

# Online Safety Meeting for Parents and Carers at:

## North Downs Primary School

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# Content

- Who ....
- What .... Raise awareness of potential online risks
- How ... Give practical ideas and tools to help you to stay in control
- Hopefully .... Have fun!

# Let's get talking...

How confident are you in talking with your children about keeping safe on the internet. 1-5

**Not Confident. 1.**  
I think that I have heard  
of the internet



**5. Very Confident**  
I know pretty much  
everything

What are your concerns regarding online safety?

But the children  
know more about  
tech than me .....



# KNOWLEDGE

Many children quickly work out the technology



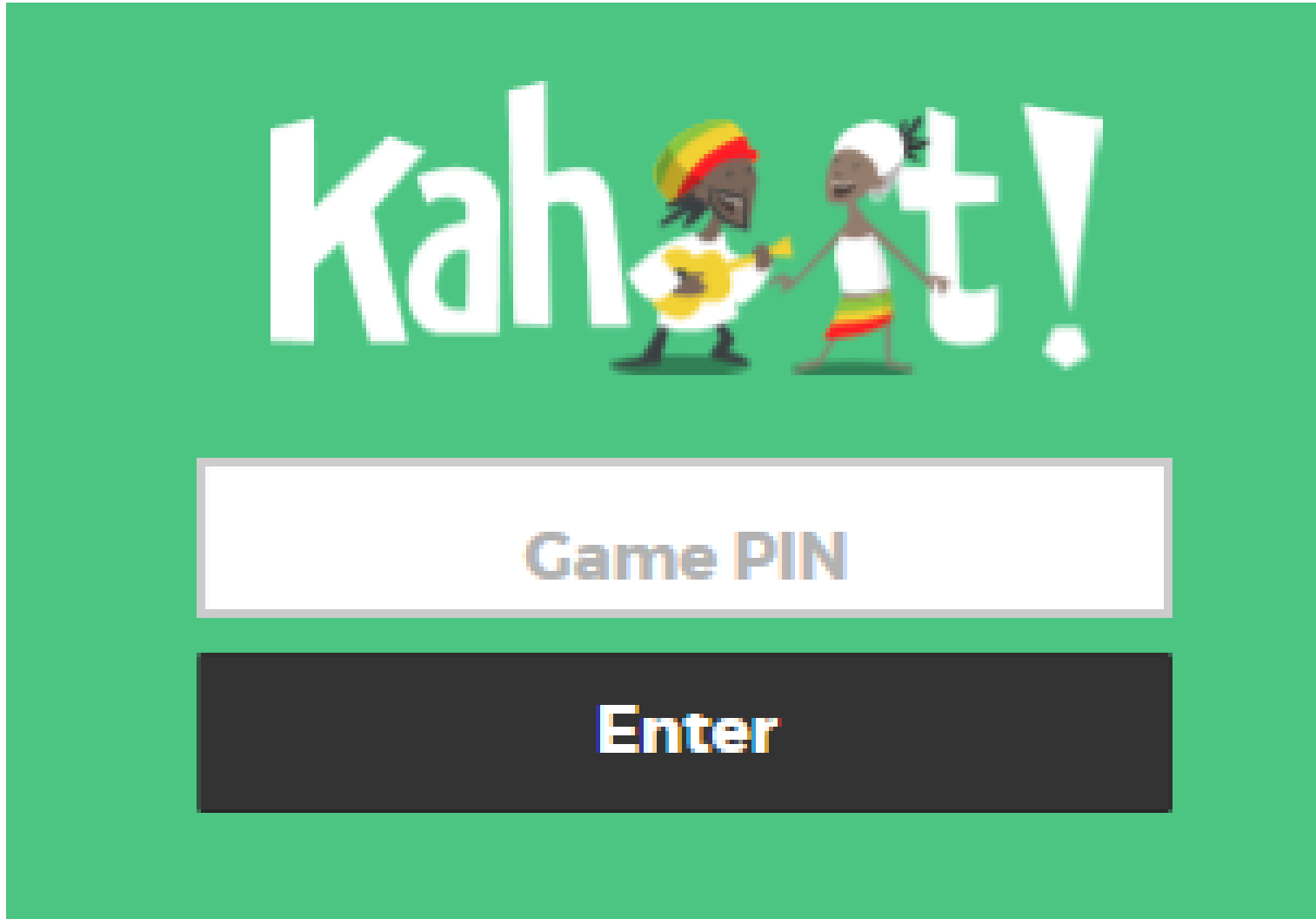
# WISDOM

Understanding how to behave in a virtual world



# Kahoot.it

Survey Do you know your children?







## Children and Parents: Media Use and Attitudes Report 2022

- Published 30<sup>th</sup> March 2022

### Media use by age: a snapshot

3-4



17% have their own mobile phone.  
To go online: 35% 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>

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

12-15



97% have their own mobile phone.  
To go online: 94% use a mobile phone, 54% use a tablet and 63% use a laptop.  
98% use video sharing platforms  
73% use live streaming apps/sites  
97% use messaging sites/apps  
91% use social media and 89% have their own social media profile  
76% play games online  
87% watch TV or films on any type of device other than a TV set (84% on a TV set)  
44% watch live TV vs 82% who watch SVoD<sup>1</sup>  
37% have seen something worrying or nasty online  
11% picked only reliable indicators that a social media post was genuine; 83% picked at least one unreliable indicator  
64% were able to correctly spot a fake profile  
38% were able to correctly identify sponsored search results  
39% were able to correctly identify sponsored content posted by an influencer

16-17



100% have their own mobile phone.  
To go online: 98% use a mobile phone, 50% use a tablet and 63% use a laptop.  
98% use video sharing platforms  
79% use live streaming apps/sites  
99% use messaging sites/apps  
97% use social media and 94% have their own social media profile  
73% play games online  
85% watch TV or films on any type of device other than a TV set (82% on a TV set)  
44% watch live TV vs 79% who watch SVoD<sup>1</sup>  
42% have seen something worrying or nasty online  
13% picked only reliable indicators that a social media post was genuine; 81% picked at least one unreliable indicator  
65% were able to correctly spot a fake profile  
44% were able to correctly identify sponsored search results  
48% were able to correctly identify sponsored content posted by an influencer

<sup>1</sup> SVoD refers to subscription video on-demand services such as Netflix, Amazon Prime Video and Disney+

# Media use by age: a snapshot

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**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>

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**What are children  
doing online?**

# What are the potential risks?

- **Chatting with strangers**
- **Sharing a location**
- **Sharing information**
- **Online bullying**
- **Hiding content**
- **In-app spending**





# Games & apps

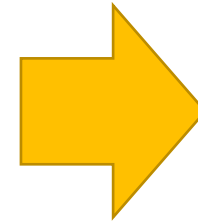
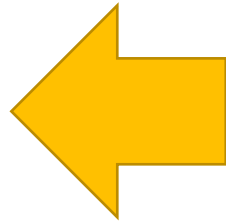
## Things to consider:

- Is the content age-appropriate? (NSPCC Netaware)
- Is there advertising – is this appropriate?
- Are there in-game or in-app purchases? Can these be turned off?
- Are there reporting mechanisms? Can I block other users?
- Are there privacy settings? Are they easier to use?

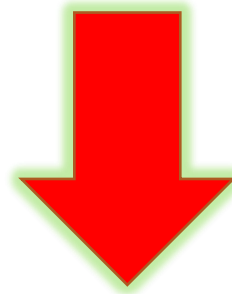


# Social media – who are their friends???

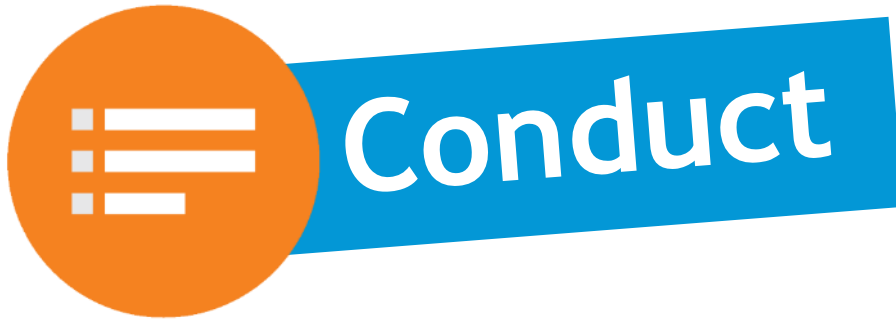
**Real-life  
friends**



**Family**



**Online “Friends”**



- ① Digital footprint
- ② Respect and manners
- ③ Regulating time spent online
- ④ Keep their personal information safe

# Early-years



## 0 to 3 years

- Rely on adults to guide and protect them
- Digital device is a play thing
- Mostly using parent and carer devices

## 3 to 5 years

- Not ready to self manage technology
- Unaware of the potential dangers
- Parents and carers often think only look at child content



89% of 3 to 4 year olds use video sharing platforms



Over 50% 3 to 5 year olds use messaging sites and apps



Over 24% 3 to 5 year olds have their own social media profile



**Schools  
Computing**

# Primary-age



## 6 to 9 years

- Limited understanding of online safety or critical thinking skills
- Technical skills will outpace judgement
- Tend to trust what they see
- May not recognise dangers
- May easily follow others or do what they ask



60% 8 – 11 year olds  
have their own social  
media profile



Over 54% use  
livestreaming apps  
and sites



Over 69% play  
games online

# Primary-age



## 10 to 13 years

- Very aware of social pressure and expectations.
- Still trusting of the information they are presented with
- Aware of what is 'cool' or not
- Increased awareness of self image, and using online to explore identity
- Don't consider long term consequences
- Look for immediate rewards



Majority of children  
under 13 have at least  
one social media profile



Over 50% use Tik Tok  
to view and create  
videos

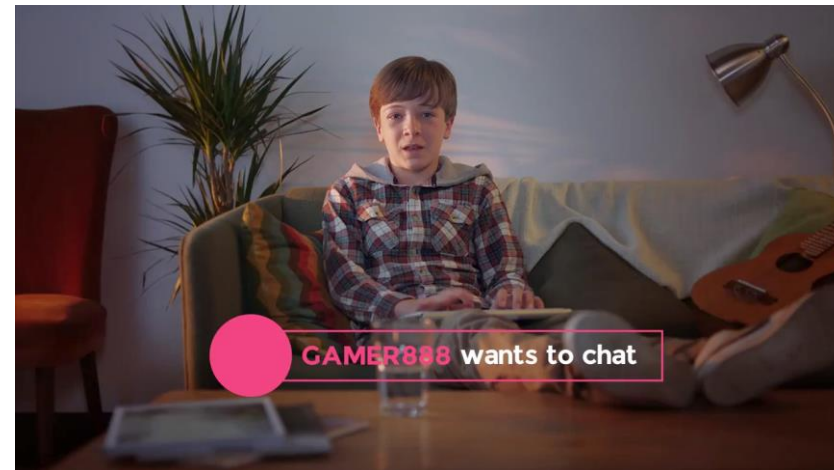


Over 80% use  
messaging sites  
and apps



# Video Games

- Graphic violence
- Language
- Online communication
- Reinforcing stereotypes
- Addiction
- Behavioural changes

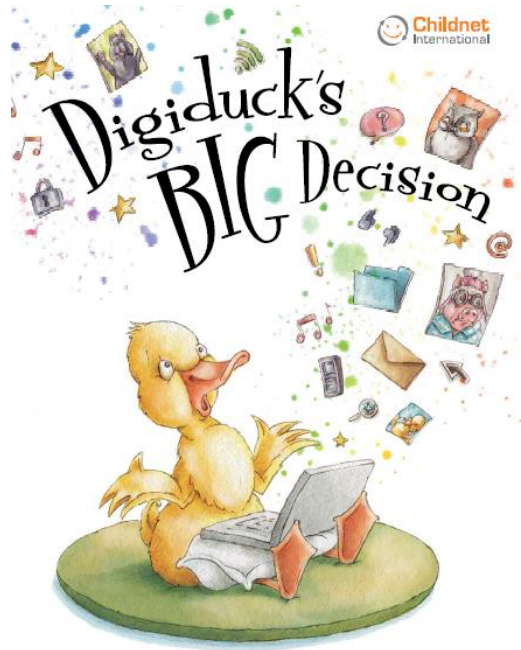


# Dealing with Cyberbullying



- **Tell someone:** tell a trusted adult if you are being cyberbullied
- **Don't reply:** most of the time the bully is looking for a reaction
- **Save the evidence:** take screen shots of the cyberbullying
- **Report abuse:** to the relevant social media site using the “Report abuse” or “Report user”. Block the bully!

[www.childnet.com](http://www.childnet.com)

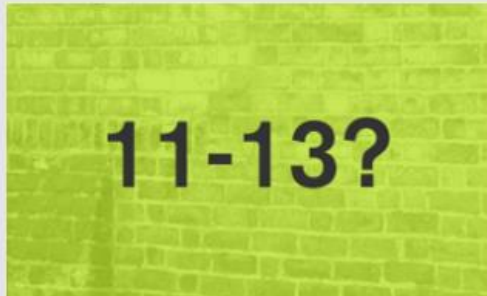






## Welcome to CEOP's Thinkuknow

Are you...



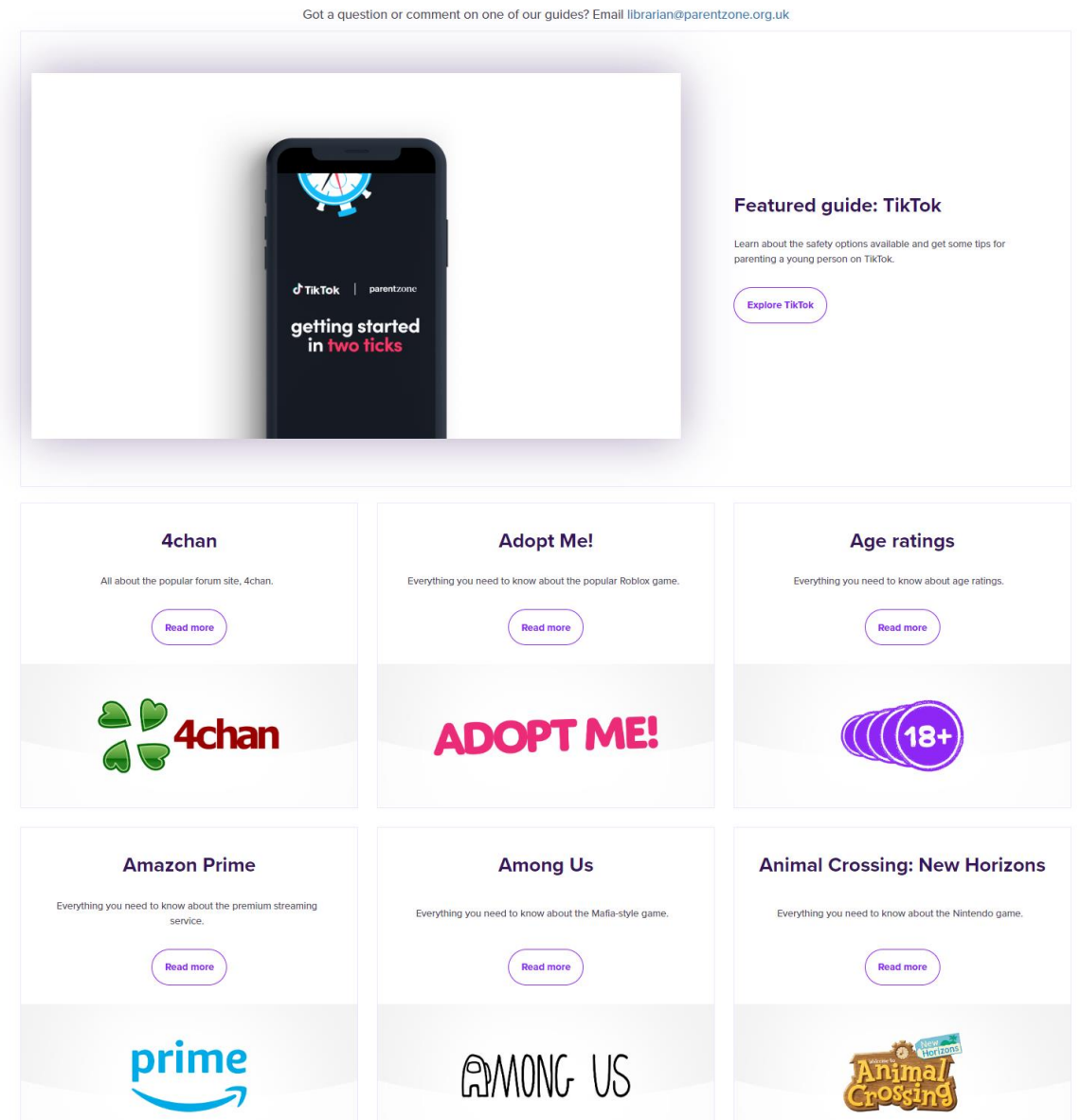
#LiveSkills

Our new educational materials focus on live streaming and supporting children to stay



# Parentzone

- Guides
- <https://parentzone.org.uk/library>
- Explore guides, advice and information around all the online platforms and trends at the heart of digital family life.
- Got a question or comment on one of our guides?  
Email [librarian@parentzone.org.uk](mailto:librarian@parentzone.org.uk)







**What can parents  
and carers do to  
help to keep their  
children safe?**

# Communication is key!

- Show an interest
- Children show you how to use technology
- Agree on acceptable use
- Model use of tech
- Agree on sanctions



# Other sources of advice and help



# Help and support for children

## **Trusted adults –**

Trained professionals such as teachers, youth workers, social workers

**Police** – Emergency and non-emergency numbers, non-emergency online form



## **National Crime Agency**

Young people can report concerns about child sexual abuse and exploitation to NCA  
[www.ceop.police.uk/safety-centre](http://www.ceop.police.uk/safety-centre)

**childline**

ONLINE, ON THE PHONE, ANYTIME  
[childline.org.uk](http://childline.org.uk) | 0800 1111

## **ChildLine**

A free, private and confidential service where CYP can talk about anything to a trained counsellor, online or on the phone  
[www.childline.org.uk](http://www.childline.org.uk)

# Family Agreements from Childnet





# www.internetmatters.org

## parents' guide to tech

Children will always want to own gadgets and tech products, and as they get older may ask for their own mobile phone or tablet. When buying devices for your child, it can be difficult to know what to look out for from an online safety perspective and what's age appropriate.

### Select the type of tech you're interested in



Mobile Phones



Smart TVs



Gaming Consoles



Laptops & Tablets



Gadgets

### What are your children doing online?

Learn more about the activities, technologies and sites they may be visiting



Social networking



Online gaming



Apps Guide

### What issues could be affecting your children?

Get to grips with what they may come across and how to get help if you need it



Inappropriate content



Cyberbullying



Online grooming

# Parental Tools



- ✓ **Parental controls from your home Internet service provider**
- ✓ **Filtering at home**
- ✓ **Safe searching options**
- ✓ **Parental controls on games consoles**
- ✓ **Parental controls on devices**

# Internet Service Provider (ISP) Filtering

- **What parental controls does your ISP provide?**

- Big four ISPs; BT, Talk Talk, Virgin & Sky



**Look out for this**



# Windows Family Safety

<http://familysafety.live.com>



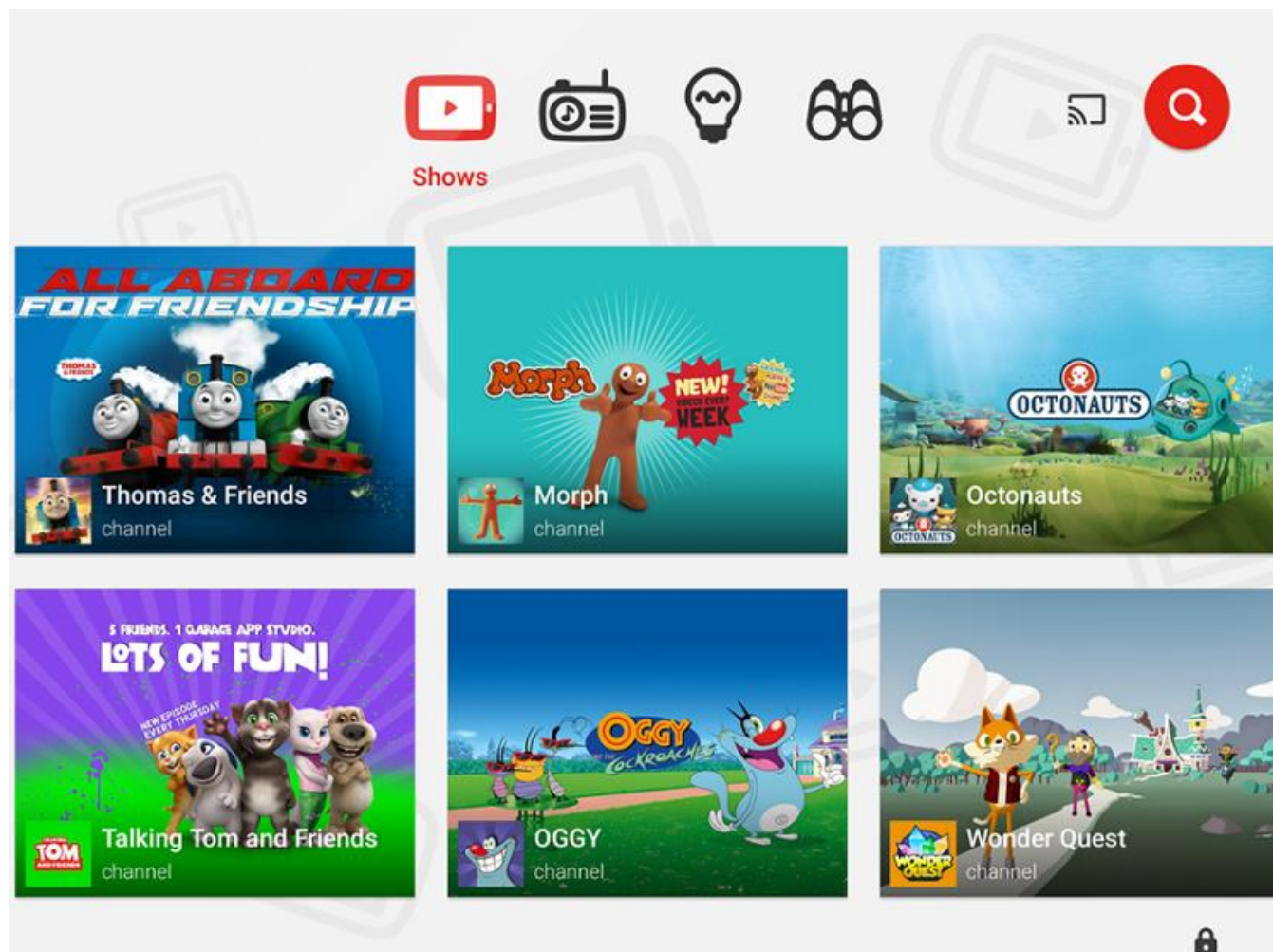
- Web filtering – allow or block sites
- Set time use
- Activity Reporting – sites visited, programs used & computer usage times
- Works with different user accounts / profiles

# Safer searching



- Uses Google Custom Search with Safe Search functionality
- Promotes specific educational keywords





# Parental Controls on Games Consoles

- Games consoles can have password protected parental controls applied
- Works in line with age-rating system to games (PEGI), DVDs and Blu-rays
- Player profiles (games consoles) have privacy settings



# Parental Checklist

**TALK** to your child about how they use technology – what do they enjoy?

**FIND** out more about the digital world - understand the tools. Have a go!

**START** setting some boundaries now – create a family internet charter

**MAKE** the most of tools like Parental Controls on computers, mobiles and games consoles, privacy features on social networking sites, and safety options on Google and other search engines

Thank you

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