

How to keep your child safe online

Meet our team



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Agenda

- Importance of checking social media
- Social media age restrictions
- Apps
- 'How tos'
- Key data and information
- Time for Q&A

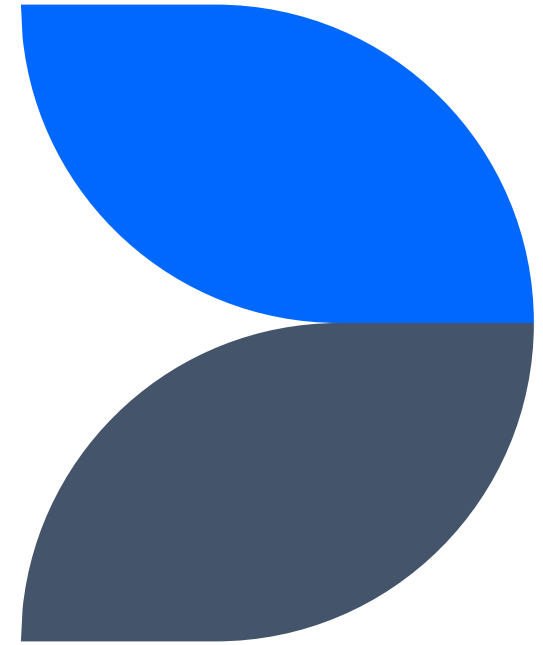
Why are we sharing this information?

From conversations and feedback from families, we are noticing an increase in incidents happening online between pupils outside of school.

There have been great advances in technology over the years and we know our children are using their devices to socialise with their friends more and more. It is important we guide and support them in being safe online as we would when out in the community.

The impact of social media

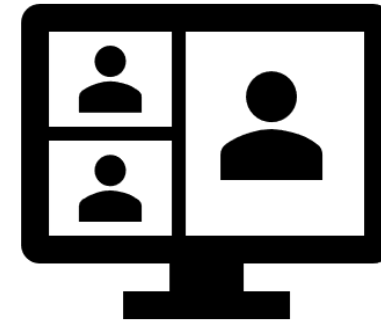
Positives and negatives



Positives



- Quick access to information & learning opportunities



- Stay connected to friends and family

Negatives



People do not always use it in a positive way which can lead to

- Cyber bullying
- Speaking to strangers
- Grooming
- Radicalisation
- Exposure to content that is not appropriate



Addiction. Over-use of social media, leading to less interaction in the home



- Self image issues. E.g. filters not being realistic images of others online.

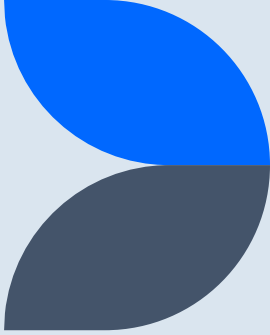
What are the facts?

- Using video-sharing platforms (VSPs) such as YouTube or TikTok was the most popular online activity among children aged 3-17 (95%); while the majority chose to watch content on VSPs, 31% posted content they had made themselves, especially those aged 12-17.
- Among all types of online platforms, YouTube was the most widely used by children; 89% used it, compared to half using TikTok. But TikTok was more popular for posting content.

What are the facts?

- A majority of children under 13 had their own profile on at least one social media app or site; 33% of parents of 5-7s said their child had a profile, and 60% of 8-11s said they had one.
- More than six in ten children aged 8-17 said they had more than one profile on some online apps and sites (62%)

What are the facts?



- Seven in ten parents of children under 16 were concerned about the content their child saw online; the aspects of greatest concern were age-inappropriate content such as violence, bad language and disturbing content and sexual or 'adult' content.
- More than a third of 8-17s who gamed online played with people they didn't know (36%); overall, 16% of 8-17s chatted to people they didn't know, via the messaging/chat functions in games.

12-15



97% have their own mobile phone

To go online: **94%** use a mobile phone, **54%** use a tablet and **63%** use a laptop

98% use video sharing platforms

73% use live streaming apps/sites

97% use messaging sites/apps

91% use social media and **89%** have their own social media profile

76% play games online

87% watch TV or films on any type of device other than a TV set (**84%** on a TV set)

44% watch live TV vs **82%** who watch SVoD¹

37% have seen something worrying or nasty online 📶

11% picked only reliable indicators that a social media post was genuine; 📶

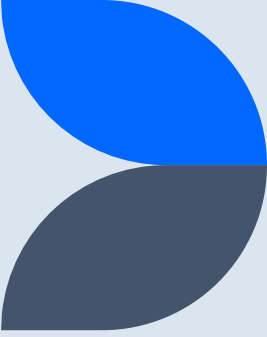
83% picked at least one unreliable indicator

64% were able to correctly spot a fake profile 📶

38% were able to correctly identify sponsored search results 🔍

39% were able to correctly identify sponsored content posted by an influencer 📶

How can adults help?



1

Model

- It is important to model behaviours we would want to see both in person and online.

2

Boundaries

- -Time limits
- Parental controls
- Checking they have only age-appropriate apps and games
- Not having phones when going to bed

3

Talk

- Communicate with your child about the risks of social media use and spending too long on devices.
- Plan activities to do together in the home to replace spending time online.

4

Checking & monitoring

- Regularly checking what your child is accessing online and addressing any issues that may arise
- Having access to your child's passwords on their phone

5

Teaching

- -E-safety curriculum
- SRE curriculum
- PSHCE curriculum
- These include teaching pupils how to be safe online and who can help them in a range of situations

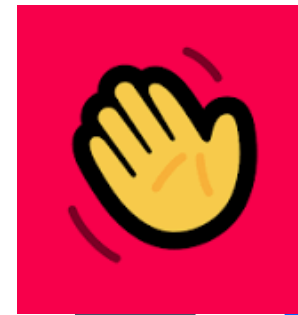
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It is everyone's business in keeping children safe. It is important that children are supported in developing positive relationships with others inside and outside of school.

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Apps (Applications)

An app is a software program that is designed to perform a specific function for the user.



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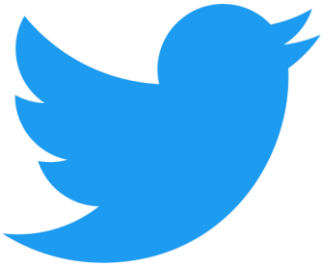


Facebook

- Sharing photos, videos and information
- Messaging
- Age restriction: 13 years

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Twitter

- Sharing photos, videos and information
- Messaging
- Age restriction: 13 years

Apps (Applications)

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Instagram

- Sharing photos, videos and information
- Messaging
- Shopping
- Age restriction: 13 years

Apps (Applications)

An app is a software program that is designed to perform a specific function for the user.



Youtube

- Watching videos / listening to music
- Live streaming
- Messaging / commenting sections
- Adverts
- Age restriction: all ages but some content is for specific age groups

Apps (Applications)

An app is a software program that is designed to perform a specific function for the user.



Tik Tok

- Sharing photos, videos and information
- Messaging
- Shopping (tik tok shop)
- Age restriction: 13 years

Apps (Applications)

An app is a software program that is designed to perform a specific function for the user.



Discord

- Place for gamers to chat while playing video games
- Text
- Voice or video chat
- Some groups within the app are for adults only
- Age restriction: 13 years

Apps (Applications)

An app is a software program that is designed to perform a specific function for the user.



Whatsapp

- Text
- Voice or video chat
- Share photos
- Age restriction: 16 years

Apps (Applications)

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Snap Chat (self destruct app)

- Text
- Image or video sharing
- Age restriction: 13 years

Important: images and videos disappear once they have been opened which makes it difficult to track and prove any inappropriate activity.

Apps (Applications)

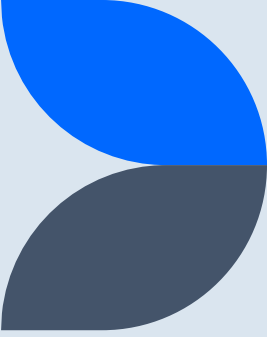
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House party

- Live steaming between a small group of people
- Live streams are not monitored and therefore can be used in an unsafe and negative way
- Age restriction: **15 years**

What to do next...



Have a look on your child's phone...

1. What apps have they got? Why?
2. If you don't know what it is, find out
3. How often are they using them? How are they using them?
4. Are they old enough to access them? If not, they need deleting.

Games consoles



Just like with apps, games consoles provide opportunities for children to socialise with others online.

It is important you are monitoring:

- Who they are talking to on the console
- If the game they are playing age appropriate. What is the certificate?



‘How tos’

Link to websites that give really clear guidance on how to put parental controls, time limits and how to check content online

<https://www.internetmatters.org/parental-controls/smartphones-and-other-devices/>

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

<https://www.internetmatters.org/issues/>

<https://www.nspcc.org.uk/keeping-children-safe/online-safety/#guides>

<https://saferinternet.org.uk/guide-and-resource/parents-and-carers>



Reporting incidents

CEOP <https://www.ceop.police.uk/Safety-Centre/>

Report content via the app

Summary

We want to teach our pupils how to keep themselves safe in a range of contexts. A combination of curriculum work and families supporting at home, we will reduce the risk to children when online.



Thank you