# RICHARD TAYLOR SCHOOL INTERNET SAFETY INFORMATION EVENING

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- PARENTAL CONTROLS
- POPULAR GAMES AND THEIR FEATURES
- AGE RESTRICTIONS
- RESULTS OF SURVEY AND QUESTIONNAIRE
- IDEAS AND RESOURCES FOR YOU AT HOME

## OPINION FINDER

I. WHAT WOULD YOUR CHILD SAY IF YOU ASKED THEM 'HOW DO YOU MAKE SURE YOU'RE SAFE WHEN YOU ARE ON THE INTERNET?'

#### KEY FACTS ABOUT CHILDREN AND THE INTERNET

- Children begin to access the internet from a young age. 3-4 year olds spend on average 8 hr 18 mins a week online, 12-15 year olds over 20 hours.
- 50% of II-16 year olds say it is easier to be themselves online (Children's Commissioner 2017)
- 48% children 8-11 years old have a social media account (Ofcom 2016)

#### THE INTERNET IS A FANTASTIC TOOL

While online and using technology, children and young people are gaining new skills in:

- Communication
- Creativity
- Problem solving
- Research
- Confidence
- Money management
- Literacy and numeracy

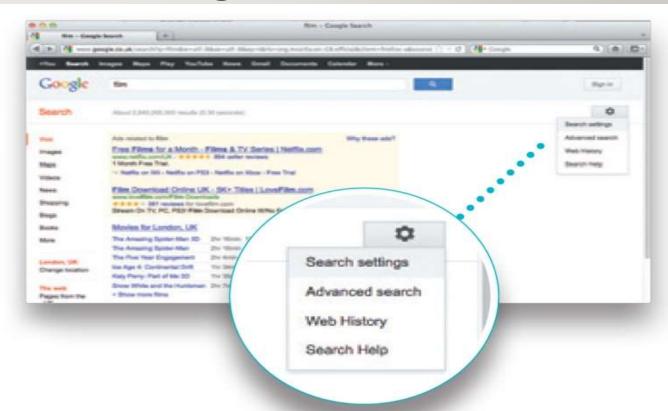
# PARENTAL CONTROLS

- Parental controls are not just about locking and blocking, they are a tool to help you set appropriate boundaries as your child grows and develops.
- They are not the answer but they are a good start!
- Find your service provider and learn how to set your controls.

# Google SafeSearch

SafeSearch helps you to keep adult content out of search results by screening websites that contain sexually-explicit content and removing

them from the search results.



# YouTube Safety Mode













### Internet provider parental control



















### What it does

✓ Web blocking – by category or by address

Alcohol	<b>▼</b> Free Pages	Murder Suicide	✓ Sex
Auction	<b>▼</b> Gambling	□ Hews	✓ Social lletworking
Chat	<b>✓</b> Games	✓ Hudity	☐ Sports
✓ Dating	₩ Hate Sites	Personal Info	☐ Stocks
<b>☑</b> Distasteful	₩ Illegal	Pornography	<b>☑</b> Swimsuits
<b>☑</b> Drugs	☐ Job Search	Profanity	<b>▼</b> Tobacco
<b>▼</b> E-Commerce	□ Jokes	School Cheating	✓ Violence
Entertainment	<b>☑</b> Lingerie	Search Engines	<b>▼</b> Weapons
Free Mail	✓ Message Boards	☐ Search Terms	
			Save Categories







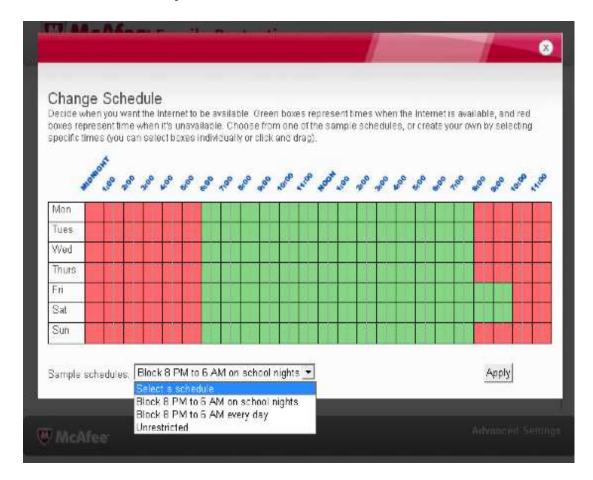






### What it does

Allows you to set time limits for online use











Microsoft





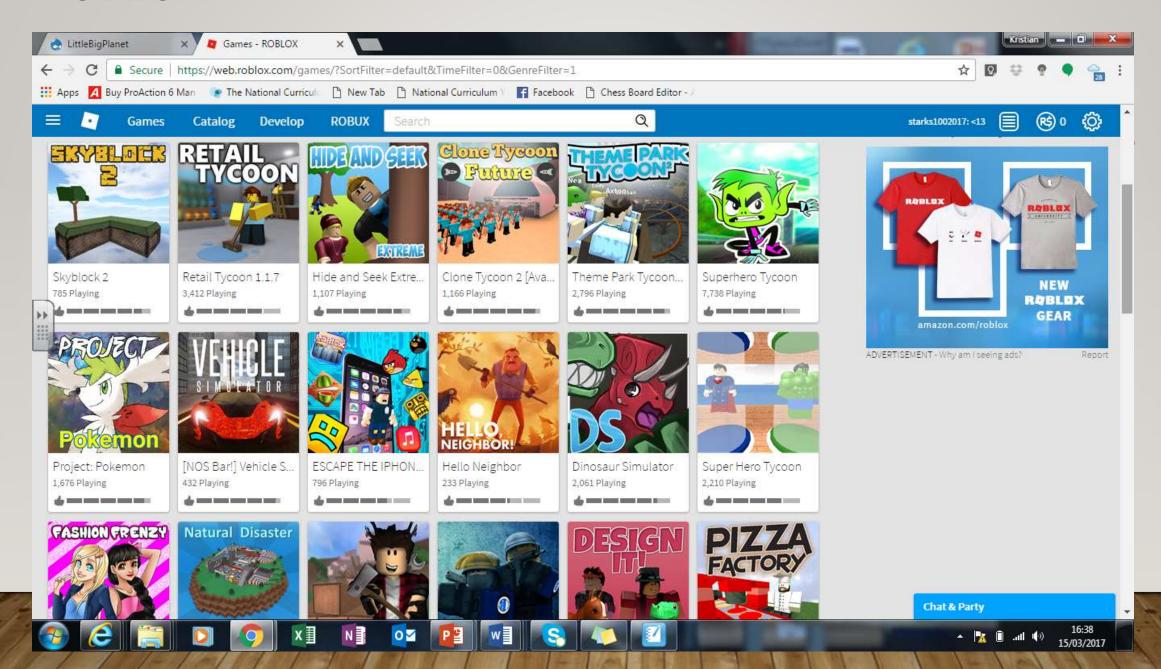
#### PARENTAL CONTROLS

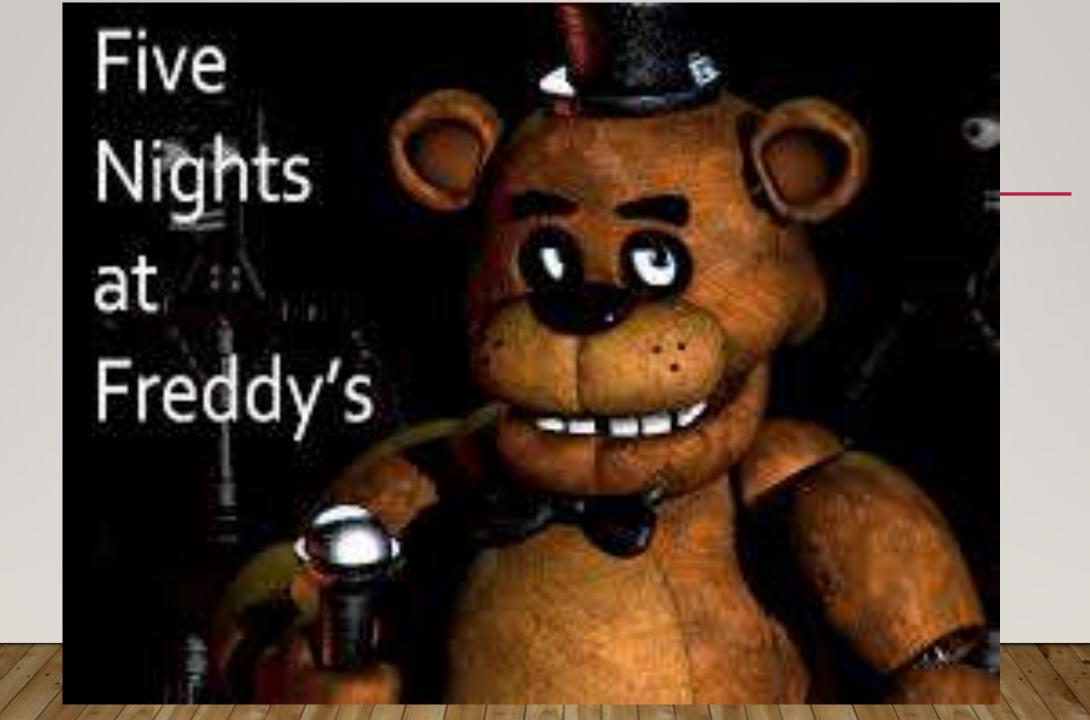
- Controls can also be set for mobile phones, games consoles and Facebook.
- For more information on parental controls:
  - Visit the CEOP Parents' page (<u>www.thinkuknow.co.uk/parents</u>)
  - Contact your service provider (BT, Talk Talk, Sky etc) All providers have different controls but most provide them free if you contact them direct
  - Google 'parental controls'
  - Leaflets on our website (e-safety page)

A list of some of the games and apps that featured in a recent questionnaire the children completed in school:

- Roblox
- Five nights at Freddys
- Hello Neighbour
- Fifa 17
- Sims
- Minecraft
- Music.ly

#### ROBLOX







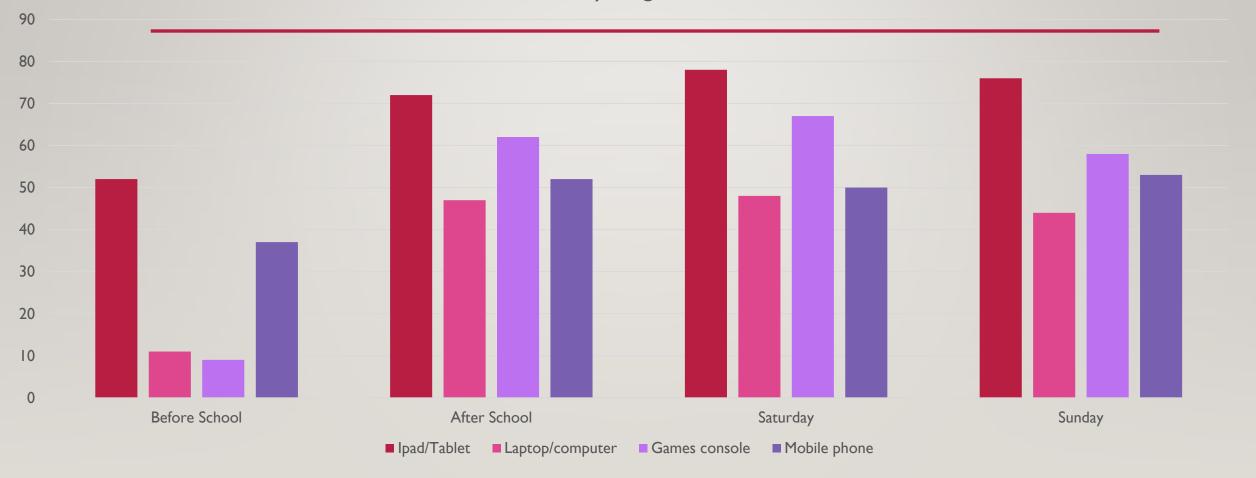
Minecraft - a parents guide



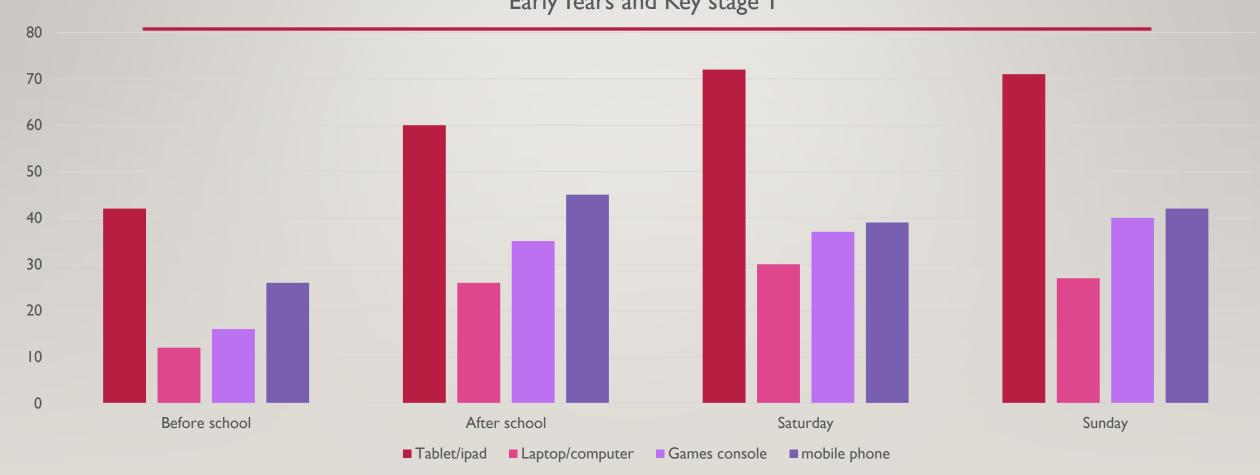
# musical.ly

live with passion, live musical.ly

Key Stage 2



Early Years and Key stage I



- On average 50% of children in EYFS and KS1 use a tablet on an evening.
- 72 children have access to an ipad or tablet on Saturday and Sunday
- 42 4 7 year olds use an iPad or tablet before school
- 16 children under the age of 7 use a games console before school

- 25% of KS2 children use a mobile phone BEFORE school.
- 52% of children aged 7-11 use a tablet on a Saturday and Sunday
- 62 children in KS2 use a games console on an evening after school.

Online Safety Key stage I	2016
Pupils responded that they have a computer, tablet or mobile device at home	97%
Pupils responded that an adult always knows what games they are playing on a device	55%
Pupils responded that they mostly use a computer at home by themselves	64%
Pupils responded they use a device to go online/ use the internet	70%
Pupils responded that an adult always knows what they are looking at online	46%
Pupils responded that they have friends online that they don't know in real life	17%
Have lessons at school about online safety	56%

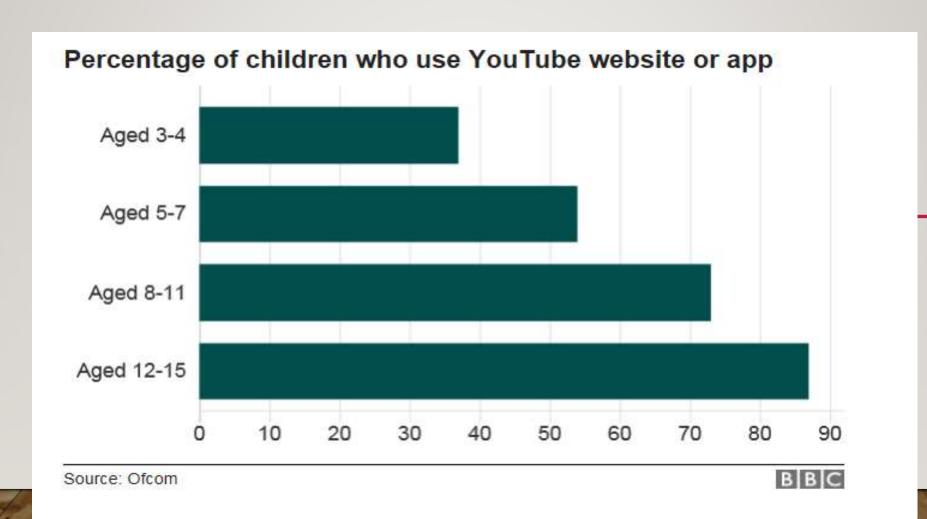
#### DATA IN NORTH YORKSHIRE 2016 (2104)

	Year 2 Pupils	Boys Year 6	Boys Year 8	Boys Year 10	Girls Year 6	Girls Year 8	Girls Year 10
Communicate with people online that they don't know in real life	17% 19% Boys 14% Girls	13% (17%)	17% (18%)	25% (30%)	4% (7%)	11% (12%)	16% (26%)
Sending messages to one of two people		38% (40%)	57% (66%)	73% (80%)	55% (57%)	72% (86%)	85% (92%)
Video chat		35% (43%)	39% (49%)	44% (49%)	49% (56%)	58% (61%)	60% (58%)
Online games		51% (56%)	61% (65%)	63% (63%)	10% (14%)	9% (10%)	8% (8%)
Picture/video sharing sites/apps		28% (29%)	41% (42%)	49% (52%)	38% (42%)	60% (63%)	73% (74%)

#### 2016 DATA IN NORTH YORKSHIRE

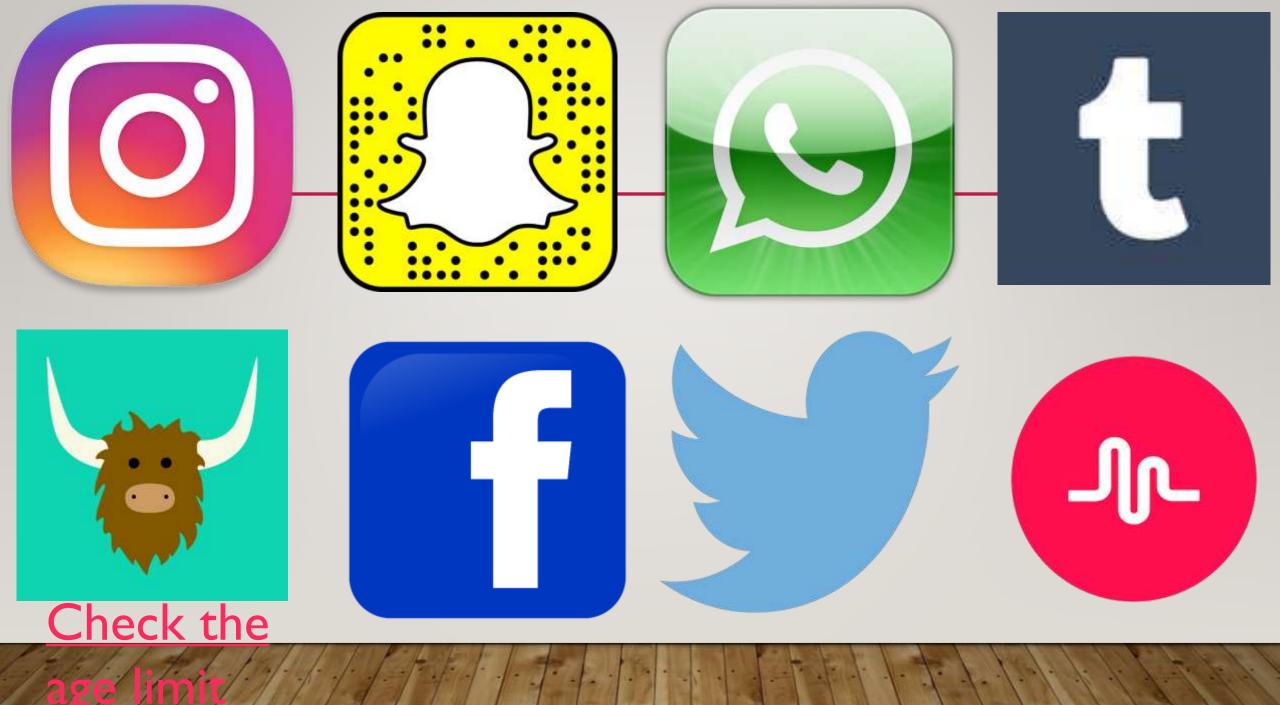
	Boys	Boys	Boys	Girls	Girls	Girls
	Year 6	Year 8	Year 10	Year 6	Year 8	Year 10
Seen pictures, videos or games they found upsetting	5%	5%	8%	6%	9%	17%
	(14%)	(9%)	(10%)	(16%)	(15%)	(22%)
Someone writing or showing things to hurt or upset you (text, pictures, videos)	8%	8%	11%	10%	19%	24%
	(12%)	(11%)	(14%)	(15%)	(25%)	(30%)
Sent something then wished they hadn't or thought more about it	2%	3%	6%	2%	6%	11%
	(9%)	(5%)	(8%)	(14%)	(10%)	(20%)
Seen sexually explicit images, videos or games	N/A	11% (18%)	26% (33%)	N/A	10% (13%)	20% (30%)
Received sexting images	NA	12%	24%	NA	15%	33%

# OFCOM SURVEY RESULTS



#### DOES YOUR CHILD KNOW MORE THAN YOU?

- An Ofcom study in 2011 found that 70% of parents of children aged 12 – 15 felt that their children knew more about the internet and modern technology than they did.
- Do you really know what your child is doing online, who they are engaging with, and what they are talking about?









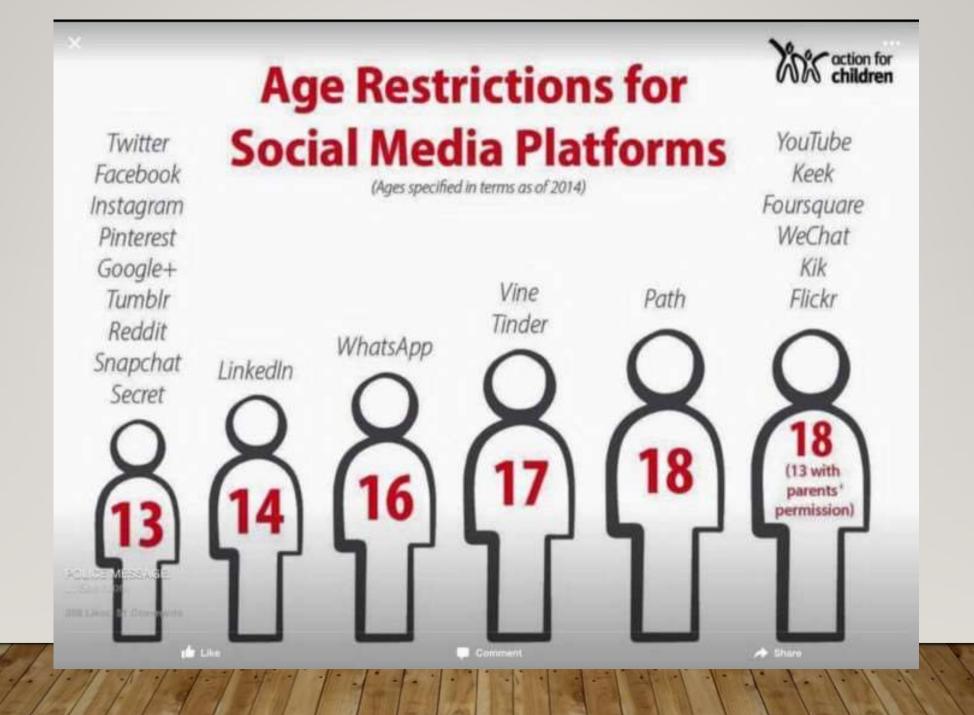
# Lucy and the boy

#### Social Networking

- Everything is about interaction people share, exchange, create, etc.
- Young people need to take on the responsibility of being safe online users.
- Need to teach them about safe online behaviour so they can eliminate and reduce the risk to themselves and others.
- Young people don't want the technology taken away so they do tolerate certain behaviours.

#### **Social Media**

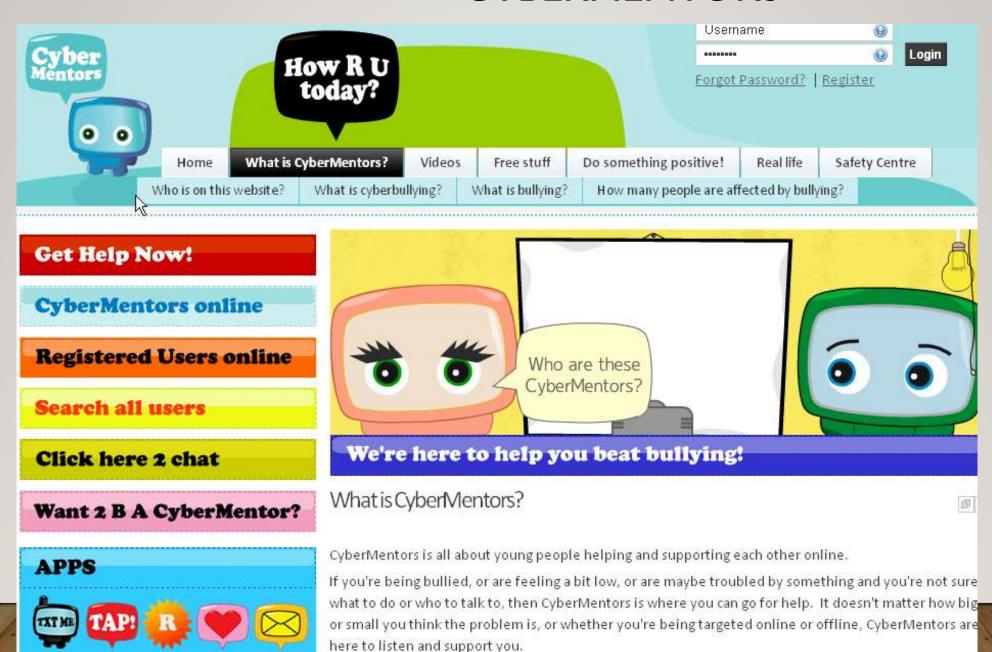
- Webcam school uniform and other clues in the background
- Webcam left on or turned on remotely
- Pictures of children or parents or siblings social network - tagging
- Privacy settings left open or incorrect
- Profiles don't have to provide all your personal information / appropriate images
- A 'friend' passes on private info or pics
- Do you know who you're talking to?



### **CYBER-BULLYING**

- 24/7 invasion of home/personal space
- Audience can be large & reached rapidly
- May attempt to be anonymous
- Often between children (peer to peer abuse)
  - also across generations; teachers have been targets
- Bystanders can become accessories
- Cyber- bullying incidents can act as evidence – take screen shots/ keep the text

#### **CYBERMENTORS**



Think U Know (Parents)

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#### Information for Parents



#### Think U Know

This is the website for the Child Exploitation and Online Protection Centre.

The link provided here directs you to the Parents and Carers page.

This provides information about issues related to the use of the internet by young people for Instant Messaging, Chat Rooms, Online Gaming, Social Networking sites etc.

#### Safer Internet Centre

The Safer Internet Centre organises an annual 'safer Internet Day, which puts the focus on current issues relating to online safety. They are another source of useful information for both parents and students.



This website gives parents, teachers and school leaders practical advice on protecting children from extremism and radicalisation.

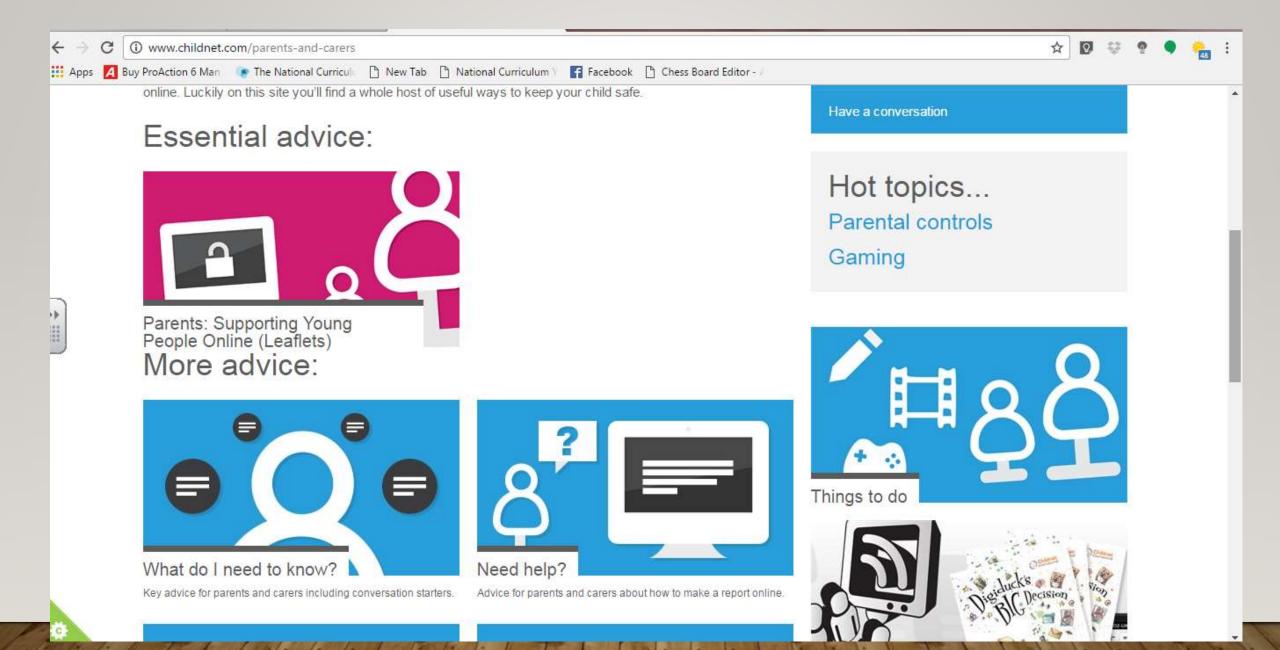
We all want our children to live in a safe
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Protecting your children from radicalisat
harms you may be more familia

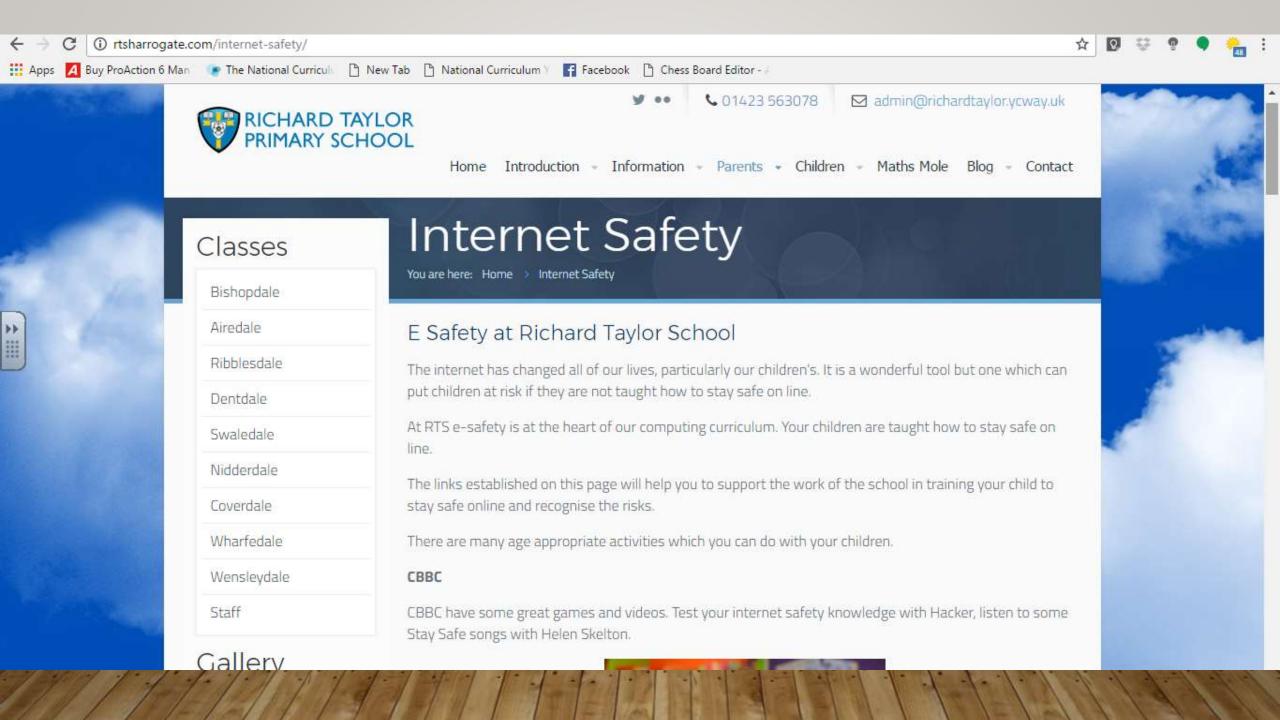
#### **Net Aware**

Most of our children are now using a variety of Social networks, but do you really understand the dangers, or ways in which you can control and monitor their use? The NSPCC has a 'NetAware' site which tells you all about Facebook, Twitter, WhatsApp, Snapchat, and their latest features.



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# The internet is a wonderful tool (if we use it wisely).