



# Online Safety Newsletter: Summer Term part 2 2020

## Video Conferencing

The rise of video conferencing platforms has been seen during the lockdown, as a means of keeping in touch with friends and family that we are currently separated from. Whilst video conferencing tools have enabled us to see and talk to our friends and family, concerns have been raised to their potential risks and security issues.

You may be familiar with FaceTime, Facebook Messenger and WhatsApp Applications that all provide video calling features to multiple people, enabling a group of friends or family to have a video call, however the features are limited. This has led many people to look for, and use, more powerful video conferencing platforms such as Zoom, Cisco Webex, Microsoft Teams, Google Meets and GoToWebinar.

The video conferencing tool that seems to be the most popular at the moment is Zoom. So, is it safe for teachers and pupils to use and what is it?

Zoom is a video conferencing tool similar to Skype, a basic account has the capability to connect up to 100 people for a limited period of 40 mins for free. Zoom is being used in some schools for online lessons, virtual hangouts with friends and even hold virtual events like birthday parties. To host a meeting or event you do need an account, but to join a meeting or event all you need is the software App downloaded, no account is necessary. Sounds great! However, there are some issues with this great new tool. You may have heard of Zoombombing, this is when someone hijacks a session by displaying inappropriate material using the camera or screenshare function. This ability to join a Zoom meeting has exposed a security weakness in the software platform.

There are a number of ways to prevent such activity in a Zoom meeting that you may wish to set up, such as asking participants to register for a meeting or use a password, as well as disabling the screen sharing function. Another consideration of either hosting or participating in a Zoom meeting or other video conferencing session is the background, Zoom allows users to enable a virtual background which can disguise a family room or messy bedroom whilst keeping a sensitive data that may be in the background safe.

There are many features that pupils can do whilst they are participating in a Zoom session such as screen share, whiteboard, breakout rooms, raise hand, clap, disagree, agree icons, chat with the group and private chat. If your child is participating in any video conferencing it is advisable to assess what features are available and being used.



## Twitch

### Age rating (17+)

Apple rate Twitch as 17+ and Google Play urge 'parental guidance'.

'Experience the games you love like never before! Watch live streams and chat with devoted gamers around the world' this is the description in the App store for this App.

This App is where gamers can live stream the game that they are playing, alongside a video feed of themselves. The problem with this is that it is impossible to moderate live streaming and therefore anything can happen during the live stream. Worrying content for children using this service would be violence, offensive material, even suicides that have been broadcast live. Live streamers are also prime targets for internet trolls and cyberbullies.

Please check out the Twitch Safety Card on the school website for further information.

<http://www.archbishoptemple.lan.sch.uk/parents-carers/online-safety>

## Safer Schools update – Nintendo Switch

The Safer Schools App was launched for parents in March, more information is available in the March 2020 Newsletter. Safer Schools frequently push out important updates and information. This week there was a focus on Nintendo Switch following reports of fraud and hacking and was important for those who use their Nintendo account to buy games from the online shop. It has been reported that hackers have been able to access PayPal accounts linked to Nintendo accounts, then using these details to purchase in game currencies such as V-Bucks, in some cases then advertised and resold.

To ensure that your personal details and accounts are secure there are a number of preventative measures that you can do now to secure Nintendo Switch user accounts:

1. Switch on 2 factor Authentication immediately, you can do this on the settings page
2. Go to <https://haveibeenpwned.com/> to see if your password or email has been found in a data breach
3. Change your password and support your children by ensuring that they also change passwords often
4. Do not use the same password for all accounts, this is because if an account is hacked at any point, if the password is the same for other accounts, those accounts will also then be at risk
5. Use a strong password – a combination of upper and lower case letter, numbers and symbols with a minimum of 12 characters, try a pass phrase to help you remember a long strong password

## Safer Schools App survey

Once you have downloaded and explored the app it would be very useful to hear your views so that you as parents can be best supported in the future. Please go to the **Surveys** section and select the **Safer Schools App parent feedback** survey to share your initial views by answering the 7 quick questions.

## Quizzes and Digital Tests

There are a number of Quick Quizzes and also Digital Tests to help you test your knowledge, should you wish to try the Digital Tests please use the pin number 7575 to enter the Tests.

## Final Thoughts...

Do you allow your children to have their tech in their bedrooms?

Do you know what your children are doing on their tech?

Do you know what Apps they use regularly and who they are in contact with?

Please use this opportunity to talk to your children and find out the answers to the above questions. Better still only allow tech use in the general areas of the house, especially with the younger ones.

## Further support

Mrs McLean is available on email at [h.mclean@archbishoptemple.com](mailto:h.mclean@archbishoptemple.com) for further help and advice should you require any assistance outside of school.