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PRIMARY
E-SAFETY
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MORNING



Outcomes:

- Awareness of prevalence
- Understanding of age restricted content
- The 4 C's of KCSIE
- Ways to help your children

Awareness of prevalence

99% of children went online mainly using a phone or tablet.

1.7% of children aged between 3–4 have a phone.

28% of children aged between 5–7 have a phone.

97% of children by the age of 11 have their own phone. Early years children mainly use a tablet to get online.

90% of Children & Young People aged over 12 will use a phone to get online.

75%

Of young people say they couldn't live without the Internet

44

Million people in the UK have access to the Internet including 99% of 8-17 year olds

79%

Of young people use the Internet privately, without their parents' supervision

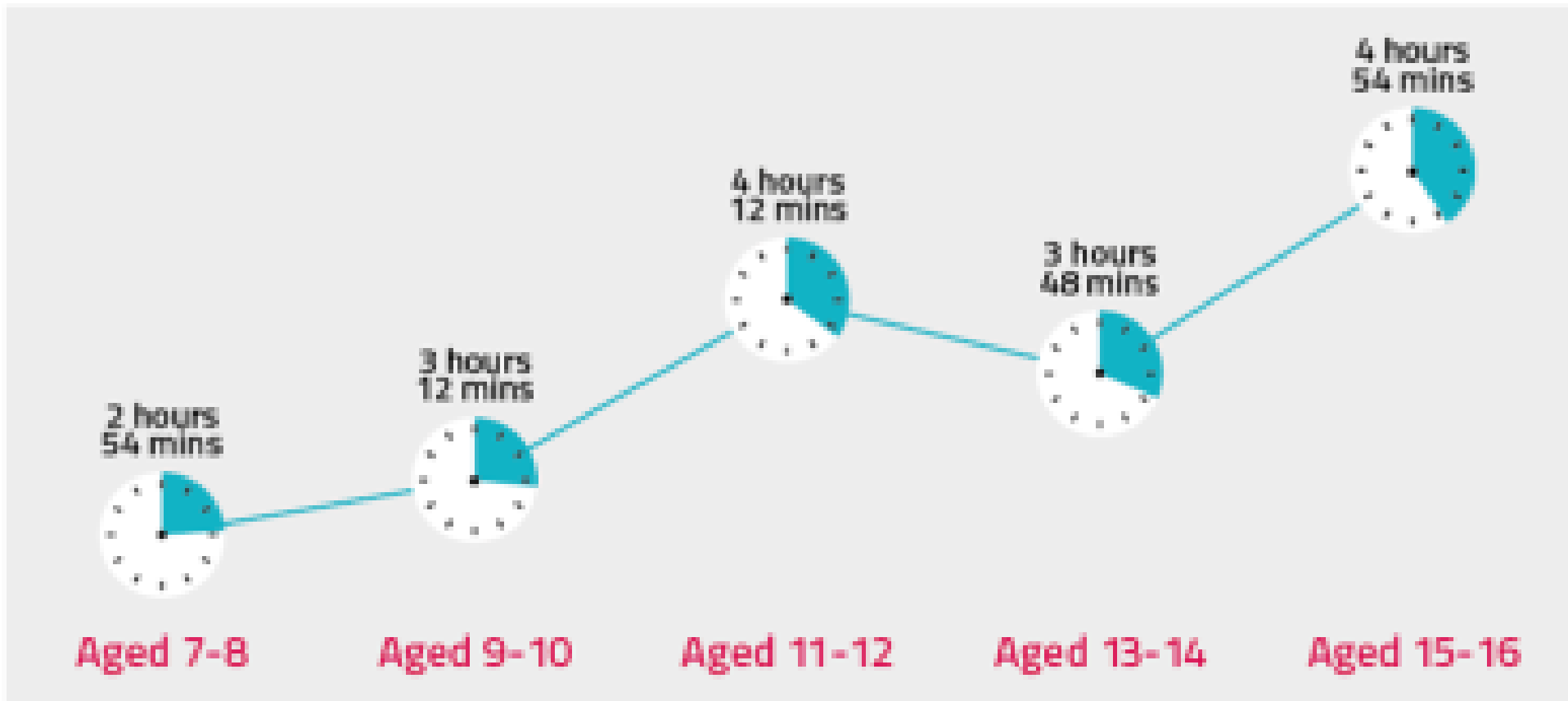
Did You Know That...

A quarter say that the Internet is their first source of information on alcohol, sex, drugs, finance and health

76%

Of young people say the Internet means their friends are there wherever they need them

Nearly half of children in the UK set their social networking profiles so that they are visible to anyone and 43% claim that their parents don't set rules for social networking



	Aged 5-15	Aged 5-7	Aged 8-11	Aged 12-15
Used social media	55%	30%	44%	87%
Used messaging services	65%	33%	64%	91%
Watched content on video-sharing platforms	97%	95%	96%	99%

The internet can be a great place, but like any environment we need to learn how to navigate it. You would keep your child safe in the real world, how might we do the same in the virtual?

How well do we know about the virtual environment?

<https://www.youtube.com/watch?v=yArKkS3Wofg>

Figure 2.24: Overview of minimum age requirements, and verification mechanisms on platforms popular with UK children

Service	Minimum age requirement	Age verification mechanisms in place
WhatsApp ²¹⁴	16	Age or date of birth not requested on sign-up. The terms of service requires users to be at least 16 years old.
Facebook Messenger ²¹⁵	13	Asks for date of birth on sign-up; user not allowed to set up account if under 13.
Facebook ²¹⁶	13	Asks for date of birth on sign-up; user not allowed to set up account if under 13.
Telegram ²¹⁷	16	Age or date of birth not requested on sign-up. The terms of service requires users to be at least 16 years old.
Discord ²¹⁸	13	Asks for date of birth on sign-up; user not allowed to set up account if under 13.
Snapchat ²¹⁹	13	Asks for date of birth on sign-up; user not allowed to set up account if under 13.
TikTok ²²⁰	13	Asks for date of birth on sign-up; user not allowed to set up if under 13. If user then enters age of 13 or over, they are still unable to set up an account on the same device.
Instagram ²²¹	13	Asks for date of birth on sign-up; user is not allowed to set up account if under 13. If age under 18 is entered, user is asked to gain parental consent via email so they can be shown personalised adverts, but this step can be skipped.

The 4 C's of KCSIE internet safety

- Conduct
- Content
- Contact
- Commerce



CONDUCT



Children need to be aware of the impact that their online activity can have on both themselves and other people, and the digital footprint that they create on the internet.



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 that they may have posted.



When using the internet, it's important to keep personal information safe and not share it with strangers.



CONTENT



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



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.



CONTACT



It is important for children to realise that new friends made online may not be who they say they are and that once a friend is added to an online account, you may be sharing your personal information with them.



If you have concerns that your child is, or has been, the subject of inappropriate sexual contact or approach 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 the Child Exploitation and Online Protection Centre

Commercialism

- How does advertising on the web try to get your personal information?
- How does YouTube get you to buy things?
- How do games make you purchase things?
- What is the purpose of an advert?
- What do you do if they see a Pop Up?

How can we help our children?

Create the right environment: Conversations about online safety don't have to be awkward or feel like a lecture. Talking while you're already spending time together — like during a meal, while driving in the car or as a part of a bedtime routine — is a great way to make discussions about online safety feel natural. Listen to what your child has to say and give them time to form their words, even if you have concerns. Listen more than you speak, so they can see that you're actively listening to them. Ask them open-ended questions to help encourage more meaningful responses. A welcoming and open environment will help your child feel comfortable talking to you about their daily online lives.

Understand what to talk about and when:

<https://www.internetmatters.org/advice/6-10/>

Support is available to parents

Parent safe– resources and guidance for parents to support parent engagement, including videos, story time ideas, family agreement etc.

Parental control guide – help guide to set up parental controls and privacy settings.

Childline game guide – A safe website for children to lay a game to take your mind off difficult things and have some fun.

Internet matters – Helps with navigating the internet safely and guide your child.

Gameplay slang

Keeping it positive

A pixelated thumbs up icon above a pixelated thumbs down icon, both in white with black outlines.

L:
Loss e.g. "take the L"

Dub:

Win. Short for "W".



Clutch:

Turn the tide of a game in the final moments or 'at the right moment' for a victory. "She came in clutch."

HF:

An abbreviation for 'have fun' usually used before a game.



Watch outs

Sweaty:

Someone who tries too hard.

Nerf:

To make worse or weaken.

Gank:

Using underhand tactics to defeat or kill (a less experienced opponent).

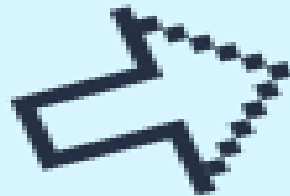


Frag:

Used in gaming to describe damaging or destroying something.

Zerg:

Used in multiplayer games to describe large numbers of players who win by using numbers rather than strategy.



Other ways of helping and monitoring your child's internet usage:

Easiest way is via parental control apps. Here are some free effective apps:



Google family link: Google Family Link is only available for Android but it's completely free. It lets you block apps, filter some web content and track your child's location. Able to restrict time and ensure safer surfing.



Apple parental controls: a useful guide: <https://www.internetmatters.org/parental-controls/smartphones-and-other-devices/apple-iphone-and-ipad-parental-control-guide/>



Nintendo Switch parental control app: As it says in the title. Able to restrict internet access, enable or disable apps and monitor their usage time.



Xbox family settings app: Able to access information about usage and restrict content both on the internet and via your gaming library

There are parental apps for most electronic items these days, the above are only a few.



We have presented:

- Awareness of prevalence
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- Ways to help your children

Thank you for coming and please, if you would like further advice, please come and have a chat! The PPT will be uploaded onto our website.

Feedback link(s):

<https://forms.office.com/e/7TTT3Q1b8z>



