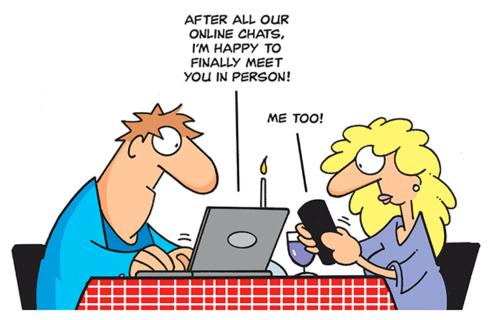
## Online Safety Parent Presentation



In 10, 20 years some of our children will have jobs that **haven't even been invented yet**.



© Randy Glasbergen / glasbergen.com

The online world can be exciting and inspiring. It has lots of opportunities to offer young people. It is important to manage and minimise the associated risks.



But on the flip side the online world evolves so fast it can be difficult to keep up with.



We all know about the potential threats out there. Age-inappropriate content, promotion of gambling, cyberbullying, grooming and plenty more. UNICEF report that globally every 1 child in 3 are internet users.



These issues have existed since way before the internet was around, but the digital revolution has magnified some of them.



It's made it easier for individuals to carry out this behaviour and it has increased the amount of time that young people could be exposed to them each day. With these things in mind, what are your main concerns about your child/children being online?





seeing inappropriate content negative influencersgative eating habits explicit content **bullying grooming shopping** negative influences- body in argoming influencers external influence external influence viewing pornography ullying of socialising cyber bullying ullying boney/spendir sitting down /being inside access to adult material ansformers radicalisadult, bullying, influencer, t not engaging with family

- Parenting a young person who is eager to build their online identity can be a delicate balancing act.
- Obviously, we want to let our children explore the internet and be their own person online.
- But at the same time, we need to know they're not putting themselves in danger.
- Outright banning children from using certain apps like messaging apps can feel like the safest option but most children, if they really want to do something – especially if their friends are doing it – will find a way. Whether you've banned it or not.
- If they've done it without you knowing, then they're less likely to tell you if something does go wrong.
- On other hand, you don't want to give the impression that there are no boundaries.







#### fortnite roblox minecraft goog discord **youtube** playstation online minecraft google play rockstar times tables rock stars iplayer netflix bbc iplayer youtube kids fortnite google free online games on demand ty timetable rockstars mms messaging iplayer bbc sports

Our children depend on us to protect them and give them the support and the skills to navigate the digital landscape.

We need to be able to prepare our children for what the online world has to offer.

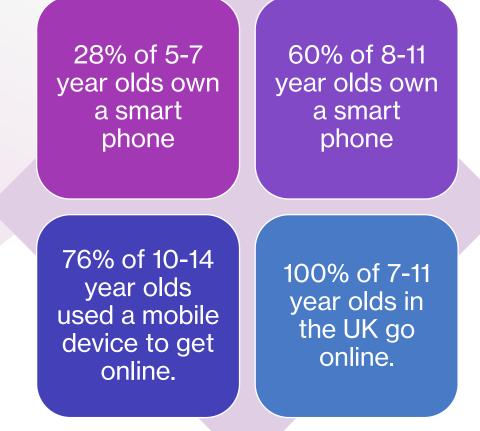
## Parenting in the digital world

Not being afraid or unsure of it – but confident.

Hopefully, this session will make you feel more confident to teach your child/children about the risks.

# What are children accessing online?

Food for thought...



What are children accessing online?

# Video sharing platforms

Module 2: Play from 2:06 to 3:50





51% of 8-11 year olds used TikTok in the past year.

#### To recap...

- Minimum age requirement of 13.
- Younger children can use the app, providing they have parental permission.

## **Online Gaming**

- Research suggests that around 69% of 8-11 year olds play games online.
- Boys are more likely to be gamers than girls but the gap is narrowing.



- Can you guess which 2 games are the most popular with children up to 11?
- They're both massive and they both involve building...



# RØBLEX

# Did you guess correctly?

Market research found that most boys are more likely to enjoy Minecraft, while girls prefer Roblox.

Both games are popular because they reward creativity and imagination.

They can also explore other people's creations.

### Social Media Platforms

- The minimum age requirement for most social media platforms is 13.
- So, in theory, no children of primary school age ought to have their own account.
- In reality, last year, UK research found that 60% of 8-11 year olds have their own social media page.



## **Social Media Platforms**

• Children are most likely to have profiles on the following platforms:









While Whatsapp is the messenger app they use most frequently.



### **Privacy settings**

Help & advice | Childnet

### **Online Risks**

 Online risks are categorised under 3 C's – Content, conduct and contact.



Children need to be aware of the impact that their online activity can have on both themselves and others, and how other people may perceive them because of what they say and do online.

It's easy to feel anonymous online and it's important that children are aware of who is able to view, and potentially share, the information, photos and videos that they may have posted.

When using the internet, it's important to keep personal information (that could identify who they are) safe and not share it with strangers. Help & advice | Childnet

## **Online Risks**

 Online risks are categorised under 3 C's – Content, conduct and contact.

## Content What children see online

Some online content is not suitable for children and may be hurtful or harmful. This is true for content accessed and viewed via social media, online games, streams and websites.

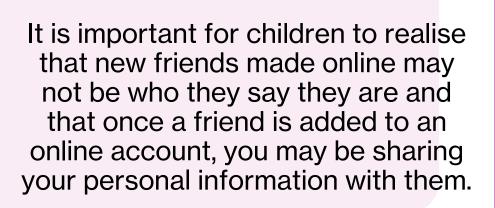
Live comments and chats alongside other content including videos, streams and games can be hurtful, harmful or unreliable. It's important for children to consider the reliability of online material and be aware that it might not be true or written with a bias. Photos and videos can also be edited or inaccurate. Help & advice | Childnet

## **Online Risks**

Contact

Online communication

 Online risks are categorised under 3 C's – Content, conduct and contact.



If you have concerns that your child is, or has been, the subject of inappropriate sexual content or approached by another person (including, but not limited to, a request to meet up or a request for images/videos), it's vital that you report it to the police via:

**CEOP REPORT** 

ceop.police.uk

www.ceop.police.uk

# **Online bullying**

Also known as 'cyberbullying' - takes place online or using technology.

4**4**4

Cyberbullying can happen in many different ways including unkind messages or comments, the sharing of embarassing photos or exclusion from group chats.



Children need to understand that their online actions can be just as hurtful as offline actions and that seeking to deliberately hurt or upset someone is always unacceptable.

## Screen Time

#### Do you limit screen time in your household?

A. Yes B. No



As stated by the <u>Mental Health</u>

Foundation; 'There have been several studies that suggest higher levels of screen use in children is associated with reduced physical activity, increased risk of depression, and lower wellbeing.' But not all screen time is the same, and the impact it has depends on what the device is being used for.

### Multiple Choice submissions



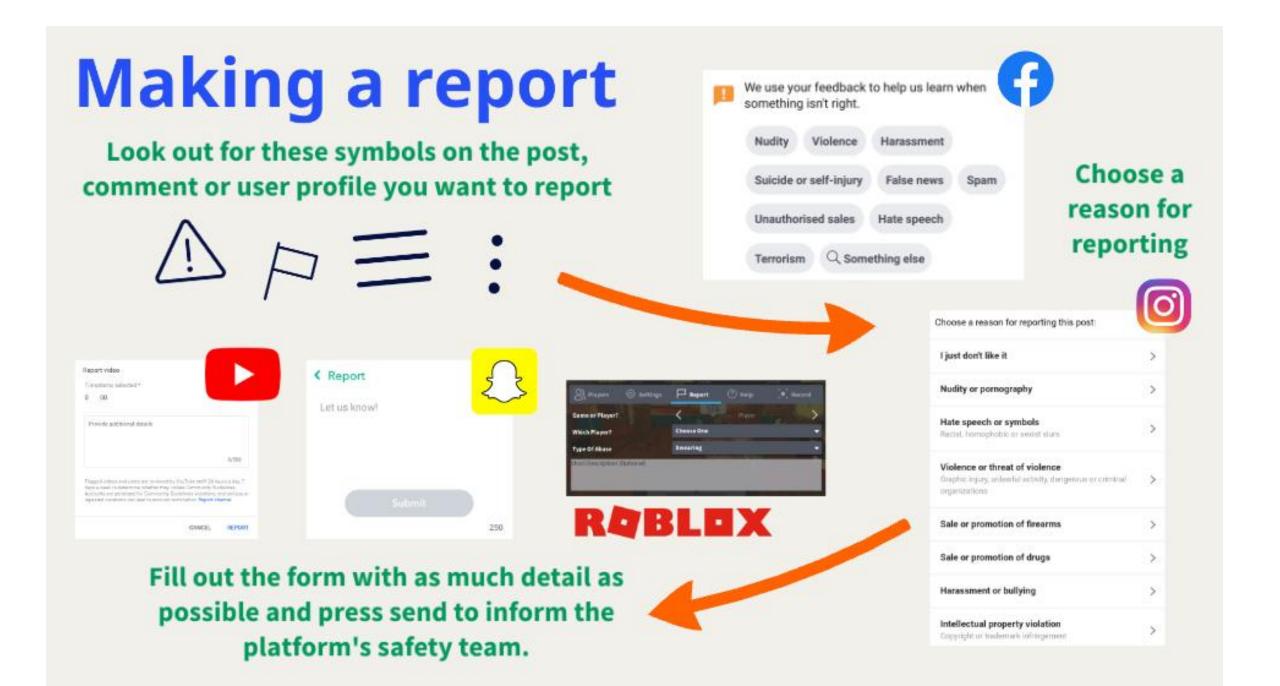
## **Screen Time**

- In 2019, The Royal College of Paediatrics and Child Health (RCPCH) published guidance which reflected research conducted into the health impacts of screen time use of under 18s. They found that preexisting evidence for a direct 'toxic' effect of screen time was overstated and often only looked at television screen time instead of all devices.
- Subsequently, they choose not to recommend a cut-off for children's overall screen time but instead to focus on practical ways which parents and carers could consider the health impacts of their family's use.

## **Screen Time**

There is a big difference between 'active use', such as doing online research, and 'passive use' such as scrolling through Instagram or Facebook. The negative impacts of screen time are more strongly associated with this kind of passive use.

- Social media and online games also have a compulsive design, this means that they are created to hold our attention for as long as possible. The addictive nature of these platforms further compounds the challenge around managing screen time.
- While more evidence is still needed around the impacts of screen time, taking a conscious and mindful approach to screen time can help to support <u>children's wellbeing</u> and minimising the potential risks of screen time, while still gaining the benefit of the positives that digital technology can bring.

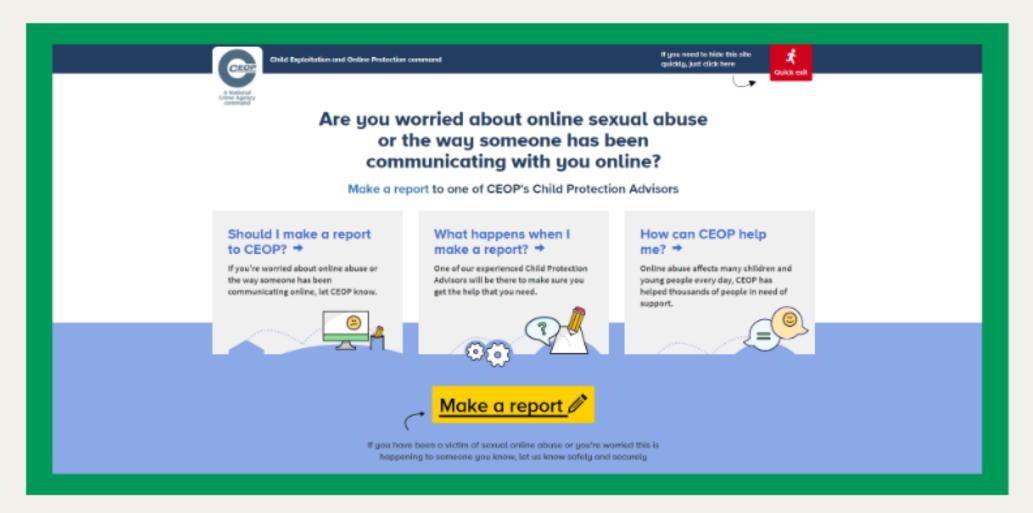


#### Follow up inadequate responses to reports on other services here:

ŧ.	Report	Advice	
We can help	you report		
Impersonation	Bullying or Harassment	Self Harm or Suicide Content	
Violent Content	Unwanted Sexual Advances	Pornographic Content	
ounters Terransmill fysicilie seen ng aeline that supports, strects or	We are unable to take reports of security of under 18. You can report securities under 181 online directly to the internet		
	Inpersonation Impersonation Violent Content Find out	We can help you report   Impersonation   Impersonation   Voient content   Voient content   Impersonation   Impersonation   Voient content   Impersonation   Impersonation   Voient content   Impersonation   Imperso	<section-header>We can belp you report:Image: provide the p</section-header>

#### reportharmfulcontent.com

#### **Report any suspected grooming to CEOP:**



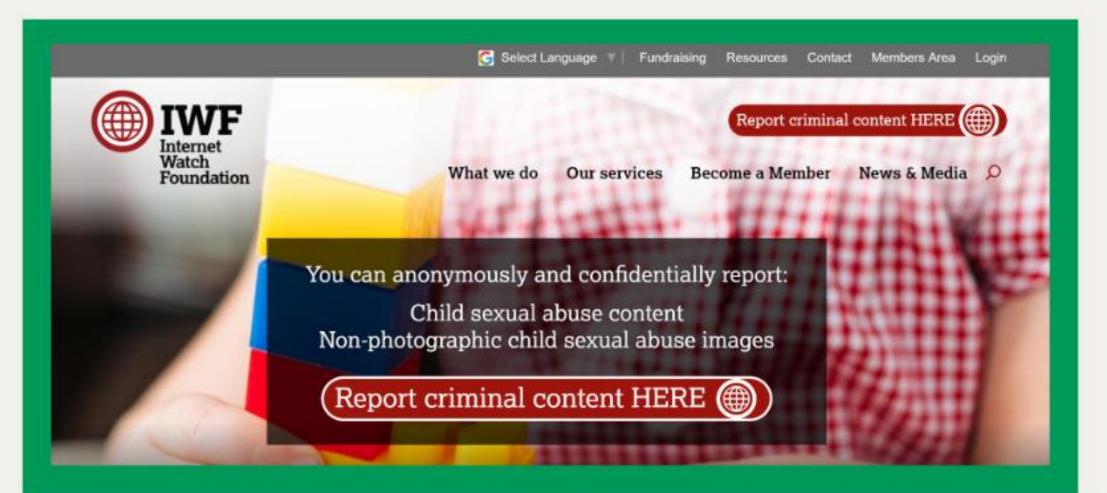
#### ceop.police.uk

#### Young people can report their nude image being shared online here:



#### childline.org.uk/report-remove

#### **Report child sexual abuse content to the Internet Watch Foundation**





## **Conversation starters**

### Start on a positive note...

What do you like most about the internet and why? What's your favourite game/app/site?

Do you like to be creative online? What have you created?

(It could be anything from a picture or video to creating their own games, sites or apps.) The internet offers brilliant opportunities for making connections with others. Who do you like to keep in touch with online and what apps/services do you use?

## Conversation starters Keep the conversation going...



What we're doing in school to tackle online safety issues...



## **Useful websites**

- <u>Keeping children safe online | NSPCC</u>
- Social Media Parental Controls and Privace Settings | Internet Matters
- Parents & carers | Childnet