

# Online Safety Parent Meeting



Monday 6<sup>th</sup> February 2023

# Aims:

- Know the current trends in children's online activity following COVID – 19,
- Know the concerns that parents and carers have when their child is online,
- Consider the impact of social media on young people's well-being,
- Know how we teach online safety at South Bersted CE Primary School,
- Consider your personal 'footprint' and the information you share.

# School's Vision Statement

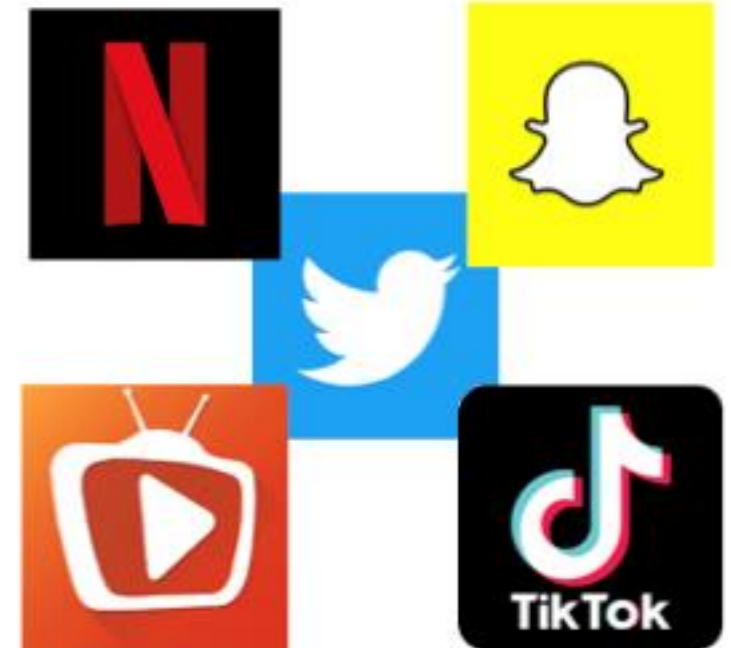
John 10:10 **'Life in all its Fullness.'**

***Effective teaching and a creative, child centred curriculum, together with an emphasis on Christian values and beliefs, enables all learners to recognise and achieve high standards. Pupils are encouraged to embrace challenges and become lifelong learners in a safe, secure and nurturing environment. We are committed to enriching pupils' moral and spiritual development inspiring all to become caring, responsible 21<sup>st</sup> century global citizens.***



# What are our children doing online?

# Children's Digital Playground (6-12)



## What are your children doing online?

- Watch videos on **YouTube**
- **Play a range of online games** from Roblox and Fortnite to Toca Boca mobile games
- Older children use apps such as Tik Tok to post **videos online and live-stream**
- Some may also be using platforms like **Snapchat and Instagram** although minimum age is 13
- **Use educational apps** to supplement learning

# 2021 *This Is What Happens In An Internet Minute*



Created By:  
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# Latest Research

3-4



17% have their own mobile phone

To go online: 39% use a mobile phone, 78% use a tablet and 10% use a laptop

89% use video sharing platforms

32% use live streaming apps/sites

50% use messaging sites/apps

21% use social media and 24% have their own social media profile

18% play games online

81% watch TV or films on any type of device other than a TV set (85% on a TV set)

47% watch live TV vs 72% who watch SVoD<sup>1</sup>

5-7



28% have their own mobile phone

To go online: 50% use a mobile phone, 83% use a tablet and 27% use a laptop

93% use video sharing platforms

39% use live streaming apps/sites

59% use messaging sites/apps

33% use social media and 33% have their own social media profile

38% play games online

74% watch TV or films on any type of device other than a TV set (88% on a TV set)

48% watch live TV vs 77% who watch SVoD<sup>1</sup>

# Latest Research

8-11



60% have their own mobile phone

To go online: 71% use a mobile phone, 79% use a tablet and 55% use a laptop

95% use video sharing platforms

54% use live streaming apps/sites

84% use messaging sites/apps

64% use social media and 60% have their own social media profile

69% play games online

79% watch TV or films on any type of device other than a TV set (90% on a TV set)

51% watch live TV vs 76% who watch SVoD<sup>1</sup>

32% have seen something worrying or nasty online 📶

32% were able to correctly identify sponsored search results 🔍



# 'Tik Tots'

## TikTok being used by 16% of British toddlers, Ofcom finds

Three-year-olds are on the video-sharing platform and it may be affecting their attention span



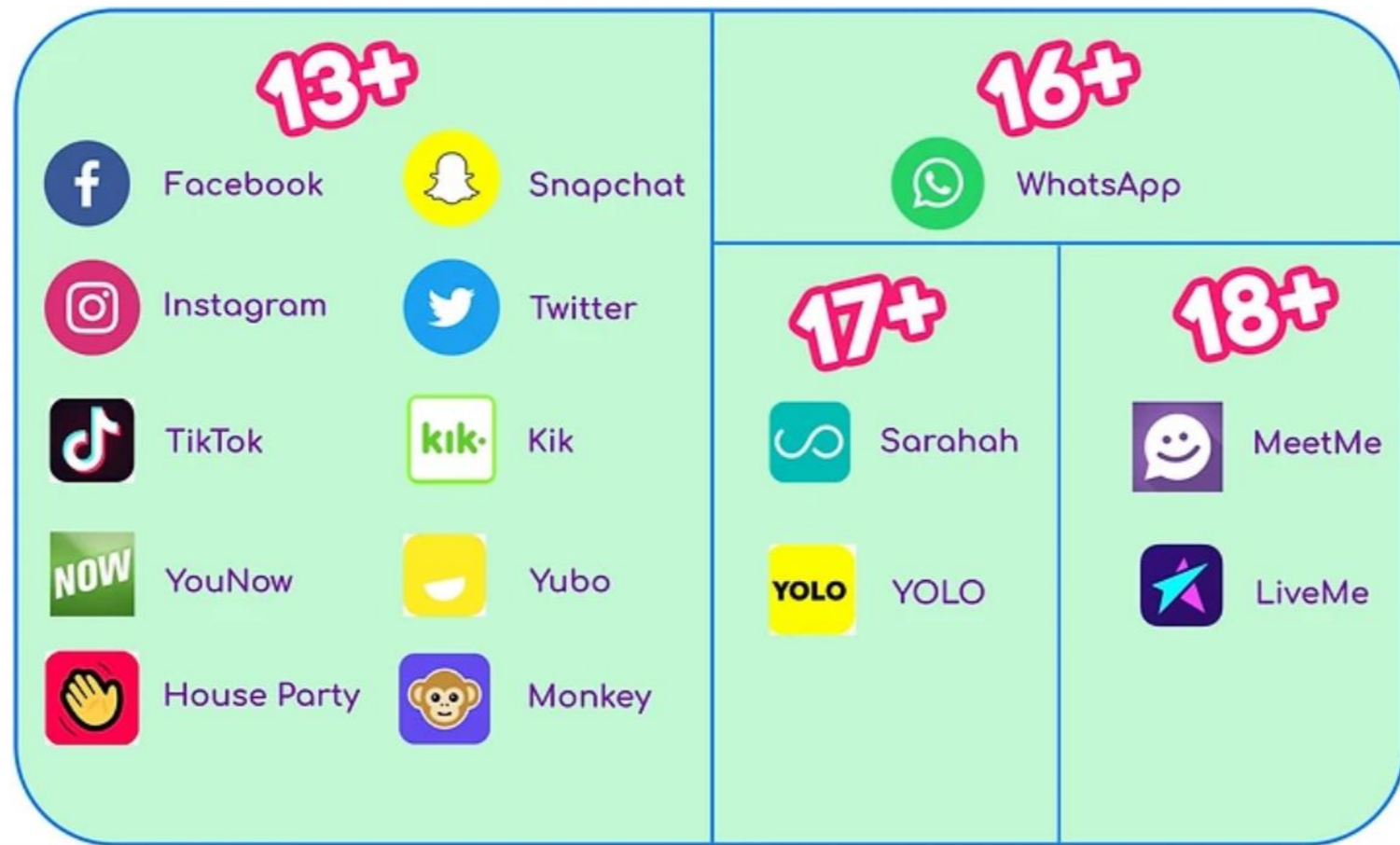
📹 Tiktok's terms of service excludes under-13s. Photograph: poplasen/Getty Images/iStockphoto

British toddlers are increasingly likely to be users of **TikTok**, with a substantial number of parents saying their preschool children use the video service despite the app supposedly being restricted to those aged 13 and older.

About 16% of three- and four-year-olds view TikTok content, according to research commissioned by media regulator Ofcom. This rises to a third of all children in the five- to seven-year-old age group.

# Parent Voice

- Just four in ten, 42%, of parents of 3 – 17s knew the minimum age requirements for using social media,



- Four in 10 parents (38%) of 8 – 11 year olds said they would allow their children to use social media.

# Parent Voice

- Parents had high awareness of safety – promoting technical tools and controls (91%) but only 70% had used any of them. The tools most likely to be used were parental controls built into software.
- 63% felt their children had a good online balance.
- 40% stated they struggled to control their child's screen time.

# Changes in Behaviour

**More children are now watching streaming devices rather than live TV. 78% compared to 42%.**

**What is the impact of this?**

**70% of parents are concerned about the content their child may see online and through streaming devices.**

# Online Gaming

- **36% of 8 – 17s who gamed online played with people that they **didn't know**; overall 16% of 8 – 17s chatted to people they didn't know via messages and chat functions.**



# Online Dangers

- The majority of 12 – 17s were confident that they could tell what is real and fake online, but only 11% correctly selected what was genuine.
- 90% of children aged 12 – 17 were confident that they could recognising advertising online, but only 37% correctly identified the links at the top of a search engine page as sponsored adds.

# Mental Health and Well-being

- Children aged 13 – 17 were more than likely to feel positive than negative about their online use: 53% said that being online was good for their mental health.
- 80% of children aged 13 – 17 used online services to find support their wellbeing.
- More than 36% of children aged 8 – 17 said they had seen something worrying or nasty online over the past 12 months. 60% said they would always tell someone.

# Mental Health and Well-being

- Children were more likely to experience being bullied via technology than face to face: 84% of 8 – 17 year olds said they had been bullied this way compared to 61% face to face.
- Nearly all children aged 12 – 17 were aware of at least one safety feature to help keep themselves safe online. 84% had put this into practice.
- Blocking people on social media was behaviour with the highest levels of awareness.
- Only 33% of pupils knew how to use the reporting element of a website.



- <https://youtu.be/5ioEM0rcByU>

- <https://www.youtube.com/watch?v=z2T-Rh838GA>

**What are the changes in  
behaviour we now see?**

# Teaching children to be safe

- Online safety units as part of computing,
- Additional online safety units using Evolve units: 1 per term,
- Online safety day,
- Use of passwords for logging on: Year Groups, individual,
- Google workshops,
- Filtering system,
- MHST and police workshops for UKS2,
- Reporting concerns or worries to an adult.

# Online safety



# Online Safety Concerns

When concerns are raised, these are classified under the 4 Cs:

**Content:** *being exposed to illegal, inappropriate or harmful content.*

**Contact:** *being subjected to harmful online interaction with other users.*

**Conduct:** *personal online behavior.'*

**Commerce:** *risks such as online gambling, inappropriate advertising, phishing and or financial scams.*



# Supporting families

- Monthly newsletters,
- Updates in newsletters,
- School's website,
- Parent workshop (Spring 2023),
- Open and honest meetings.



# Are you worried about online sexual abuse or the way someone has been communicating with you online?

Make a report to one of CEOP's Child Protection Advisors

## Should I make a report to CEOP? →

If you're worried about online abuse or the way someone has been communicating online, let CEOP know.



## What happens when I make a report? →


One of our experienced Child Protection Advisors will be there to make sure you get the help that you need.



## How can CEOP help me? →

Online abuse affects many children and young people every day, CEOP has helped thousands of people in need of support.



[\*\*Make a report\*\*](#) 

If you have experienced online sexual abuse or you're worried this is happening to someone you know, let us know safely and securely



# LEGO



SHOP

DISCOVER

HELP



## Choose your Online Explorer to build



### The Giggler

*Loves to watch and make videos online*

Your build and talk activity will focus on the wonderful world of online video and what kids need to watch out for.

**Topic included:**

- Online bullying and trolling
- Managing screen time
- Phishing and online scamming



### The Multiplayer

*Loves playing games online*

Your build and talk activity will focus on the fun world of online gaming and what kids need to watch out for there.

**Topic included:**

- Online bullying
- Managing screen time
- In-game purchases



### The Chatterbox

*Loves chatting with friends online*

Your build and talk activity will focus on the ways your child likes to chat online via messaging apps and video calls, and what they need to watch out for there.

**Topic included:**

- Online bullying
- Strangers online
- Privacy and sharing safely

The Google logo is centered at the top of the page, rendered in its characteristic multi-colored font.

# INTERLAND

Be Internet Awesome.



# Being a role model

- Use of passwords,
- Consider your use of technology,
- Be aware of what you are posting and the information you share.

# Your Digital Footprint

<https://www.youtube.com/watch?v=yrjT8m0hcKU>

# Online Safety Bill

The [Online Safety Bill](#) delivers the government's manifesto commitment to make the UK the safest place in the world to be online while defending free expression. The Bill has been strengthened and clarified since it was published in draft in May 2021, and reflects the outcome of extensive Parliamentary scrutiny.

## **Protecting children:**

For children, these new laws will mean that all in-scope companies must assess risks and take action to tackle illegal activity that threatens the safety of children.

In addition, platforms likely to be accessed by children will need to:

- prevent access to material that is harmful for children
- ensure there are strong protections from activity which is harmful to children, which we expect will include harms such as bullying.

If a child does encounter harmful content or activity, parents and children will be able to report it easily. Platforms will be required to take appropriate action in response.



# Any Questions