GROVE VALE
2023 ONLINE SAFETY

- Our Website

- Our Curriculum

- Videos to support

- Ideas you should be aware of

- Apps you should be aware of

- What we cover in school

- How you can support your children

Our Website

- Check regularly for updates
- Resources and support for parents
- Face of Grove Vale
- Reception Page
- Celebrates pupils, staff and work of children
- Meets strict criteria of Ofsted

Curriculum

- Calls for deeper knowledge, awareness and understanding of e-safety.

- Use of "Tapestry".

- Teaching Computing through the curriculum.

For example: art, writing, maths, etc.

- Online safety through interesting games, videos, etc.

What we're doing in school to develop e-safety in the curriculum.

- Online Safety with Sandwell.

- Online safety curriculum

- Online Safety Champs – meetings and news letters.

- Online Safety in briefing and in SMT meetings.

- Online safety Workshops.

- Online Safety through the curriculum.

Taken from the EYFS Toolkit

"..among 3-4 year

olds, in the last year,

time online increased

from 6 hours 48

minutes to 8 hours 18

minutes a week..."

A report from the Children's Commissioner's Growing Up Digital Taskforce Published January 2017

"Early Years practitioners, carers and parents deserve guidance and support in managing children's online experiences. Most importantly, children will learn from how they see adults use the internet and how we behave online. This means we should not pretend the internet does not exist, or stop children from using computers or mobiles. Instead, we must role model good behaviour and safe use"

The Ethos of the toolkit and idea behind Online Safety

The underlying ethos of the toolkit has not changed in seven years. "In the same way that safeguarding is everybody's business; online safety is everybody's business. We must learn together".

Why teach this in EYFS?

"At the very beginning of life we learn astonishingly quickly about the physical world, about other people, about who we are and what we can do, and about communicating and using language to shape and share our thoughts.

"But beyond what we learn

about, in our earliest years we

are also building habits of mind

that will support us to continue

to learn and be successful

throughout our lives."

What we need to do...

- Prepare
- Prevent
- Understand a situation
- Provide support
- Grow awareness
- Use technology successfully
- Grow skills

How we teach - Smartie

Smartie the Penguin Story

Basic Online Rules

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.

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.

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!

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

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

Online Rules

Reporting
Example of how we teach E-Safety

Do you know how to report problems if and when they happen online?

There are a few ways and services to help you with problems you face online. One of the most important is CEOP.

This stands for Child Exploitation and Protection Command.

The CEOP Button

You may have seen this while surfing the web. This is the button that can be used to Contact CEOP.
Here you can file a report.

We are here to help and give you advice, and you can make a report directly to us if something has happened online which has made you feel unsafe, scared or worried. This might be from someone you know in real life, or someone you have only ever met online. We take all reports seriously and we will do everything we can to keep you safe.

As well as making a report to us, the CEOP Thinkuknow website has information and advice to help you if something has happened to you online.

If you are in immediate danger please call the police on 999 straight away. Please also tell an adult you trust who will be able to help you.

https://www.thinkuknow.co.uk

Why might we need to report something?

These are some of the reasons that we might need to use CEOP.

- Someone has asked me to send pictures of myself or my friends.

- I did something silly online and now people are being nasty and threatening me.

- Someone I don't know keeps asking me to chat with them or live-stream.

- Someone online keeps asking me to meet them face-to-face.

- Someone I met in an online gaming situation keeps trying to talk to me privately.

If you decide to report to us, all you need to do is tell us what you know about what has happened. Don't worry if you feel like you don't know all of the details, whatever you tell us will be useful.

Please remember whatever has happened it is not your fault and nothing you say will shock or surprise us, we deal with this every day and are here to help you.

The most important thing to remember is that you have contacted us and as a law enforcement agency there is a lot that we can do to make sure you are safe.

What will CEOP do with my report?

✅ Your report will be read by a Child Protection Advisor at CEOP. Our Child Protection team are specialist workers who have helped thousands of children. They will immediately start thinking about how they will help you.

✅ A Child Protection Advisor will contact you by phone or email using as soon as they can and will work with you to make a plan to keep you safe.

✅ The Child Protection Advisor may need to talk to other adults about what you tell them to help keep you safe. They will only share what you tell them if they really need to and will always take your feelings into account when deciding the best ways to help you.

Welcome to CEOP's Thinkuknow

Are you...

We work together with lots of other professionals whose jobs are also to make sure you are safe, this includes other police agencies. If a crime has been committed we will work together and use our specialist skills to identify the person or people responsible and bring them into the criminal justice system.

The CEOP Thinkuknow website also has information and advice to help you to stay safe if something has happened to you online.

If you are being bullied and would like to talk to someone in confidence right now you can call Childline on 0800 1111 or talk to them online - no worry is too big or too small. Please also tell an adult that you trust, like a parent/carer or teacher.

PANTS

A simple way to keep children safe by talking about pants!

We discuss how to cross a road safely, how to ride a bike, bullying, swimming safety, etc.

This is just another set of safety instructions that should be taught and discussed.

Make sure your child feels comfortable to talk to you!

Finding the right time to talk

Talking PANTS is as simple as teaching your child how to cross the road. You know your child better than anyone. And you'll know when they're ready and how much detail to go into. Some parents found these moments helped them start the conversation:

- bathtime, applying cream or when getting your child dressed

- car journeys

- going swimming and saying that what's covered by swimwear is private

- during a TV show that features a sensitive storyline

- singing along to our PANTS song with Pantosaurus.

Findings from Parents

# Pantosaurus

What are parental controls?

Parental controls are the names for a group of settings that put you in control of what content your child can see. Combined with privacy settings these can help you protect your children from the things they shouldn't see or experience online.

9/10

More than nine in ten parents of 5-15s who use parental control software consider it useful [1]

65%
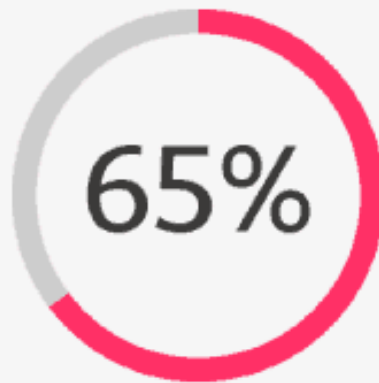
65% of young people aged 11-16 are in favour of the controls [2]

15%
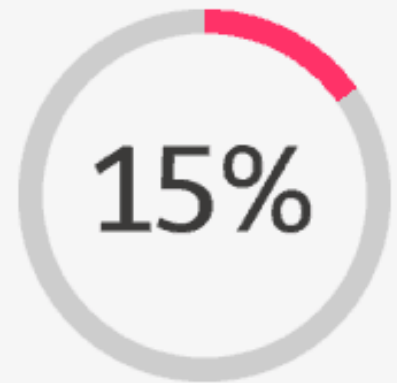
15% of Teens say parental controls and restrictions should only be taken away once they're over 18 years of age [3]

Using

10 APPS TEENS ARE USING THAT PARENTS NEED TO KNOW

Calculator%
This app looks like a calculator but functions like a secret photo vault.

Omegle
A free online chat website that promotes chatting anonymously to strangers.

Yellow
This app is designed to allow teens to flirt with each other in a Tinder-like atmosphere.

Whisper
An anonymous app where the creators promote sharing secrets and meeting new people.

Ask.fm
Ask an anonymous question and get an answer. This app has been linked to the most severe forms of cyberbullying.

Hot or Not
Strangers rate your profile. Goal is to lead to a hook up.

Burn Book
Post anonymous rumors about people through audio messages, texts, and photos.

Wishbone
An app that allows users to compare kids against each other and rate them on a scale.

Kik
Messaging app. Kik has built in apps and web content that would be filtered on home computer.

Instagram
Many kids are now creating fake accounts to hide content from parents. Kids also like to text using Instagram because messages are deleted once a user leaves conversation.

FOR MORE INFO: APPSOLUTELYAPRIL.COM

Apps to be aware of EYFS

Online figures

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 exlude 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.

- **Some children may find it hard to stop playing games** or find that gaming is getting the way of them doing other activities.

Age ratings

All boxed games for consoles and computers within the UK are given a PEGI (Pan-European Game Information) rating of age 3, 7, 12, 16, or 18.

These age ratings tell you who the game is suitable for based on the type of content you'll see when playing. Indicators on the game's packaging explain why it's been given its rating. For example, it'll say if the game shows violence, sex, or horror.

Games on app stores also have age ratings. Google Play, Windows Store, Nintendo eShop and Oculus use the PEGI system. But the Apple App Store and Amazon Apps have their own age ratings. Most games distributors will provide information about the game's content so make sure you read before downloading.

Age ratings are a helpful guide, but each child is different. So it's also useful to think about how mature your child is for their age and the kinds of content they'd feel comfortable with.

What are the risks of Snapchat?

• People presume that because the pictures, video and chat disappears after a short time they can send anything and it is harmless. Screen shots can be taken and data can be kept.

Everyone leaves a digits footprint just like you leave footprints in real life. What are you like as a person? Nice, kind and helpful at home? You need to make sure whatever you do at home in the real world you do online.


Everything you do online leaves a trace.
Even if it deleted.
For example, if you use a mobile phone, wherever you use it from it the location can be traced.

"There's no such thing as anonymity online, only perceived anonymity. Any time your device connects to the Internet it associates 100 percent of your activity with your device. (Every device has a unique identifier, like a fingerprint. When you buy it and register it, that transaction is linked to you and everything you do with it is ultimately pointing back to you)."

Location On – Snap Map
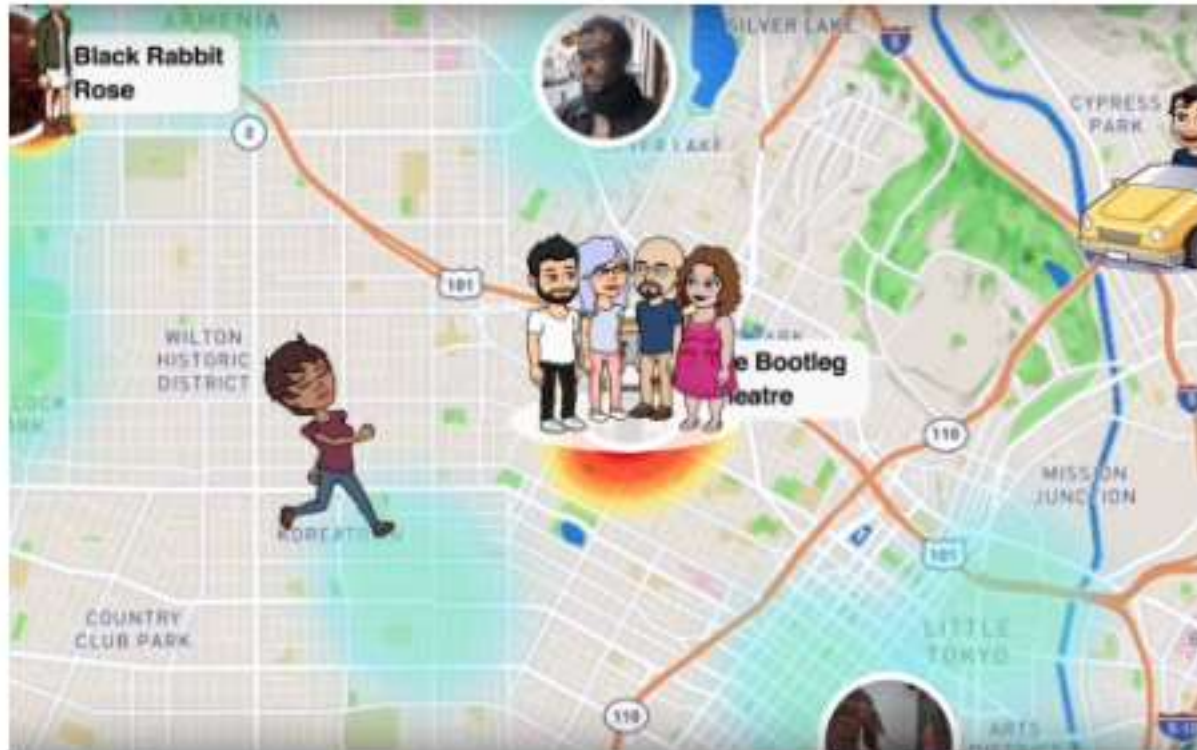
Snap Maps is a street map, similar to Google or Apple Maps, which also shows users' locations. Using your phone's GPS sensor, it can display your location to any of your friends.

Over the next week our online safety page will be updated with links to the newest and most up to date pages that will support children, parents and staff.

For example: https://www.internetmatters.org/parental-controls/

Set your

Parental

control

settings based on your devices and internet.

What can you do?

- Be positive
- Take an interest (co-view/co-create)
- Set boundaries (time, filtering, etc)
- Create a family media agreement (tech free zones)
-Teach about personal information and safety
-Teach how to filter (fake news)
- Navigate digital dilemmas
-Green time and Screen time (healthy balance)
- Support and uphold age restrictions
- Learn more