

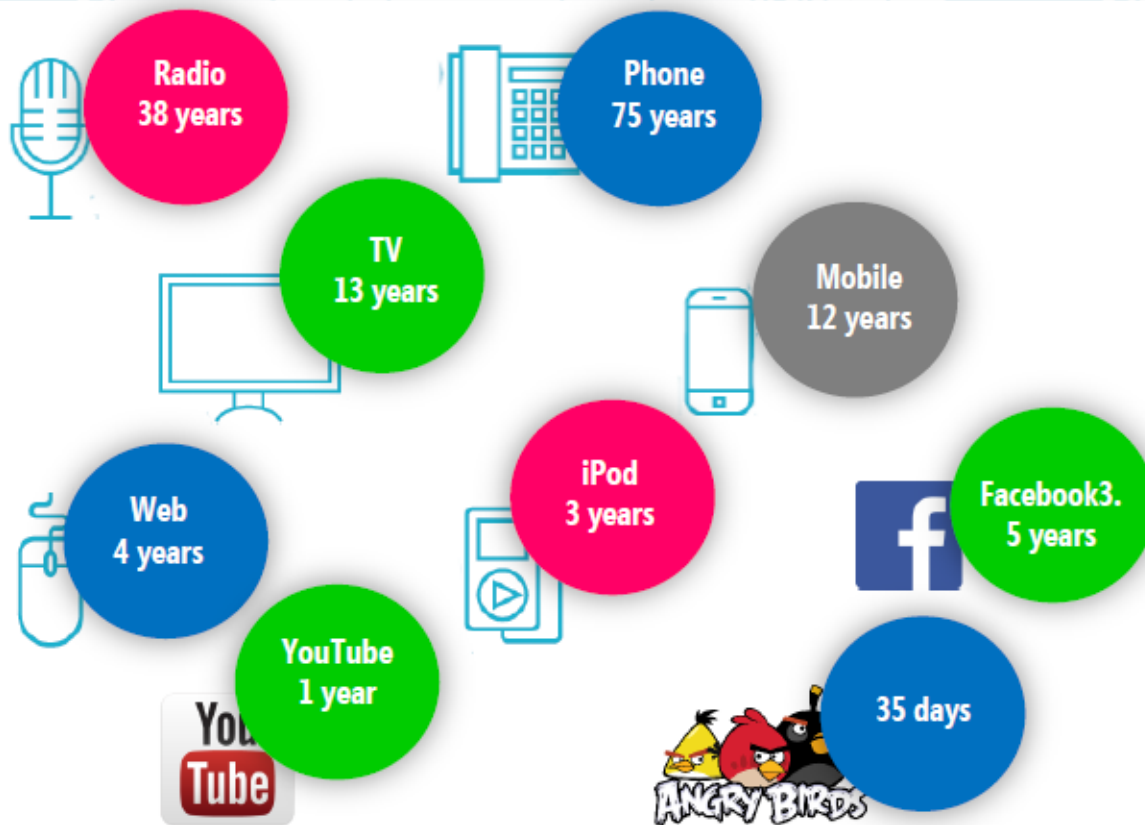


E-Safety

Keeping children safe online at home
and at school



Penetration rate: Years to reach c.50m users



14 days

It's Quiz Time



0
Players

Kahoot!

Play >

- 

1 On phone, tablet or laptop
- 

2 Visit kahoot.it
- 

3 Enter game pin

kahoot.it

Its all about teamwork...

Here are our four steps for keeping children safe online. It's really simple. Just work as a TEAM:

Talk to your child regularly about what they are doing online

Explore their favourite sites together

Agree rules about what's OK and what's not

Manage technology and use safety settings and controls



Talk


Manage

Explore



Agree





“We are more reliant on the internet than ever before, leaving us to sometimes question what life was like before it was launched”

Keeping Up

- It's tough to keep up with all the latest apps children get into.
 - Lines of communication
 - Go with your gut
- Help them learn how to use social media safely

What's big at the moment?

- Anonymous apps
- Live streaming
- Making new friends or 'friending'
- Group video chatting

Anonymous apps

The background features a light blue gradient. At the top, there is a dense collection of white icons representing various digital and technological concepts, such as a smartphone, a laptop, a cloud, a gear, a mail envelope, a bar chart, a camera, a magnifying glass, a shield, a star, a speech bubble, a person icon, and a cube. Below these icons, a network diagram is visible, consisting of a grid of vertical lines that connect to a series of nodes. These nodes are interconnected by a web of thin white lines, forming a complex network structure. The nodes themselves are small circles in various colors, including yellow, green, pink, and light blue.

- **Anonymous Apps**

These apps allow users to provide anonymous, unsolicited, and unmoderated feedback to other users.

Live Streaming

- **Live Streaming**

As with live TV, users simply aim the camera on themselves and broadcast to whomever is following them. Since there's no delay - and children are often streaming from their bedrooms - there's a real risk of giving away personal or even intimate information.

Making New Friends

- **Making New Friends**

The new "friending" apps enable kids to easily connect and chat with people they don't know. While many of them rely on Snapchat or Instagram, they make it very easy to widen your circle of contacts to strangers.

Making New Friends

- **Group Video Chatting**

Group video chatting does what it says on the tin. Using their webcams or phones, kids communicate with several friends at once via live video.



8-17 year olds were asked what they had done in the last hour:



1 in 6 had
shared a
photo

1 in 8 had
shared a
selfie

1 in 25 had
livestreamed



1 in 3
had used
Facebook



1 in 3
had used
YouTube



1 in 4
had used
Snapchat

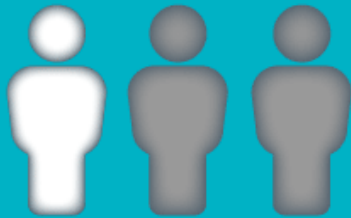


1 in 5
had used
Instagram



RISE OF THE TABLETS

1 IN 3 CHILDREN



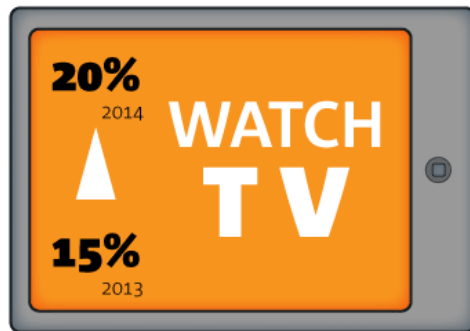
now own a tablet

...and 71% of children live in
a house with a tablet



RISE OF THE TABLETS

MORE CHILDREN...



...ON TABLETS

Some of the issues related to primary pupils using technology:

- Accessing inappropriate content on the internet
- Using 'mature' social networking sites, such as Facebook, Twitter, Instagram and connecting with individuals they don't know (*these sites have a minimum age of 13 years*)
- Being cyberbullied by others on the internet
- Using technology inappropriately, e.g. webcams and cameras on mobile devices (Instagram, YouTube)
- Sharing personal information with others they don't know on the internet (potentially leading to a meeting)
- Playing video games with adult ratings, e.g. Call of Duty, Grand Theft Auto



We are going to cover:

How children are using technology in a positive way.

Some of the challenges and issues that new technology brings.

How schools teach children to be safe online.

What you can do to help your family stay safe and keep you in control.



What is sexting?


Sexting is when someone shares sexual, naked or semi-naked images or videos of themselves or others, or sends sexually explicit messages.

They can be sent using mobiles, tablets, smartphones, laptops - any device that allows you to share media and messages.

Sexting may also be called:

- trading nudes
- dirties
- pic for pic.






What the law says

Sexting can be seen as harmless, but creating or sharing explicit images of a child is illegal, even if the person doing it is a child. A young person is breaking the law if they:


- take an explicit photo or video of themselves or a friend
- share an explicit image or video of a child, even if it's shared between children of the same age
- possess, download or store an explicit image or video of a child, even if the child gave their permission for it to be created.





Why do young people sext?

There are many reasons why a young person may want to send a naked or semi-naked picture, video or message to someone else.

- ◆ joining in because they think that 'everyone is doing it'
 - ◆ boosting their self-esteem
 - ◆ flirting with others and testing their sexual identity
 - ◆ exploring their sexual feelings
 - ◆ to get attention and connect with new people on social media
 - ◆ they may find it difficult to say no if somebody asks them for an explicit image, especially if the person asking is persistent
- 

What is Cyberbullying?



What is Bullying?

- Bullying is intentional, not an accident, where a bully hurts someone on purpose.
- Bullying is repetitive. This means that the bully hurts someone over and over again; it isn't an incident that happens only once.
- In general, bullying is where one person acts like they have more power than another, and does whatever they can to hurt that person.

Cyber-bullying....

- Sending nasty emails, texts or making nasty phone calls.
- This may also take place on:
 - Facebook
 - Twitter
 - Any other social media
 - Online gaming

One in five young people suffer 'extreme cyber-bullying' every day with Facebook accounting for more than half of the abuse

- Ditch The Label report found 70% of youngsters have been cyberbullied
- Charity surveyed 10,000 13 to 22-year-olds on their experiences
- Said cyberbullying can have a 'catastrophic' impact on their self-esteem

Why it's tough to be a teen: Girls are TWICE as likely to be victims of cyber-bullying and nearly half think they are 'too fat'

- Survey asked 120,000 15-year-old's about their health and well-being
- It found girls were more likely than boys to be bullied in any form
- Double the level of girls also reported low levels of 'life satisfaction'
- Worrying figures taken from the first ever 'What About YOUth? Survey'

Media Online

How we teach eSafety in school



KS1



Cyberbullying



KS1 Key Learning

- Some information is precious or special because it applies just to them.
- Understand that not everyone they talk to / play with online is automatically trustworthy.
- Understand that their emotions can be a powerful tool to help them assess unsafe situations.
- Know what to do if we feel uncomfortable or need help when online.
- How 'being nice' online is the same as 'being nice' offline.

How we teach eSafety in school



KS2



KS2 Key Learning

- Understand what is appropriate to post online and what can happen if posts are inappropriate.
- Understand that we can not trust everyone online.
- Understand what personal information is and how to keep it private online.
- Know what to do if we feel uncomfortable or need help when online.

So... what should you do now?

1. Get involved in your children's online activity at home and TALK

Check you know what applications they are using, especially chat rooms and games played with others online. Ask who their 'e-pals' are. Get them to teach you about how things work. Set up accounts with them.

2. Support the school

Take an active interest in what your children are doing in computing at school.

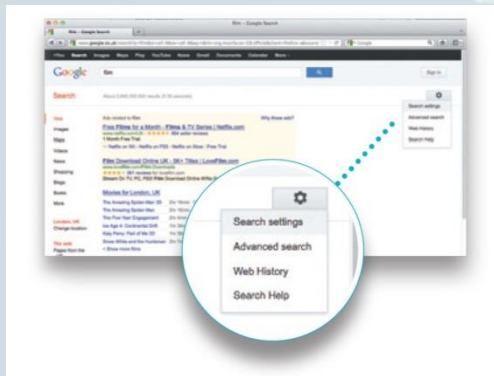
3. Encourage Internet use that builds on offline activities

It helps to keep the computer in a family room not tucked away in a child's bedroom. Help your children to use the Internet for homework and leisure interests. Do things together. Reflect on how much 'gaming' time they have.

4. Use some of the tools on the computer to help you

Parental settings.

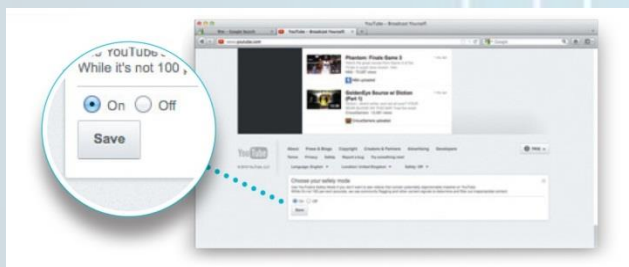
Google Safe Search



ISP Safety Controls



YouTube Safety Mode



<https://www.saferinternet.org.uk/advice-centre/parents-and-carers/parental-controls-offered-your-home-internet-provider>


Smartphones and other devices



APPLE ANDROID APPLE

[VIEW ALL](#)

Entertainment & Search engines



Google YouTube NETFLIX

[VIEW ALL](#)


Broadband & mobile networks



BT Virgin Media EE

[VIEW ALL](#)


Social media



facebook Twitter Snapchat

[VIEW ALL](#)

Controls & Settings guide



YouTube

YouTube Restricted Mode

Restricted Mode is an opt-in setting that helps screen out explicit and adult content to protect your children when they use YouTube. It also screens out comments on all videos your child watches.

[DOWNLOAD PDF](#) [E-MAIL ME PDF](#)



What are children doing online?

Online Gaming

- Playing games against friends and strangers.
- Chatting to friends and strangers using microphone headsets.
- Exchanging contact details.
- Playing games unsuitable for their age?

Online Gaming



So... what should you do now?

Look at the following websites for more information and help:

<https://www.thinkuknow.co.uk/parents/>

<http://www.childnet.com/parents-and-carers>

<http://internet-safety.yoursphere.com/>

<http://www.saferinternet.org.uk/advice-and-resources/parents-and-carers/>

<http://www.parentport.org.uk/>

facebook



facebook

- Help set up their profile
- Add your email as the main contact (if possible)
- Set the privacy settings to "friends" only and ensure they are children you know
- 'Like' the Click CEOP page
- Check in and keep updated

Control Privacy When You Post

You can manage the privacy of your status updates, photos and profile info using the inline audience selector — when you share or afterwards. Remember: the people you share with can always share your information with others, including apps. Try [editing your profile](#) to see how it works or [learn more](#).

What's on your mind?

How You Connect

Who can look up your profile by name or contact info?

Everyone

Who can send you friend requests?

Everyone

Who can send you Facebook messages?

Everyone

Who can post on your Wall?

Friends

Who can see Wall posts by others on your profile?

Friends

[Learn more](#)

Done



How You Connect

Control how you connect with people you know.

[Edit Settings](#)



How Tags Work

Control what happens when friends tag you or your content.

[Edit Settings](#)

ount

Tour

ee All

pp that

Chat



Ensure that the exact location of your photo is not published



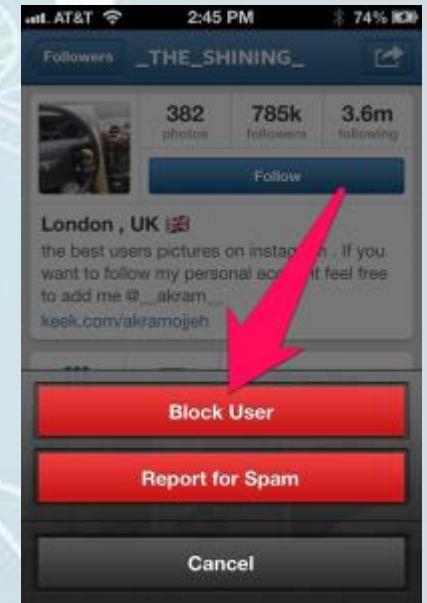
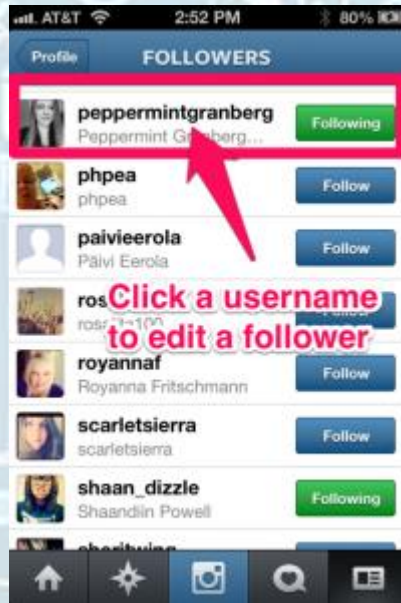
Settings



You have to accept followers before they can see your photos



Blocking a Follower



<https://www.youtube.com/watch?v=LHe9loSr9iU>

Digital Footprints

When we talk to each other face to face...

It's a bit like a footprint in
the sand. Eventually the sea
will wash it away



Digital Footprints

When we talk to each other online...

It's more like a digital tattoo.

A record of it will stay there forever.



Digital Footprints








Why does your digital footprint matter? Who is going to see your things online?

- Friends
- Family
- Other people you know
- In the future your employers

Three instant changes

- Learn how to make social media accounts secure
- Discuss online life and go with your instincts
- Don't be scared of the internet

The rate of change

Young people...	†Then	Now
Who play outdoors 	83%	48%
Who get enough sleep 	66%	50%
Who read books 	79%	54%
Who send postcards 	55%	11%
Favourite toys	 Bicycles, dolls and record players	 Smartphones, iPads and Xboxes
 And... 53% of 13 year-olds have dumped a boyfriend or girlfriend by Whatsapp, Twitter, Snapchat or Facebook		

*YouGov surveyed more than 2,300 young people (aged 13-15) and †adults aged 18 and over. Fieldwork was undertaken between 3, 4 and 8 August 2017. The survey was carried out online.