

Castle Camps C of E Primary School

E-Safety for Parents



For advice: Child Exploitation and Online Protection Command

Aim and Coverage

- ❖ To all have a better understanding of the potential risks associated with the internet and communicating over digital devices
- ❖ What is best practice and what messages we should be giving our children
- ❖ Apps and software to be particularly aware of
- ❖ Where to go for help

What are the risks?

It is important for all (children and adults) to understand the following:

Conduct: What is the impact of the children's digital footprint? What is suitable and safe behaviour online?

Content: What is actually being viewed? Is what you read 'real'? Is it safe and appropriate to be seen and shared online?

Contact: Who are you actually talking to? What should you do if you are a victim of bullying? How do we (the child) know or recognise that something is wrong?

Some Statistics

1 in 3 internet users
are children



As of 2021, 89% of children in the United Kingdom aged between 12 and 15 years had their own social media profile.

Overall, a quarter children in the UK aged 3 to 4 years had a social media profile, as did a third of those aged 5 to 7 years.

Survey completed by Statitisa,
2009-2021

1 in 3 young people have seen something worrying or nasty online.

In 2020/21 there were over 2,500 Childline counselling sessions about online bullying.

Just under half of young people have been exposed to online pornography.

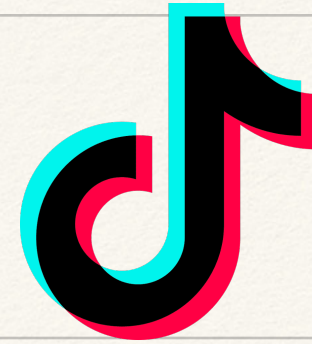
In 2020, the Internet Watch Foundation confirmed over 153,000 reports made contained child sexual abuse images.

NSPCC, 2023

The effect of the pandemic.

In the last 3 years number of indecent images of primary school aged children has increased by 1000%.

The Trends



Children and Parents: Media use and Attitudes, Ofcom 2023

YouTube was the most used online platform among 3-17 year-olds (88%), followed by WhatsApp (55%), TikTok (53%), Snapchat (46%), Instagram (41%) and Facebook (34%).

Use of **WhatsApp**, **TikTok** and **Snapchat** increased from 2021 (up from 53%, 50% and 42% respectively), while Facebook was less popular this year (down from 40%).

About nine in ten children aged 3-17 (89%) played video games, and girls and boys were equally likely to do this until the age of 16-17. Creative and building games were the most popular type of game overall, enjoyed by almost half of both boys and girls.

Who were our 'influencers'?



Thundercats

The T.V. show in 1985 (first aired in the UK in 1987) was created purely to sell toys.



Apart from the T.V. and radio (oh ... and the Argos catalogue), the only 'influencers' that I experienced as a child were from the adults around me and my peers.

Who are their 'influencers'?



Stoke Twins

Inappropriate language, swearing and perform 'challenges'.

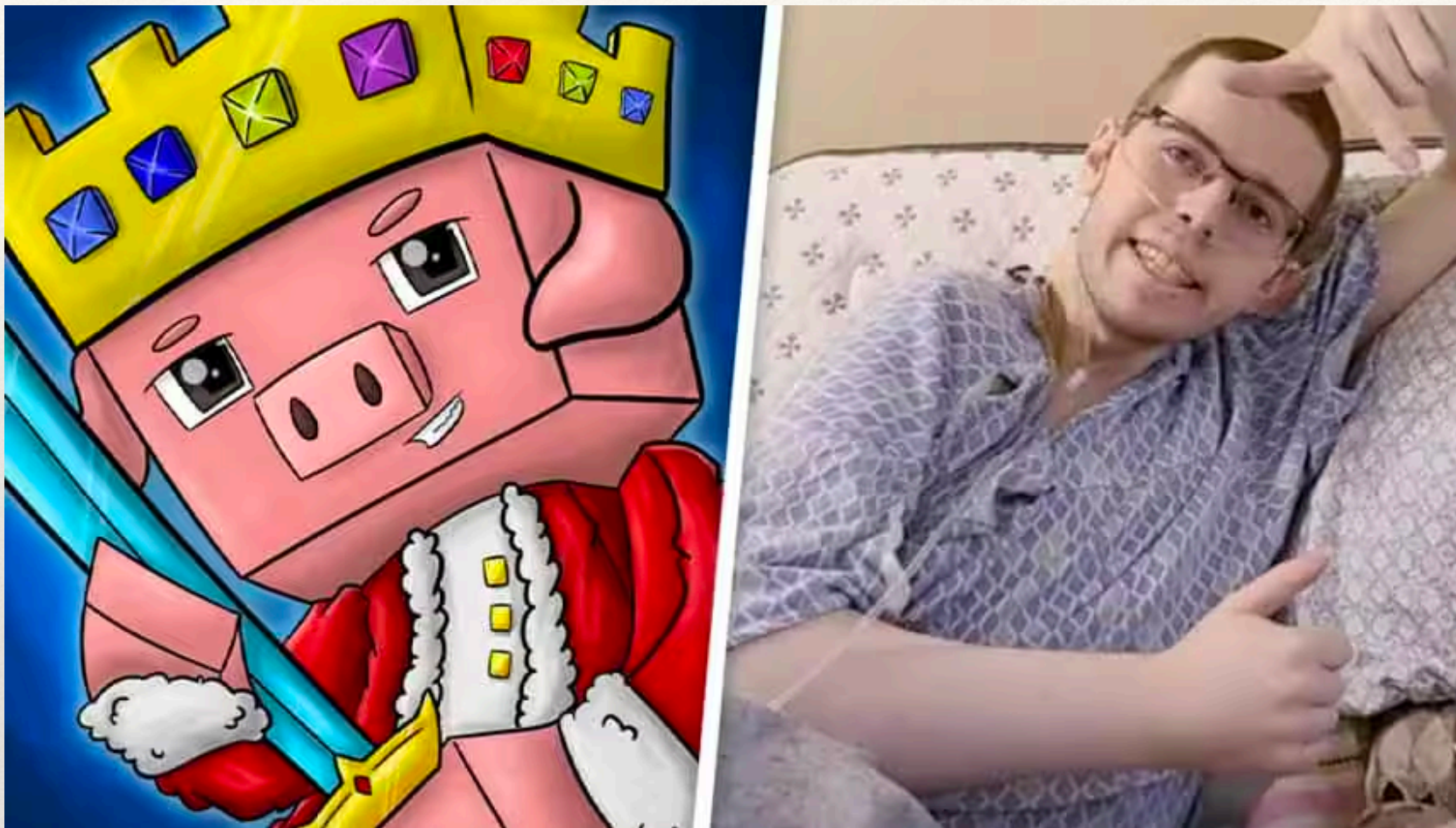
Chad posted videos from hospital whilst being treated for cancer.



Spy Ninjas

14 million subscribers - young and old - content ranges from solving challenging puzzles to exploring abandoned locations and escaping from tricky situations.

Who are their 'influencers'?



Died June 2022 with close to 11 million subscribers.

Technoblade - YouTuber (since 2013) known for his Minecraft videos and livestreams.

What can we do?

- Know there is no divide between the virtual and real world for our children
- Promote discussion and take a genuine interest: 'What is the best video you have seen on TikTok recently?' and 'Thank you for telling me that'
- Discuss fake news: 'Look at what I have just seen?!'
- Be positive - let them game with friends and use social media in safe places
- Never delete content / screenshot
- Parental controls and ensure privacy settings are used
- **GET THE APPS FOR YOURSELF**

Contact - Who can help?



Child Exploitation and Online Protection Command is a global law enforcement agency designed to children and young people safe from sexual abuse and grooming online.

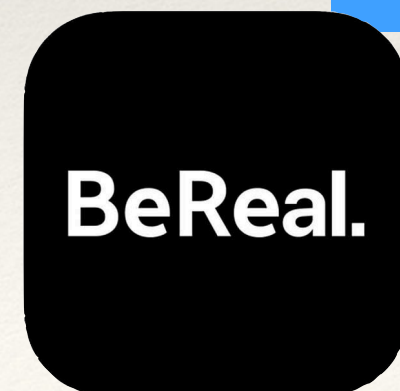
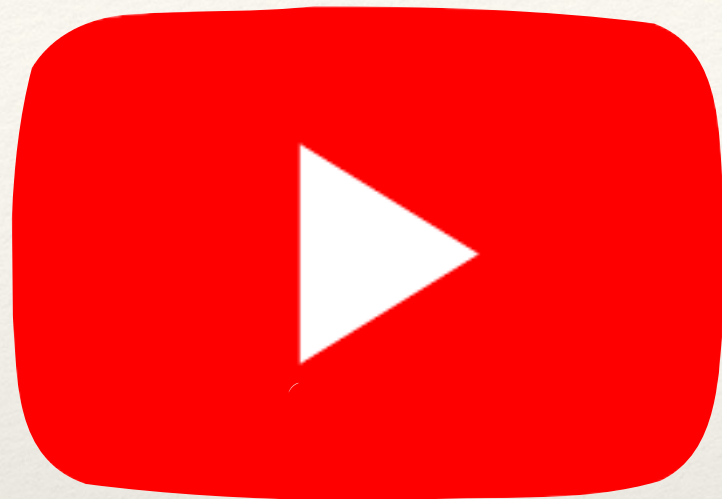


Sources for advice and help:



- ❖ For reporting to a child protection advisor - CEOP: www.ceop.police.uk/Safety-Centre/
- ❖ For advice and resources for parents and children: www.thinkuknow.co.uk
- ❖ How to talk about online safety - <https://www.nspcc.org.uk/keeping-children-safe/online-safety/talking-child-online-safety/>
- ❖ Advice on end-to-end encryption - IWF: www.iwf.org.uk/resources/end-to-end-encryption-and-keeping-your-child-safe-online/
- ❖ For children: www.childline.org.uk

App Watch - Can you name them?



App Watch - Omegle



- Was a free online chat website where you don't need to register.
- A perfect place for predators as all contact is anonymous.
- Has been in the news as a dangerous platform where children and young people are at great risk.
- Closed down in November but took 14 years.

App Watch - TikTok



Minimum age is 13 - no age verification process.

Record 15 second long clips or link clips to create longer videos.

Extremely popular.

Can livestream and direct message.

Accounts can be made private but username, profile photo and bio are still visible to all.

Use TikTok family sharing option and restricted mode - has a word filter.

App Watch - SnapChat



If you post
on your
story it is
visible for
24 hours.

The image disappears after viewing - children may feel it is safe to post inappropriate material. It is hard for adults to monitor.

Minimum age is 13 - no verification.

On WiFi, sending messages is free.

You can chat/text/video call with friends you have approved.

SNAP MAP - allows users to share their location. Ensure this is set up correctly.

'Discover' section allows users to scroll through news stories that are rarely suitable. CAN'T BE TURNED OFF.

App Watch - SnapChat



Set up is everything!

Do it with them to ensure all the privacy setting are correct.

Use ghost mode at all times. Ghost on your head means people cannot track you.

Settings > ghost mode > until turned off.

Quick add feature by default is on - turn this off. This stops friends in common being added by outside users.

Click on profile picture > settings > see me in quick add > turn it off

App Watch - YouTube



Instantly upload and download video with a free account! Awesome!

- Reviews are an open forum/platform for your child to be judged or read content that is not appropriate.
- Age ratings are often set by the user.
- A lot can be identified by watching a video.
- YouTube kids app is safer as an algorithm checks if content is suitable. It is aimed at 12 and under.

Instagram and WhatsApp



Instagram - content and location data is public by default.

Instagram have the right to use images as they see fit. This is the same as FaceBook.



WhatsApp - change the privacy/default group settings.

Settings > privacy > groups > my contacts

Stops just anyone adding you/your child to a group chat.

App Watch - Discord



Chat app usually used by gamers.

Can be used to chat with anyone across the world.

- Anyone is able to make a server.
- User age is 13 but again only asks for a date of birth.
- No specific parental controls.
- Can set up so it scans messages for explicit content and limit who can add your child as a friend.

App Watch - Roblox



Use cool avatars to explore a whole new world - made by the user!

- Has a PEGI of 7 for most games.
- Who are you really talking to?
- There are parental controls - time-limit and disable chat. You can monitor their account which has access to your child's messages.
- Safe inside the game but issues occur when ...

Example Scenario

Step 1: An unknown user makes contact and wants your child to like them. Buys some Robux in Roblox for instance.

Step 2: They want to get your child to chat to them out of the game to have a private conversation. Links to other areas in Roblox or Minecraft and offers to click to join own discord.

Does your child have their own phone? Now they can chat privately.

Step 3: They want you to send a picture (perfectly innocent of anything) as it stores GPS location through geolocation.

