

Online Safety for Parents

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Objectives

- Identify the risks – social media, games consoles, mobile technologies, unsupervised access of the internet
- Raise awareness of online safety and its impact at home
- Identify resources to use at home

Some Statistics (Ofcom Children and Parents: Media Use and Attitudes Report 2015)

- **The amount of time 8-11s and 12-15s spend online has more than doubled since 2005**
- **12-15s now spend nearly three and a half hours a week more online than they do watching a TV set**
- **More children have internet access at home than in 2005**
- **More are going online in their bedroom**
- **One in ten 5-15s now only go online using a device other than a desktop or laptop**
- **Over half of 3-4s and three-quarters of 12-15s use a tablet in 2015 to go online**

Some Statistics (www.internetmatters.org Oct 2016)

61% children will go online to watch video clips

83% children use YouTube to access the internet

86% children aged 7-11 use some form of online communication

26% children aged 10-13 use the internet for 3 hours or more a day

NB. Growing up Digital Taskforce Report

http://www.childrenscommissioner.gov.uk/sites/default/files/publications/Growing%20Up%20Digital%20Taskforce%20Report%20January%202017_0.pdf

Some Statistics – Cornwall Primary

99% said they can/do access the internet at home

53% indicated they could be unsupervised when accessing the internet
(bedroom, anywhere)

48% said they have a mobile phone

76% said their mum/dad discussed internet safety with them

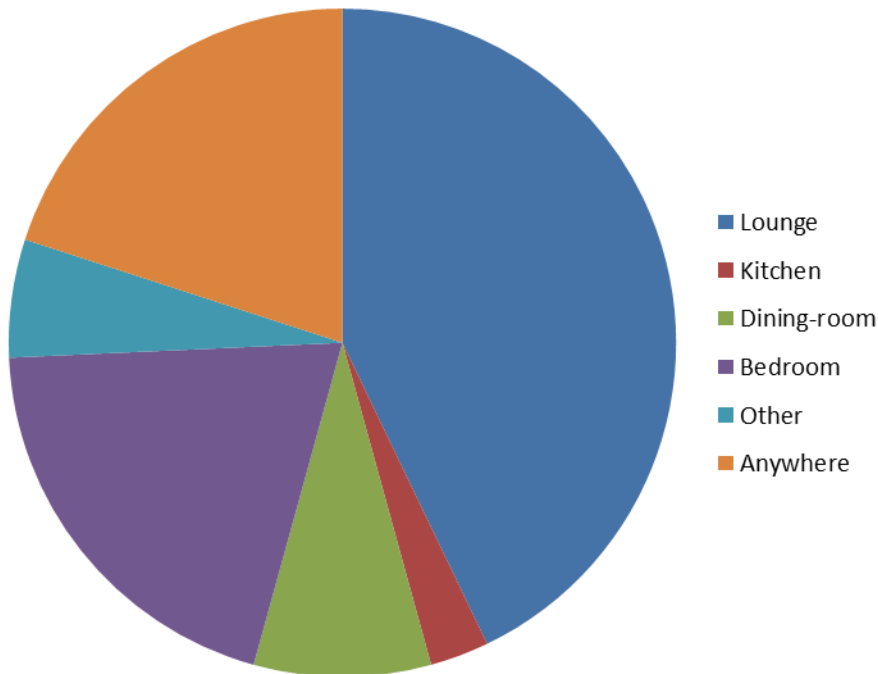
100% Y3 use some form of Social Media BUT 77% do not know how to set up
Privacy Settings

44% Y4 do not know how to set up Privacy settings

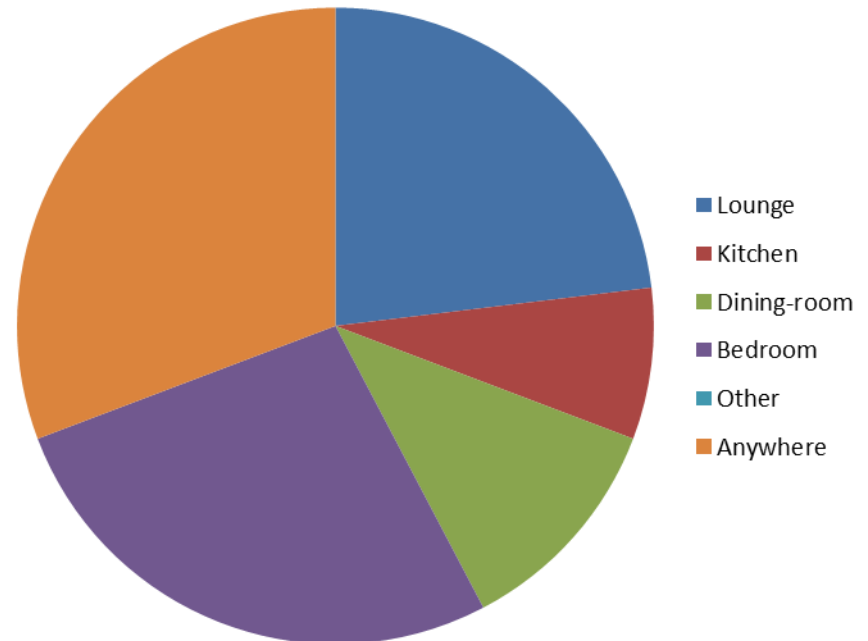
57% Y5 do not know how to set up Privacy settings

Where are you when you access the internet?

KS1



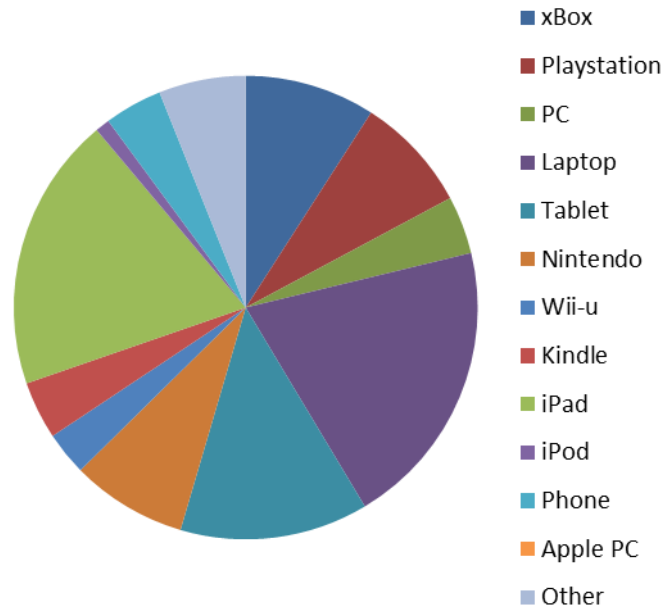
KS2



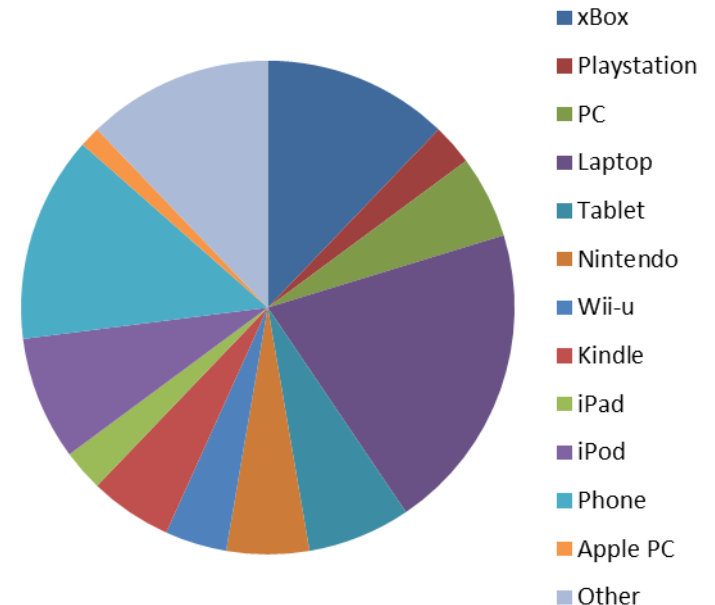
How do you access the internet?

- Mobile Phone
- Tablet
- Computer
- Games Console
- TV
- Other

KS1



KS2



NB. Other includes TV, Cable, BT Box, FreeSat, NowTV, Parent's Phone

Children's Commissioner – January 2017

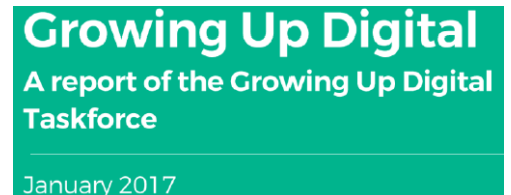
The 'Growing up Digital Taskforce' published their 'Growing up Digital' report in January 2017.

Extract :

Parents tell us that they are **not confident about how to prepare children for life online**. In a survey conducted for the Children's Commissioner by Mumsnet (website),

- 73% of parents were concerned about their children accessing inappropriate material online
- 49% were worried about their child oversharing personal information
- 61% feared that social media was an overwhelming distraction from other activities
- 54% were afraid of unwanted contact by strangers with their children

<https://www.internetmatters.org/>

A green rectangular box containing the title 'Growing Up Digital' in white, followed by 'A report of the Growing Up Digital Taskforce' and 'January 2017' at the bottom.

Growing Up Digital
A report of the Growing Up Digital
Taskforce
January 2017

Do you recognise any of these?



Musical.ly 16+



Instagram 13+



Oovoo 16+



Hangouts 14+



Snapchat 12+



WhatsApp 16+



MeetMe 18+

<http://www.net-aware.org.uk>

Primary School survey results children accessing Websites/Apps

- Year 3 – Netflix, YouTube
- Year 4 – Instagram, YouTube, Musical.ly, WhatsApp
- Year 5 - Snapchat, YouTube
- Year 6 – Musical.ly, YouTube, Twitter, Netflix

Musical.ly = Involves popular music, lots of swearing and sexual content. Parents need to

Netflix = parent controls weak (Commonsense Media)

Snapchat = 16+ Commonsense Media's advice - Use it wisely!

WhatsApp = 16+ Review Commonsense Media's advice and the NSPCC's

Instagram = 15+ Sharing pretty, private photos all too easy (Commonsense Media)

- NB. Roblox.....

Key to Colours	
10+	
12+	
13+	
15+	
16,17,18+	

YouTube Kids

Apps for 0-5 Years

Gives parents peace of mind and a child a safe online viewing experience

- **YouTube launched a child friendly version of their popular video sharing site. First introduced in the US, now available in the UK.**
- **Filters out inappropriate content and hides comments on videos**
- **It is not possible to login to the platform**
- **Ads are screened to ensure they are appropriate for children**
- **Videos are grouped into 4 categories; shows, music, learning, explore**
- **Age: 4+**
- **Cost: Free**
- **Available on Android and IOS**

Remember it is still important to talk to your child about what they watch on this app

Concerns

Risks to be considered

- Age?
- Information?
- Chatting
- Where?
- Who?
- Pictures/Images
- Privacy Settings
- Screentime
- Addiction

<https://www.common sensemedia.org>

Some facts about Gaming Consoles

Did you know?

- It is possible to access inappropriate websites through Playstation and Xbox consoles?
- Different games consoles are best suited to different ages (Nintendo 3DS and Wii U have more games suitable for younger children)
- Many games feature online multiplayer gameplay (competing against or with other players over the internet)
- Games consoles **do have** parental controls
- Games consoles require an internet connection to download updates. Some remain connected in stand-by mode and download content when not in use (**Turn them off when not in use**)
- Games consoles connect to online app or games stores which can be used to download games

(www.internetmatters.org)

Have you heard of PEGI classification?



- PEGI – Legal in UK 2012 (<http://www.pegi.info/en/index/id/33>)

Some of the online games accessed by KS1 and KS2 in primary school survey

- Year 3 – Roblox, Slither.io
- Year 4 – Roblox, Slither.io, Musical.ly, Rolling Sky
- Year 5 – Roblox, Slither.io, Musical.ly, Rolling Sky, Forza Horizon
- Year 6 – Agar.io, Black Ops, Call of Duty, Horror Games, Musical.ly, Slither.io, Snapchat, Warfare

Call of Duty Series	= Extremely violent, profanity, drugs - For adults only (Commonsense Media)						
Forza Horizon	= Game facilitate open voice communication with strangers (Commonsense Media)						
Musical.ly	= Involves popular music, lots of swearing and sexual content. Parents need to read Commonsense Media						
Rolling Sky	- Challenging and addictive arcade game (Commonsense Media)						
Roblox	= Games can be violent (Commonsense Media)						
Agar.io, Slither.io	= Arcade -style game played online. Racy usernames (Commonsense Media)						
Talking Tom	= Asks for a birth year. Players under 13 restricted from connecting to social media sites via this app						

- NB. Children may consider Apps as ‘online games’

Key to Colours
10+
12+
13+
16,17,18+

Concerns

- Behaviour?
- Inappropriate or Appropriate?
- Cyberbullying?
- Trolling?
- Addiction?
- Screen time?

On demand viewing

What has happened to the 9 o'clock watershed?

- Behaviour?
- Inappropriate or Appropriate?
- Addiction?
- Screen time?
- Unsupervised?

Netflix, BBC iPlayer etc..

What do these symbols mean?



Universal - Open to all



Parental Guidance - Open to all

A PG film should not disturb a child aged around eight or older but parents are advised to consider whether the content may upset younger or more sensitive children



No-one younger than 12 may see a 12A film in a cinema unless accompanied by an adult



No-one younger than 15 may see a 15 film in a cinema



No-one younger than 18 may see an 18 film in a cinema

ESAFE

- **E**ducate yourself
- **S**tart having conversations
- **A**sk your child to show you what they do online
- **F**ind out how to set parental controls and agree boundaries
- **E**ncourage your child to tell you if anything online unsettles them

www.internetmatters.org

www.nspcc.org.uk

Test your knowledge

- <http://www.safekids.com/quiz/>
- http://www.safesurfingkids.com/quiz/safe_internet_kids_quiz.htm
- <http://www.funtrivia.com/playquiz/quiz2528451cf2e20.html>
- <https://www.esafety.gov.au/kids-quiz/>
- <https://home.mcafee.com/SafetyQuiz/QuizKids.aspx?culture=en-US&ctst=1>
- <https://kycss.org/pdfs-docs/clearpdf/isafe/internetquiz.pdf> (parent?)
- http://www.bbc.co.uk/bitesize/ks3/ict/history_impact_ict/esafety/activity/ (parent?)
- <https://www.getsafeonline.org/quiz/>
- http://www.safesurfingkids.com/lesson_plans_grades_3_12.htm
- http://www.safesurfingkids.com/chat_room_emoticons.htm
- <https://esafety.gov.au/education-resources/classroom-resources/games-and-quizzes>
- <https://www.esafety.gov.au/comic-book-capers/> (family)

Resources

- Thinkuknow

<https://www.thinkuknow.co.uk/>

- NSPCC and O₂ (0808 8005002)

<https://www.nspcc.org.uk/fighting-for-childhood/about-us/partners/nspcc-o2-online-safety-partnership/>

- UK Safer Internet Centre (UKSIC)

<http://www.saferinternet.org.uk/>

- Commonsense Media

<https://www.common sense media.org/>

- Getsafeonline

<https://www.getsafeonline.org/>

- Parentzone

<https://parentzone.org.uk/parent-info>