to Ofcom (2017):

- 39% of children aged 8–11 own a smartphone and this increases to 83% of 12–15s
- 49% of 5–15 year olds own their own tablet.

This change brings new challenges in protecting children when they are online. It is no longer adequate to say that devices should be kept and used only in shared open areas, as children can access the internet from anywhere using their personal mobile device.



Our school Results

Key Stage 1

Worryingly some children thought the internet was something bad and sometimes dangerous. They were happy to say they never used it.

- ▶ The majority of the children in Year 1 and 2 use a tablet to access the internet.
- ▶ All of the children said they accessed the internet at home
(some confusion with the younger children on what classes as using the internet)
- ▶ The majority of children said their parents had not discussed internet safety with them, but they had learned about it in school
- ▶ The majority of children said that their parents set rules about using the internet - mainly how long they are allowed on their device
- ▶ The majority of children said they had access to YouTube at home
- ▶ The main reason the children went on the internet was to play games on apps, watch videos and to complete homework
- ▶ Some children accessed games where you can talk to others online

- ▶ Most children said they knew who to talk to at home, if something upset them on the internet
- ▶ The majority of children said they knew who they could talk to at school, if something upset them on the internet
- ▶ Most children used the internet at the weekend or in the evening
- ▶ The games, websites, apps they like to use are:

Mario

Drawing Games

Twitter

Wii sport

Minecraft

Topmarks

Just Dance

Roblox

Cbeebies

Ninjargo

Paddington

Nexus Knights

Number games

Temple Run

Angry Birds

Youtube

Our Results

Key Stage 2

- ▶ Years 3 and 4 used a tablet to access the internet.
- ▶ Years 5 and 6 used a variety of consoles, tablets to access the internet X-box, Tablet, Laptop, Playstation, PC, Nintendo Wii, mobile phone.
- ▶ All of the children said they accessed the internet at home
- ▶ The majority of children in Years 5 and 6 said they had access to a mobile phone.
- ▶ Most children used the internet more at the weekend - on average spending 3 hours or more
- ▶ The majority of children said their parents had discussed internet safety with them.
- ▶ The majority of children said that their parents set rules about using the internet - mainly how long they are allowed on their device
- ▶ The majority of children said they had access to YouTube at home
- ▶ The main reason the children went on the internet was to play games on apps, watch videos, socialise and online gaming

- ▶ All children said they knew who to talk to at home, if something upset them on the internet
- ▶ All children said they knew who they could talk to at school, if something upset them on the internet.

- ▶ The games, websites, apps they like to use are:

Halo

Forza

Prodigy

Roblox

Facebook

Netflix

My Maths

Kizi

Tik Tok

Fifa

Red dead redemption

Fortnite

Minecraft

Youtube

Snapchat

Parent Feedback

What is PEGI and what does it mean?

PEGI rating system

PEGI (Pan European Game Information) is a system of age-rating and labelling games, which includes descriptors to indicate the main reasons why a game has received a particular age rating.

Can you guess what each symbol means?

Age-rating of game in years



Parent Advice

What do I need to know about online gaming?

Gaming is a fun and sociable way to spend time, encouraging teamwork and developing skills. All good stuff, but there are a few things you need to be aware of:

- Get involved by finding out what type of games your child enjoys and making sure they're appropriate for their age
- Some games let children play and chat with anyone in the world. This means they might come across offensive language and bullying
- Not everyone online is who they say they are. Children should avoid giving out personal details that could identify them or their location
- Some games encourage players to buy extra elements during the game - children have been known to run up large bills without realising
- In extreme cases bullying, also known as 'griefing', can be used as a tactic to win games. Children may find themselves either bullying or being bullied.

Parent Advice

Keeping your child safe whilst online gaming

There is nothing like sitting down with your children and joining in some of their games to find out just why they find them such fun. Here's how to keep their gaming experience healthy:

- Find out what sort of games your children enjoy – do they prefer role-play games, sports games, strategy and quest games or first-person shooter games?
- Ask who they play with online, who they meet and talk to, and what kind of language is being used in live chat (usually via headphones). Gaming sites often have ways of reporting abusive chat and excluding anti-social players. Make sure your child knows how to do this
- Especially for younger children, change the settings on your tablet or smartphone to 'airplane' mode. That way, they can play the game offline without making accidental purchases or connecting with someone they don't know
- Make sure you and your family agree what games can be played and that children understand why some games are allowed and others aren't. Agree how long they're allowed to play for
- Teach your children to protect themselves – remind them not to share personal information and to keep gaming friends in the game only rather than adding them to their other social networks
- Read each game's advice for parents and play the game yourself to help you understand more about how the game your child is playing works and its appropriateness.

Parent Advice

Go to <https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/parental-controls/>

What are parental controls?

Parental controls are software and tools which you can install on phones or tablets, games consoles or laptops – and even your home broadband.

You can also use them to help you block or filter the content your child sees when searching online. And family-friendly public WiFi can help when you're out and about.

Parental controls are also available to help you to:

- plan what time of day your child can go online and how long for
- stop them from downloading apps they're too young for
- manage the content different members of the family can see.

So whatever your child is doing online, there's a way that you can help keep them safe.

Conclusion

- ▶ The internet is fun, crazy, educational and fabulous!
- ▶ We need to allow children to access the internet in a safe and controlled way
- ▶ We need to teach children the dangers of the internet, but still allow them access
- ▶ The future is changing and the majority of businesses need the internet and use the internet
- ▶ Games have an age rating for a reason
- ▶ We need to monitor what children are doing on their tablets and what they have access to
- ▶ We can use controls on our devices to help keep children safe
- ▶ Please refer to our website for E-Safety advice
- ▶ Educational pages can be found on the school website
- ▶ The NSPCC have a lot of advice for parents on how to keep children safe online
- ▶ <https://www.saferinternet.org.uk/advice-centre/parents-and-carers/parents-guide-technology/gaming-devices> advice on how to keep safe
- ▶ Each console is different and has different security settings