E- Safety workshop

Mrs Jones

Do you feel **left behind** when it comes to the latest Apps that your children are using?

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https://www.youtube.com/watch?v=sz4EyUMUTro&feature=emb_logo

Penetration rate: Years to reach c.50m users

Radio
38 years

Phone
75 years

TV
13 years

Mobile
12 years

Web
4 years

iPod
3 years

Facebook3.
5 years

YouTube
1 year

35 days

POKÉMON GO

14 days

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L. Rosen, 2014

There are lots of positives…

Online games can enhance teamwork and creativity

Add to the child's store of knowledge

Households with computers perform better academically

Improve both visual intelligence and hand-eye coordination

Research shows the outcomes for children are better if they benefit from connected technology

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EU Kids Online 2013

But technology can affect children's development…

- **Sleep cycles** are affected by blue light from screens
- Screen-based entertainment increases central nervous system arousal
- Millennials are **more forgetful** than OAP's
- One study found that the **more distracted** you are the less able you are to experience empathy

Key Life Moments

Children

Age 3-4
1% own a mobile phone, 16% own a tablet, 0% have a social media profile

Age 5 – 7
67% of children are online.
Average time spent per week: 8 hours 42 minutes
3% have a social media profile
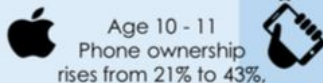Children start to browse internet for school work and general browsing

Under 10
Internet use limited to gaming, streaming video and TV and video calling

Age 8 – 11
90% of children are online, 49% own a tablet
Average time spent per week: 12 hours and 54 minutes
56% play games online, 12% against people who they've never met

Age 10 - 11
Phone ownership rises from 21% to 43%,

43% of 11 year olds have a social media profile and are messaging, sharing and liking throughout the day

Age 12 - 13
Phone ownership rises from 50% to 74%
74% of 13 year olds have a social media profile

12-15
98% of children are online
Average time spent per week: 20 hours and 6 minutes
27% play games against people they've never met

Secondary school children use an average of 5 social networks

Learn to read & write

Start Secondary school

4   5   6   7   8   9   10   11   12   13   14   15   16

Parents

Age 3-4
55% of parents think the benefits of the internet outweigh the risks
10% think their child knows more about the internet than they do

Age 5-7
35% of parents have never spoken to their children about managing risks online
4% never supervise online access and use

Under 10
Parental concern is limited to sexual content, inappropriate content, violent content and strangers/grooming

Age 8-11
68% of parents think the benefits of the internet outweigh the risks
41% think their child knows more about the internet than they do
34% are concerned about their child being bullied through their mobile phone

Age 10-13
Parental concerns around online bullying increase

Age 5-15
42% of parents have no awareness of content filters

Age 5 – 15
16% of parents have never spoken to their child about managing risks online

Age 12-15
8% of parents do nothing to regulate or monitor their child's activity online

Source: 2016 OFCOM Children and parents: media use and attitudes report. 2013 Cybersafe Report

And there are of course risks…

	Content (Child as receiver of mass productions)	**Contact** (Child as participant in adult-led activity)	**Conduct** (Child participation, perpetrator or victim)
Aggressive	Violent	Harassment	Cyberbullying
Sexual	Pornographic	Grooming, sexual abuse	Sexual harassment, 'sexting'
Values	Racist / hateful	Ideological persuasion	Harmful user generated content
Commercial	Marketing	Personal data misuse	Gambling, copyright infringement

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Risk is not harm. Positive action can limit risks becoming harmful

5 tips for parents:

1 Understand the risks

2 Communicate regularly

3 Keep the risks in proportion

4 Agree helpful mediation strategies

5 Develop coping strategies that foster resilience

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Dealing with inappropriate CONTENT

What to talk about
- They can come to you if they see anything that upsets them
- If they have seen pornography…that it presents an unrealistic image of sex and relationships
- The importance of respect for each other and the meaning of consent

Top tips / tools to use
- Parental controls on home broadband
- Content lock on mobile networks
- Safe search on Google (& other browsers) & YouTube; child –friendly search engines

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Dealing with inappropriate CONTACT

- **What to talk about**
  - Sometimes people hide behind fake profiles for dishonest reasons
  - Agree how they will respond to requests from people they don't know in real life
  - Never ever to meet up with anyone they don't know in real life

- **Top tips / tools to use**
  - Set up safe social media profiles that don't share personal information
  - Turn off geo location settings on devices
  - Use the strongest privacy settings on social media
  - Learn how to report / block/ mute

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Dealing with inappropriate CONDUCT

25%
of children will experience cyberbullying

50%
of children say someone has been nasty online

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Dealing with inappropriate CONDUCT

- **What to talk about**
  - Talk to a trusted adult if they experience anything upsetting online
  - Think carefully about sharing images of others
  - Be responsible online, remembering they are creating their own digital footprint

- **Top tips / tools to use**
  - Report inappropriate posts/content to the social media providers
  - Think carefully about using monitoring apps that identify inappropriate behaviour

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What are children taught in school?

KS1 — Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

KS2 — Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

KS3 — Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct, and know how to report concerns

KS4 — Understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to report a range of concerns

In addition, schools embed it across…

ICT curriculum

PSHE lessons

Appropriate filters and monitoring system

Curriculum and safeguarding assessed as part of Ofsted framework

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Controlling tech time

Your children will be watching the way you use technology and they will copy; make sure there is some consistency in how you **role model** good behaviour:

1 Turn off notifications on apps to avoid that constant 'ping'

2 Buy an alarm clock so you don't have devices in the bedrooms

3 Keep phone on silent in your pocket or bag when you pick the kids from school

4 No phones at the table rule or no phones between 6 and 7 rule

5 Family tech free days!

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Controlling tech time

And there are tactics you can put in place to help manage their screen time....

1. **Set a good example**

2. **Talk together about the time spent online**

3. **Agree on appropriate length of time they can use their device**

4. **Get the whole family to unplug & create screen free zones**

5. **Use technology / apps to help manage screen time e.g. Forest App**

Getting ready to talk

Think about when and where best to talk to them – in the car or a neutral place where they feel safe

Be open and encouraging to make them feel supported

Jot down what you want to say to focus your mind, and make the conversation relevant to them

Have a few bite sized conversations to give them time to process

What you need to know

Think carefully about allowing your child on social media as the minimum age on most networks is 13 years old

Cyberbullying can take place 24/7 and happens repeatedly on a range of apps, games and devices

Younger children can confuse any nasty comment or opinion as 'bullying' so their understanding of bullying can be different to that of adults

Bullying is a learnt behaviour – so it's important to set a good example and regularly reinforce being a good digital citizen

Three things to teach your child

Be a confident communicator

Be a critical thinker

Be a capable tools user

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PARENTS

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Attendance

Clubs and Activities

Coronavirus (Covid 19)

Ofsted

Online Safety

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Inclusion (SEND)

News & Letters

ParentPay

R.G.S.A.

Secondary Transfers 2021

School Meals

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Online Gaming

The multiplayer action survival game, Fortnite: Battle Royale, has received a lot of media coverage recently due to growing popularity amongst children – and also emerging safety concerns. Here is some information about the game and how to keep your children safe while playing it.

Players can currently play Fortnite: Battle Royale on a PC, Mac, Xbox, and PlayStation or download it from the App Store. Use of the game has grown rapidly amongst children and young people since the launch of the mobile game in March 2018. As of 2nd May, the app version is only available on iOS but an Android release is expected shortly. The game involves 100 players fighting each other in real time to be the final survivor.

What features and risks are there on Fortnite?

Fortnite: Battle Royale has several features that can be fun, but there are also risks. These include:

- Players can add friends in the mobile game if they have an account with Epic, the game's developer. Friends can be added by username in the game's main menu.
- There is a chat feature in the game that allows users to contact each other using voice or text. You can disable voice chat in the game by selecting the 3 lines in the top right of the screen, select the settings icon, choose the 'Audio' tab at the top of the screen and go to the 'Voice Chat' option, where you can select 'Off'.
- There is cartoon violence in the game. You can use a variety of weapons to kill other players, such as guns and axes.
- There are in-app purchases, which can become expensive.
- Players can be reported to the Player Support team if you are concerned about activity or behaviour.

Age ratings

Here are the recommended age ratings for the game:

- Epic Games: Fortnite Battle Royale says it does not direct the game to children under the age of 13 in the UK.
- The PEGI rating for this game is 12 years old. However, PEGI does not take chat features into consideration when rating games.
- The App Store says that users must be 12+ to play.

Tips to help keep your child safe online when playing online games:

- **Talk** to your child regularly about what they are doing online and how to stay safe. Let them know they can come to you or another trusted adult if they're feeling worried or upset by anything they have seen.
- **Explore** your child's online activities with your child. Understand why they like using them and make sure they know what they can do to keep themselves safe.
- **Agree** your own rules as a family when using sites, apps and games.
- **Manage** your technology and use the settings available to keep your child safe.

Online Safety

At Rushey Green Primary School we are dedicated to keeping children safe online and ensuring that children become digitally literate citizens. Our yearly curriculum map supports, develops and nurtures the digital literacy of our children throughout the school and is dedicated to supporting parents to keep children safe both online and on digital devices. It is never too early to teach children about online safety.

Parent Workshop and Responsible Internet Use

📄 Responsible Internet Use 01.04.2020 Updated: 01/04/2020   219 KB

📄 Parent Workshop - Safer Internet Day Updated: 12/02/2020   867 KB

Being safe online is not about restricting a child's use of the Internet. There are many organisations which provide help concerning online safety - please click on the links below:

- ChildLine
- Think U know
- CBBC Stay Safe
- Child Exploitation and Online Protection Centre
- Safer Internet. Org
- Digizen. Org
- Kidsmart. Org
- Childnet. Org
- Net-Aware

ChildLine 0800 1111

Online Safety Poster Competition Winners 2020

Parents (sidebar)

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- Secondary Transfers 2021
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- Term Dates
- Uniform

Tweets by @RusheyGPrimary

Rushey Green Primary School Catford Retweeted

6G
@6GRusheyGreen

Today was a good day. Based on our core book War horse the Police horses were invited into the school for year 6 to