

E-safety

A parent's view



Safety

Today

- Bigger picture: Statistics and information in the UK
- Online gaming
- Social Media
- What we can do
- What we do at GJS
- Share

A close-up photograph of a computer keyboard. The central focus is a large, rectangular blue key with the word "Safety" printed on it in a bold, black, sans-serif font. The key is slightly raised and has a subtle gradient. Surrounding this key are other white keys, some of which are slightly out of focus. In the bottom right corner, a white key with a black arrow pointing upwards and the letters "Sk" are visible. The lighting is soft, creating gentle shadows and highlights on the keys' surfaces.

Sources



- Ofcom (UK)
- Internet matters (Not for profit online safety organisation) (UK)
- CEOP (Child Exploitation and Online Protection) (UK)
- NSPCC (UK)
- Commonsense media (US)



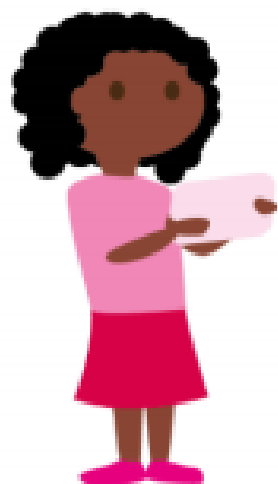
OFCOM – The Bigger Picture

Children and parents: Media use and attitudes report 2018

Published Jan 2019



3-4s



1% have their own smartphone,
19% have their own tablet.

96% watch TV on a TV set, for
14h a week.

30% watch TV on other devices,
mostly on a tablet.

36% play games, for nearly **6¼h a week.**

52% go online, for nearly **9h a week.**

69% of these mostly use a tablet to go online.

32% watch TV programmes via OTT services (like Netflix, Now TV or Amazon Prime Video).

45% use YouTube, **80%** of these say they use it to watch cartoons while **40%** say funny videos or pranks.

1% have a social media profile

5-7s



5% have their own smartphone,
42% have their own tablet.

97% watch TV on a TV set, for
around **13¼h a week.**

44% watch TV on other devices,
mostly on a tablet.

63% play games, for around
7½h a week.

82% go online, for around **9½h a week.**

67% of these mostly use a tablet to go online.

44% watch TV programmes via OTT services (like Netflix, Now TV or Amazon Prime Video).

70% use YouTube, **65%** of these say they use it to watch cartoons while **61%** say funny videos or pranks.

4% have a social media profile.

8-11s



35% have their own smartphone,
47% have their own tablet.

94% watch TV on a TV set, for
nearly **13h a week**.

43% watch TV on other devices,
mostly on a tablet.

74% play games, for around **10h
a week**.

93% go online, for around **13½h
a week**.

45% of these mostly use a tablet
to go online, with **24%** mostly
using a mobile.

43% watch TV programmes via OTT services (like
Netflix, Now TV or Amazon Prime Video).

77% use YouTube, **75%** of these say they use it to
watch funny videos or pranks while **58%** say music
videos.

18% have a social media profile.

40% who own a mobile are allowed to take it to bed
with them, it's **28%** among tablet owners.

12-15s



83% have their own smartphone,
50% have their own tablet.

90% watch TV on a TV set, for
around **13¼h a week**.

62% watch TV on other devices,
mostly on a tablet or mobile.

76% play games, for around
13¾h a week.

99% go online, for **20½h a week**.

53% of these mostly use a mobile
to go online, with **23%** mostly
using a tablet.

58% watch TV programmes via OTT services (like
Netflix, Now TV or Amazon Prime Video).

89% use YouTube, **74%** of these say they use it to
watch funny videos or pranks with same proportion
saying music videos.

69% have a social media profile.

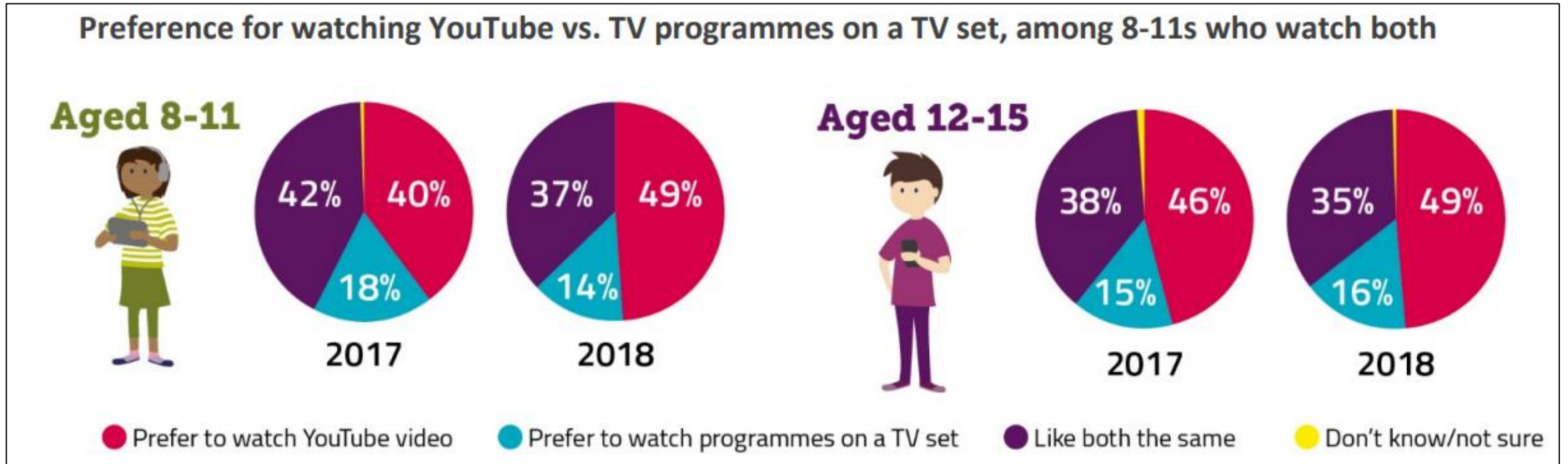
71% who own a mobile are allowed to take it to bed
with them, it's **61%** among tablet owners.

1. Time spent watching TV on a TV set is decreasing.

For the first time, 8-11s join 12-15s in spending more time on the internet than watching TV on a TV set



2. YouTube is becoming the viewing platform of choice, with rising popularity particularly among 8-11s.



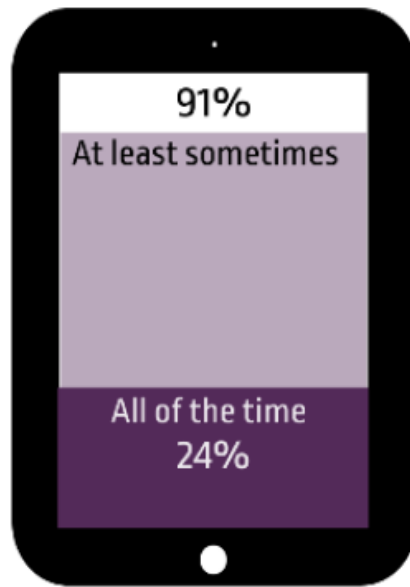
3. Online gaming is increasingly popular;
75% of 5-15s who play games do so online



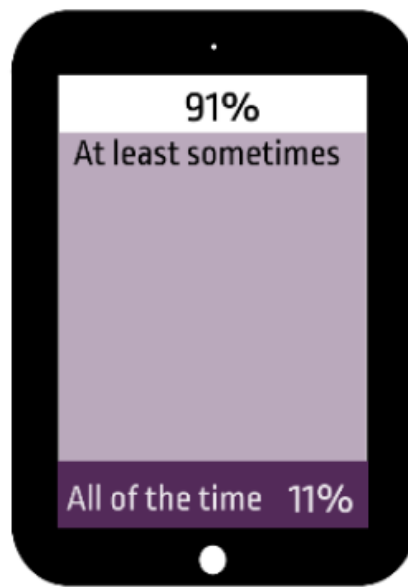
4. Children are still being exposed to unwanted experiences online, but almost all recall being taught how to use the internet safely.



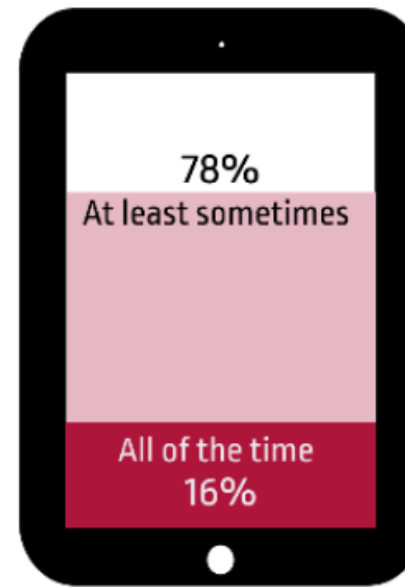
The **GOOD** and the **BAD**
sides of social media



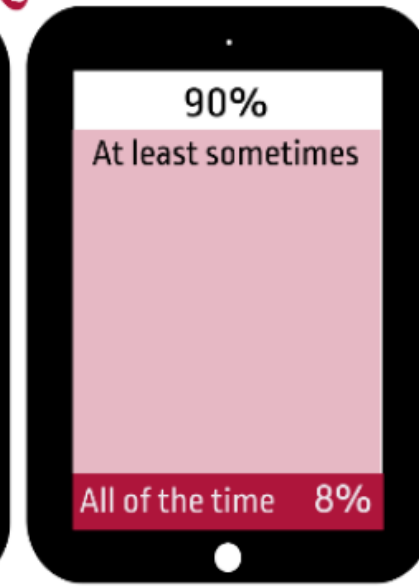
Using social media
helps me feel closer to
my friends



Using social media
makes me feel
happy



There is pressure to
look popular on
social media



People are mean
to each other on
social media

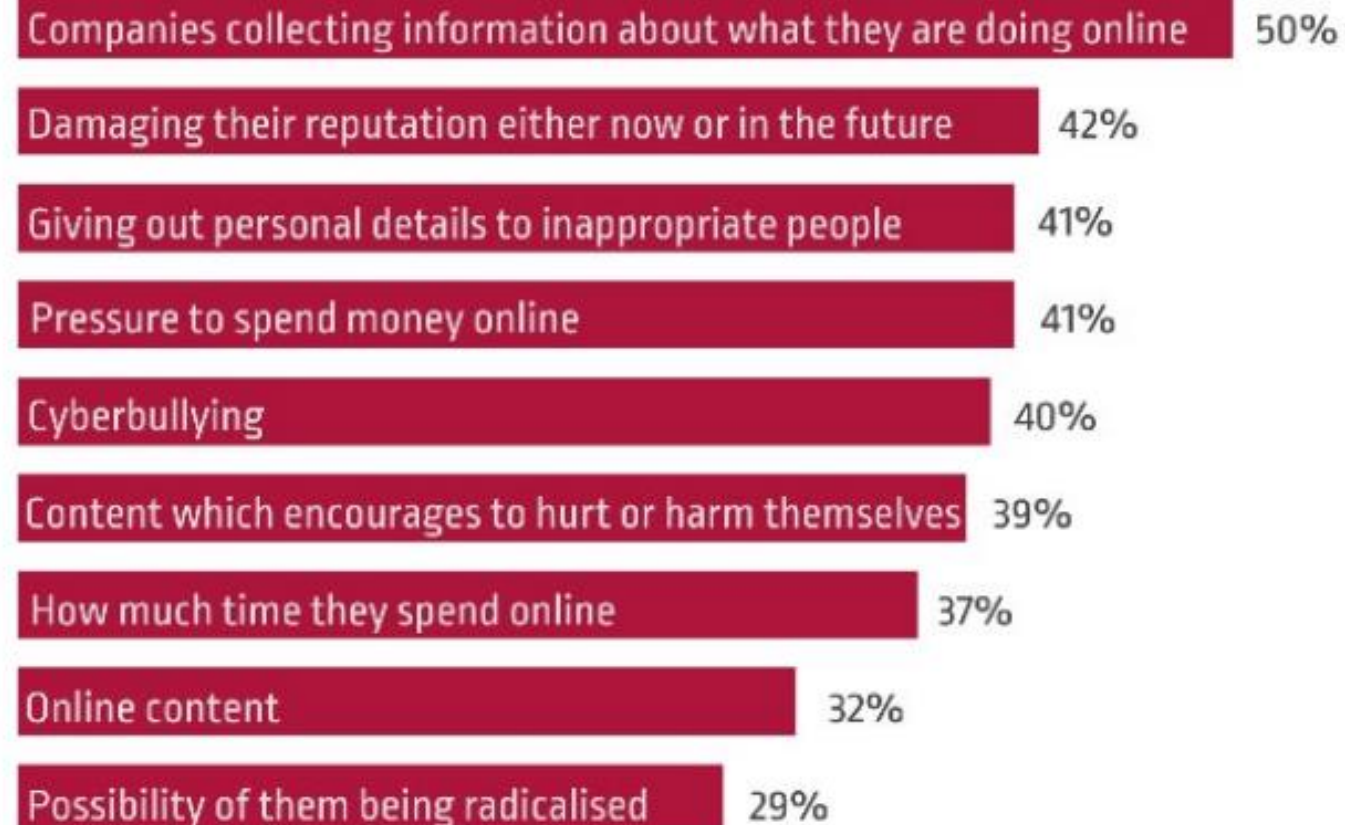
5. There has been an increase in parents of 12-15s saying that controlling screen time has become harder.



6. Parental concerns about the internet are rising.

Parental concerns about aspects of their child's internet use, 5-15s who go online

% of parents of online 5-15s, who are very/ fairly concerned





ONLINE GAMING

Online Gaming



PlayerUnknown's BattleGrounds (PUBG)
Online Players: More than 50 million



Fornite Battle Royale
Online Players: 39 Million



League of Legends (LOL)
Online Players: 27 Million



Apex Legends
50 Million players online in one month



Minecraft
Online Players: 91 Million



HearthStone
Online Players: 29 Million

What is online gaming?



Online gaming describes any video game that offers online interactions with other players.

2 key features:

How much information players share and how many people they interact with.

Offer clear benefits for children

Online games are important to understand because they offer:

- a huge amount of fun and enjoyment,
- teamwork,
- collaboration and
- imaginative adventure.

Played healthily they contribute to a part of children's development and socialisation.



Things you need to know about gaming

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.

It can be hard to stop some games in the middle of a battle as there are penalties for quitting.

children may feel they are letting teammates down .

Video Gaming (Internet Matters)



Get involved by finding out what type of games your child enjoys and **making sure they're appropriate for their age** - PEGI Rating App Video



Social Media and Messaging



Types of social Media and Messaging

<https://www.common sense media.org/blog/16-apps-and-websites-kids-are-heading-to-after-facebook>

TEXTING APPS

- GroupMe
- Kik Messenger
- WhatsApp
- Discord

PHOTO AND VIDEO-SHARING APPS AND SITES

- Instagram
- Tik Tok

SELF-DESTRUCTING/SECRET APPS

- Snapchat
- Whisper

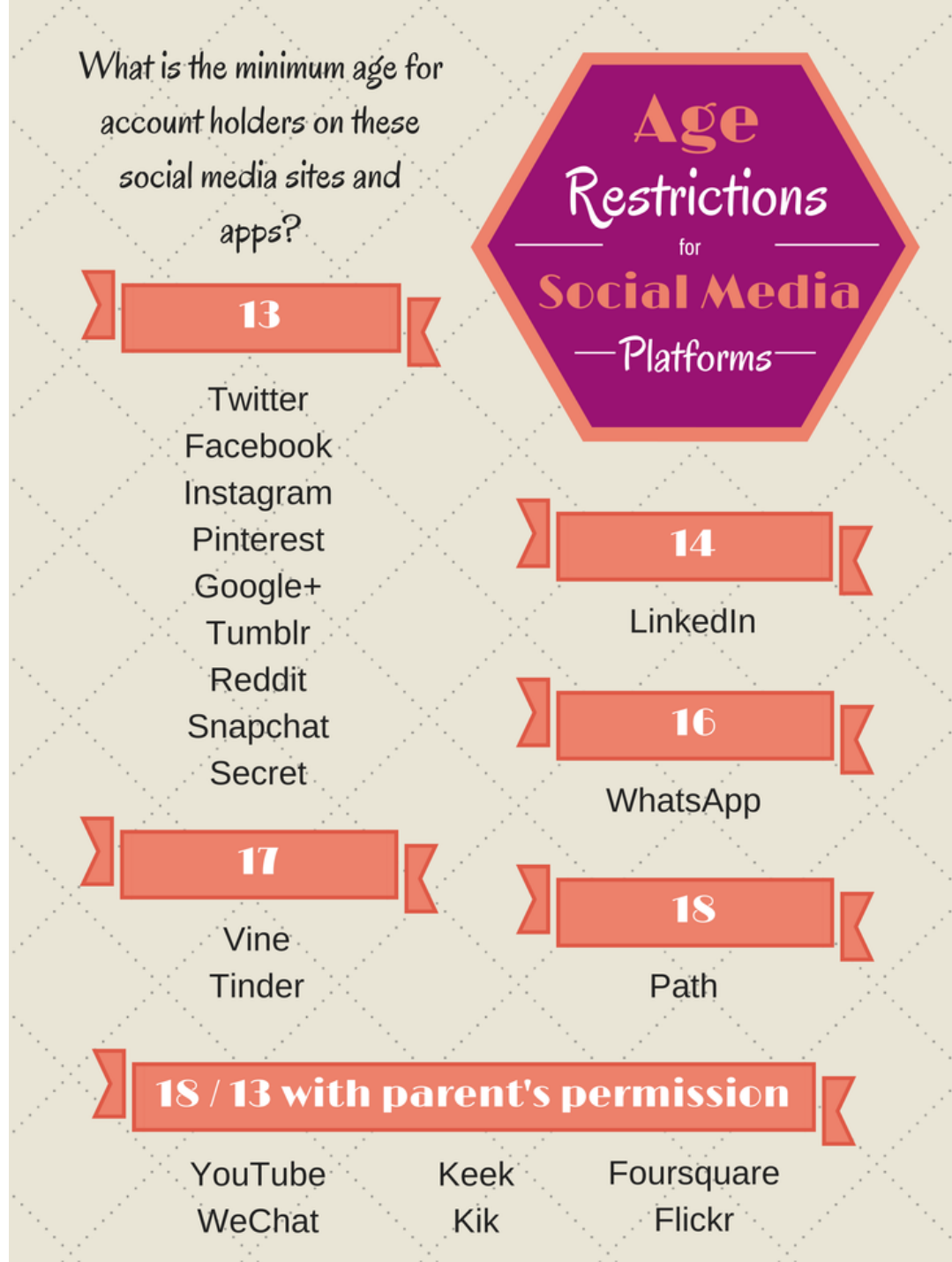
LIVE-STREAMING VIDEO APPS

Houseparty

- Live.me
- YouNow



Age restrictions



Under age 13 messaging apps

<https://www.internetmatters.org/hub/news-blogs/social-media-networks-made-for-kids/>

6-10 Years

- Kudos
- Playkids Talk
- ChatFoss

11-13 Years

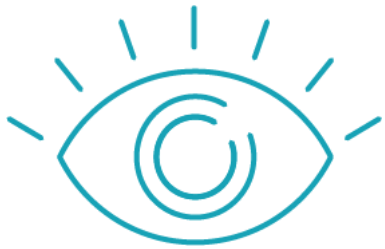
- Kidzworld
- Popjam



Understanding apps and games

The emergence of new apps and games every day can make the internet feel vast and ever-changing, but the reality is that there are actually only a limited number of functions that apps and games can have.

using a simple technique of breaking down an app into its key functions of:



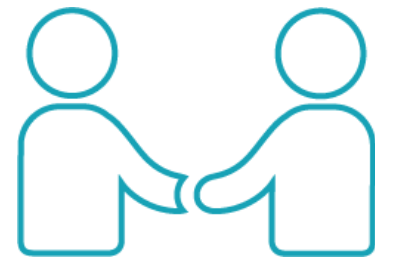
Viewing



Sharing



Chatting



Friending

Which apps should I be concerned about?

There are no apps/games that are more or less dangerous or risky. People who want to groom children will use any sites or services which children use.

Children should know to be wary of people they friend and talk to online, especially if they are asking to talk privately with them, and children should always be advised not to share personal information online or any photos or videos that make them feel uncomfortable.

Most importantly, it is vital that they know that they can talk to a trusted adult if anything bothers or worries them.

CEOP Advice



“The World Changes. Children Don’t.”

Listen. Don’t judge. Learn...

- Where do they go online?
- What do they like?
- What don’t they like?

Talk to your child

- Find a good time and place
- Explain any worries you may have
- Make sure your child knows they can always come to you for help and they won’t be blamed
- Don’t threaten to ban technology

Practical steps you can take

- Create a family agreement and regularly review
- Use parental controls

Parental controls

These controls are designed to help parents and carers manage their child's online activities. However, nothing is totally fool proof so they don't replace the need for adults to support and advise children using the internet.

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



E-Safety at Godalming Junior

Year 3 and 4	Year 5	Year 6
Based Around Hector's World	Play Like Share	Jigsaw and
<p>Understanding of the importance of only divulging their personal information to people they can trust. Importance of children turning to a trusted adult for support when faced with an online situation which they find upsetting or unsafe.</p> <p>Equips students with a practical skill designed to enhance their personal safety in both the offline and online world.</p>	<p>Videos teach them to spot the early signs of manipulative, pressurising and threatening behaviour by people they might meet online, and develops their confidence to respond safely and get help.</p>	<p>Interacting on Social Media sites and messaging apps.</p> <p>Appropriate behaviour and cyberbullying.</p>