

On-Line Safety

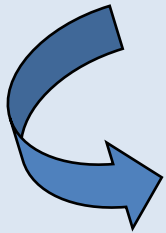
A word cloud centered around the phrase "Safer Internet Use". The words are arranged in a circular pattern, with "Safer Internet Use" being the largest and most prominent. Other words include "Personal Information Security", "Social Networking", "Bullying", "Viruses", "Haters", "Creeps", "Private Pictures", "Hackers", "Profile", "Bad language", "Username", "Safer Internet Use Day", "Netiquette", "Friends", "Random's", "Avatars", "Scams", "Trolls", "Passwords", and "Friends". The words are in various colors, including blue, brown, and black, and are of different sizes.

Personal Information Security
Safer Internet Use
Social Networking
Bullying
Viruses
Haters
Creeps
Private Pictures
Hackers
Profile
Bad language
Username
Safer Internet Use Day
Netiquette
Friends
Random's
Avatars
Scams
Trolls
Passwords

WHAT IS THE INTERNET LIKE FOR CHILDREN?

Connects you to
the world

Like bringing a
city into the home
or classroom



The good
&
The bad



When were these introduced?

Netflix

i-Pad/tablet

Spotify

Snap chat

Pinterest

Instagram

Interactive
white
boards

Internet
banking

Fitbit

iPhone

What will we be using in 10 years
time?

What jobs will our children be
doing in 10/20 years time?

85% Of Jobs That Will
Exist In 2030 Haven't
Been Invented Yet: Dell

Statistics

- 55% of 3-4 year-olds use a tablet computer to go online (Ofcom 2016) (12% in 2013, 39% in 2014)
- 63% of parents of 12-15 year olds felt their child knew more about the internet, compared to 44% of parents of 8-11 year olds and 19% of 5-7 year olds
- In a ChildLine survey of 13-18 year olds:
- 60% said they had been asked for a sexual image or video of themselves
- 40% said they had created an image or video of themselves
- 25% said they had sent an image or video of themselves to someone else

Quiz time!

- **KPC**

Keeping Parents Clueless

- **LOL**

Laugh out loud

- **LSR**

Loser

- **POS**

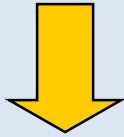
Parent over shoulder

- **MIRL**

Meet in real life

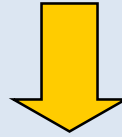
Be aware

Content



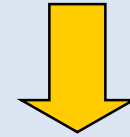
- Pornography
- Racism
- Inaccurate information
- Inappropriate content for the age of the children, e.g. gaming

Contact



- Threatening e-mails/bullying
- Paedophiles in chat, x-box live, facebook etc

Conduct



- Invasion of privacy
- Blur between advertising & content
- Personal on-line behaviour that increased the likelihood of, or causes harm.

Content

The Video Standards Council website
says:

Games rated 16 depict violence or sexual activity in a manner "that looks the same as would be expected in real life". They also have more extreme language, encourage the use of tobacco and drugs and the depiction of criminal activities.



PEGI – 7 years

- Beware of playing on-line with other children.
- Can play solo
- Develops creative thinking and problem solving.

Pan European Game Information (**PEGI**)



Hello Neighbour

PEGI: 7

ESRB: 10+

Parent Review: Don't let anyone under 18 near this. My 6 year old's friend has it on his iPad and I caught a glimpse of it. Terrified because no 6 year old should be **desensitized** like this.

Pan European Game Information (**PEGI**)
The Entertainment Software Rating Board (**ESRB**)



Parent Review: Not impressed at any level. Yes, it may be beneficial and helpful with cognitive skills, but so are other apps that have a much better means to an end. My 13 yr old was horrified and it only fed my 14 yr olds fascination with horror movies.



PEGI 12



- A parent Review: “I read 40 reviews by other parents and kids, some who think this game is okay for kids as young as 6 years old. Most reviews say something like, it's not THAT bad... In a day and age where we are fighting gun violence and insane kids who have no feeling for human life, why would we allow this? Okay, there's no blood or gore. It's a little cartooney. But I sat there and watched my son shoot his friends, axe other players to death, and kill other anonymous players hiding under things and crouching in corners. There are multiple kinds of weapons and tools meant to tear down roofs, walls, and blow up things. Honestly, I'm ashamed of the other parents. The smartest review was submitted by a thoughtful 13-year old that said it wasn't appropriate for young kids. **A 13-year old that recognized that shooting other people isn't the best "entertainment" our kids should be engaged in.** He was the wisest one out of all reviews. Be responsible. It's called parenting and raising your kids with values and caring about what they see, hear, and do. And I think a lot of parents have no idea what their kids are playing....Not to mention the game is marketed in free downloads. Shame on them.”



- GTA 5 is rated for players **18** years of age or older, according to PEGI, Europe's video games ratings system.
- The game is **rated** M for Mature for "Blood and Gore, Intense Violence, Mature Humor, Nudity, Strong Language, Strong Sexual Content, Use of Drugs and Alcohol."

Online games: helping children to play safe

Find out about the risks of online gaming, how to decide what games are best for your child and ways to keep them safe.

What are the risks of online games?

- **Children may view inappropriate or upsetting content** if they play games that aren't suitable for their age. This could include sexual or violent material. It might be in-game content or produced by other players.
- **Some players can be abusive towards others** or try to exclude them from the game. Some players may also hack another user's account or try to steal and destroy their virtual possessions. This can be as upsetting for a young person as if it happened in real life.
- **Children may play with adults they don't know.** People of all ages play games. Some adults may exploit this and try to build an emotional connection with a child for the purpose of [grooming](https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/online-games-helping-children-play-safe/).
- **Some children may find it hard to stop playing games** or find that gaming is getting in the way of them doing other activities and can affect their mood/mental well-being and their sleep.
- <https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/online-games-helping-children-play-safe/>

5 ways to help children play safe

- Visit <https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/online-games-helping-children-play-safe/>

Each of the following have a drop down, providing you with information.

- 1. check the game's contents
- 2. Know how to mute, block and report
- 3. Be share aware
- 4. Activate safety settings
- 5. Keep the conversation going

Mental well-being and gaming

<https://www.youtube.com/watch?v=6rLJaVohSRQ>

- Johnny Chiodini has spoken about mental health and games in a TED Talk

"For pretty much my whole life I've used video games as a support tool to help me deal with difficult times," he tells Newsbeat.

If anxiety or depression overwhelms him, he often dives into a virtual world to "stop my internal monologue from having such a prominent place in my brain".

He believes playing games too much is often a symptom of wider mental health issues, **rather than a cause of them.** DISCUSS

"I think instead of puzzling over whether game X or Y might be addictive, we should be questioning which people might be more susceptible to developing problematic behaviours involving video games." **DISCUSS**

Gaming is not going away

- FIFA World Cup 2019 \$250,000 for first place
- Fortnite - \$15 million
- Big Sponsors – eg Red Bull

Lockdown

- “Teenagers are hooked on to their gaming consoles and the lockdown has led to them sleeping at 5 am, even skipping meals, in some cases. Back aches from reclining posture, dry eyes, aggressive behaviour and strained relations with parents are some of the signs,” said Zirak Marker, child and adolescent psychiatrist
- The Economics Times

Of 1,000 parents surveyed, two thirds said their child has spent more time in front of a screen during lockdown.

The average amount of screen time, excluding school work, is two to three hours.

But just over one in five children aged five to 16 are spending more than FIVE hours a day glued to phones, tablets, laptops, computer games or the TV.

Educational and child psychologist Dr Michele McDowell says parents are reporting children “regressing back to tantrum behaviours”, having “emotional meltdowns” and becoming “clingier.”

She said: "I've spoken with parents who are now faced with young people that are becoming socially anxious and expressing a reluctance about leaving the house.”

“I have seen an increase in referrals from parents who are struggling to get their children off games and screens, which is leading to aggressive and violent outbursts”.

Advice and help

Whether you want to set up parental controls, adjust privacy settings or get advice on social networks, experts from the free O2 and NSPCC helplines are there to help

0808 8005002



Newdigate C of E Infant School

Hedgehog class have agreed to follow these

On-line Safety Rules



- I will follow the bee rules when I tap and click.



- I know that what you see on the computer may not be true.



- I will tell a grownup if I see anything I don't like or I don't understand.



- I won't share passwords or give out information about me or my family.



Safer
Internet
Day 2022

On-line safety Resources for Schools, parents and



http://www.childnet.com/resources/the-adventures-c The Adventures of Kara, Wi... x

Resources Shop Blog Contact us My Account

Childnet International

Young people Teachers and Professionals Parents and Carers Press and Policy What we do Support Us

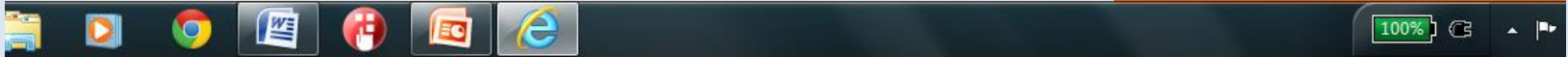


The Adventures of Kara, Winston and the SMART Crew

These cartoons illustrate 5 e-safety **SMART** rules and include a real life SMART Crew of young people, who guide the cartoon characters in their quest, and help them make safe online decisions.

← Back to resources

- Chapter 1: What should you accept?
- Chapter 2: What is Reliable?
- Chapter 3: What should you keep safe?
- Chapter 4: Who should you tell?
- Chapter 5: Be careful when meeting up



**THINK
U
KNOW**
CO.UK

Home

Have fun

Be careful

Know who
to talk to

Goodies

Lee and Kim

Hector's World

Top Tips

Hello

If you are 5, 6 or 7, I bet you probably like to use the computer for fun.

We've made this website to help you go on the internet in a safe way and know who to talk to if you are worried.

You can also find out about [Lee & Kim's adventures](#) or watch [Hector and his friends](#) learning to use computers safely!



**Lee and Kim's
Adventures: Animal Magic**



Be smart on the internet



 **Childnet**
International
www.childnet.com

S

SAFE

Keep safe by being careful not to give out personal information – such as your full name, email address, phone number, home address, photos or school name – to people you are chatting with online.



M

MEETING

Meeting someone you have only been in touch with online can be dangerous. Only do so with your parents' or carers' permission and even then only when they can be present.



A

ACCEPTING

Accepting emails, IM messages, or opening files, pictures or texts from people you don't know or trust can lead to problems – they may contain viruses or nasty messages!



R

RELIABLE

Information you find on the internet may not be true, or someone online may be lying about who they are.

T

TELL

Tell your parent, carer or a trusted adult if someone or something makes you feel uncomfortable or worried, or if you or someone you know is being bullied online.

You can report online abuse to the police at www.thinkuknow.co.uk

**THINK
UK
KNOW**



www.kidsmart.org.uk

KidSMART



Visit Childnet's Kidsmart website to play interactive games and test your online safety knowledge. You can also share your favourite websites and online safety tips by Joining Hands with people all around the world.



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Top Tip Number

1

People you don't know are strangers. They're not always who they say they are.

Top Tip Number

2

Be nice to people on the computer like you would in the playground.

Top Tip Number

3

Keep your personal information private.

Top Tip Number

4

If you ever get that 'uh oh' feeling, you should tell a grown-up you trust.

Guides to set parental controls

<https://www.internetmatters.org/parental-controls/>

Print out easy to use step by step instructions

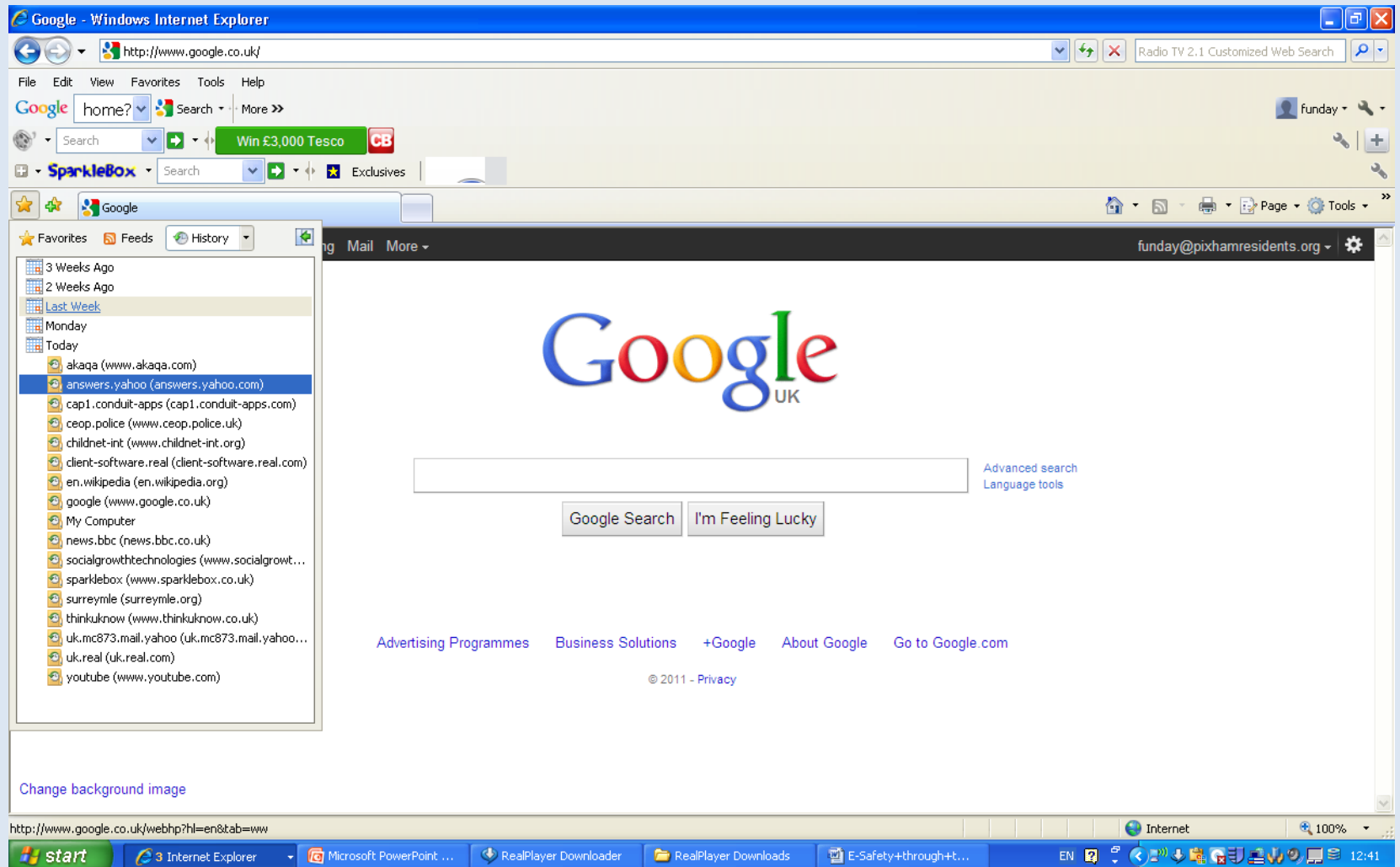
Where can I set parental controls and what can I protect?

There are three levels of parental controls that you should be aware of:

Broadband & mobile networks 	Devices 	Entertainment & search engines 
Where? • Home broadband (e.g. Sky Broadband) • Mobile operator (e.g. Vodafone) • Public WiFi	Where? • Smartphones • Tablets • Laptops • Gaming consoles • Smart TVs	Where? • Search engines • Online video sharing (e.g. YouTube) • Online streaming and entertainment (e.g. Netflix)
What do they do? • Protects your child from accessing age-inappropriate content • Prevents access to certain sites	What do they do? • Prevents access to certain already downloaded apps • Prevents the purchasing of new apps • Prevents the downloading new apps • Prevents changes to privacy settings • Prevents password changes	What do they do? • Protects your child from accessing age-inappropriate content • Shows content suitable for their age

History

Check the History on the computer.



People assume grooming takes time.
Kayleigh's story happened in 15 days.

<https://www.youtube.com/watch?v=WsbYHI-rZOE>

Kayleigh's Love Story Film



Kayleigh's Love Story - Full Version

What can I do to help?

- Sign our online pledge
- Add our CEASE twibbon to your social media profile
- Text CEASE to 87007 (texts will be charged at your standard message rate)
- Sign a CEASE hand
- Send a CEASE hand selfie to LeicsPolice via Snapchat.



<http://www.youtube.com/watch?v=aXV-yaFmQNk>

<https://www.youtube.com/watch?v=MGMsT4qNA-c>



A Magazine Is an iPad That Does Not Work.m4v