



Cognus

No Limits on Learning

**Education Safeguarding
Team**



<<< WARNING >>>

- *This is a parents online safety presentation*
- *This presentation is not suitable for children*
- *We will be talking about behaviours that we do not want children to copy*
- *We talk about apps that we do not want children to use*

The House of Lords Communications Committee



Office of the
Leader of the
House of Lords



Teaching children about the internet should be as important as the three Rs, with youngsters given the skills to keep safe online.

The committee's report said: "It is no longer sufficient to teach digital skills in specialist computer science classes to only some pupils.

"We recommend that digital literacy sits alongside reading, writing and mathematics as the fourth pillar of a child's education; and that no child should leave school without a well-rounded understanding of the digital world."

Age appropriate
design: a code of practice
for online services



ico.
Information Commissioner's Office

children's
code

This code came into force
on **2 September 2020**,
with a 12 month transition
period. Organisations
should conform by
2 September 2021.



Draft Online Safety Bill

Ofcom will have powers to take action against companies which do not follow their new duties. Companies will be fined up to £18 million or 10 percent of their annual global turnover, whichever is greater. Criminal action will be taken against senior managers who fail to follow information requests from Ofcom.

In the most extreme cases, with the agreement of the courts, Ofcom will be able to require payment providers, advertisers and internet service providers to stop working with a site, preventing it from generating money or being accessed from the UK.



Department
for Education

Teaching online safety in school

**Guidance supporting schools to teach
their pupils how to stay safe online,
within new and existing school subjects**

June 2019

1. Self-image and Identity
2. Online relationships
3. Online reputation
4. Online bullying
5. Managing online information
6. Health, wellbeing and lifestyle
7. Privacy and security
8. Copyright and ownership

Education for a Connected World – 2020 edition

A framework to equip children
and young people for digital life



4 - 7

7 - 11

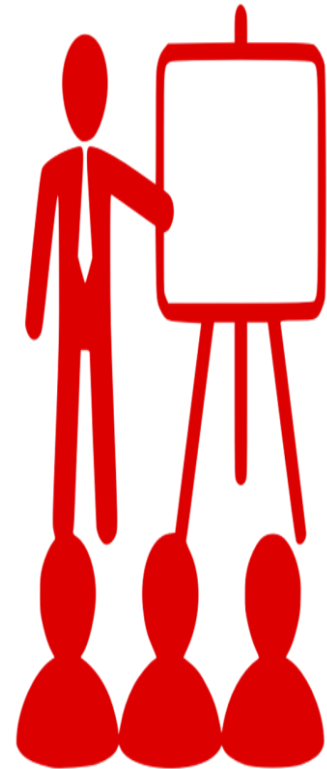
11 - 14

14 - 18

How to evaluate what they see online - This will enable pupils to make judgements about what they see online and not automatically assume that what they see is true, valid or acceptable.

Schools can help pupils consider questions including:

- ☐ is this website/URL/email fake? How can I tell?
- ☐ what does this cookie do and what information am I sharing?
- ☐ is this person who they say they are?
- ☐ why does someone want me to see this?
- ☐ why does someone want me to send this?
- ☐ why would someone want me to believe this?
- ☐ why does this person want my personal information?
- ☐ what's behind this post?
- ☐ is this too good to be true?
- ☐ is this fact or opinion?



<<< WARNING >>>

Other chat room sites and live streaming apps that connect strangers include:-

- **Blendr**
 - **TinyChat**
 - **Monkey**
 - **Fruzo**
 - **iMeetzu**
- HOLLA**
 - MeetMe**
 - Chatroulette**
 - FaceFlow**

On Line Dangers

- Strangers - Fake Profiles & Pictures, Dating Apps
- On line Scams – Financial, Sextortion, ID theft
- Cyber bullying, Trolling
- Grooming/Sexual Exploitation/Radicalisation
- Inappropriate content - Pornography, Suicide, Self harm.
- Gambling, Violence, pro-anorexia,

Inappropriate content taken down from Facebook & Instagram between July and September 2019



11.6 million pieces of content related to child nudity and child sexual exploitation were removed from Facebook - and 754,000 from Instagram

2.5 million pieces of content related to suicide and self-harm were removed from Facebook - and 845,000 from Instagram

4.4 million pieces of drug-sales content were removed from Facebook - and 1.5 million from Instagram

2.3 million pieces of firearm-sales content were removed from Facebook - and 58,600 from Instagram

133,300 pieces of terrorist-propaganda content were removed from Instagram



www.Commonsensemedia.org

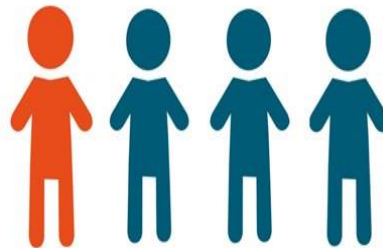
Common Sense Media helps families make smart media choices. We offer the largest, most trusted library of independent age-based and educational ratings and reviews for movies, games, apps, TV shows, websites, books, and music

One in five 8 to 11 year olds and **seven in ten** 12 to 15 year olds has a social media profile.



NSPCC  TM
Cruelty to children must stop. FULL STOP.

1 in 4 children have experienced something upsetting on a social networking site



1 in 3 children have been a victim of cyberbullying.

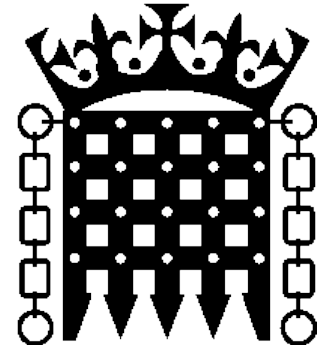


ChildLine
0800 1111 

What does the Law say

Communications Act 2003

Sending by means of the internet a message or other matter that is grossly offensive or of an indecent, obscene or menacing character or sending a false message for the purpose of causing annoyance, inconvenience or needless anxiety is guilty of an offence liable on conviction to imprisonment.



Computer Misuse Act 1990

You can not impersonate or steal someone else's identity online. This means that writing a status on social media pretending to be your friend, is technically against the law



The Education Act 2011

Be Aware

The Education Act 2011 makes it an offence to publish the name of a teacher who is subject to an allegation until such a time as that they are charged with an offence. All members of the community need to be aware of the importance of not publishing named allegations against teachers online as this can lead to prosecution.

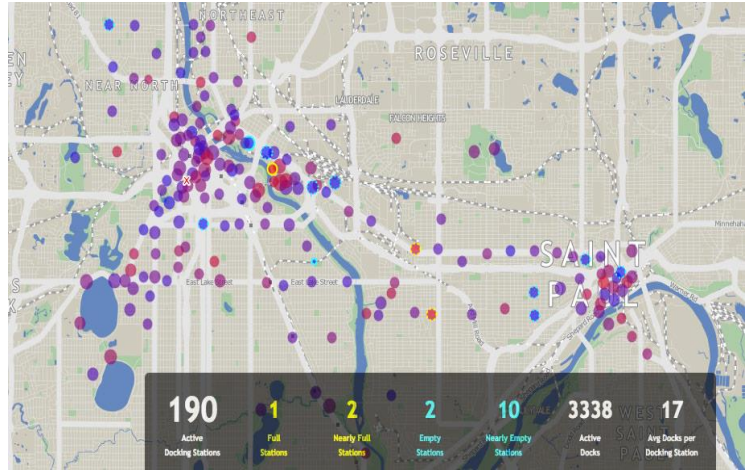


Civil Concerns: Libel and Privacy

Comments made online by anybody could possibly be classed as 'Libel' in some cases.

Libel is defined as 'defamation by written or printed words, pictures, or in any form other than by spoken words or gestures'. The authors of such comments can be held accountable under Defamation law, which was created to protect individuals or organisations from unwarranted, mistaken or untruthful attacks on their reputation.





SNAP MAPS

PUT YOUR SETTINGS TO **GHOST**
MODE SO AS NOT TO SHARE YOUR
LOCATION WITH OTHER PEOPLE



WhatsApp

WhatsApp has now confirmed that it is raising the minimum age to use its service from **13 to 16 across the EU** in order to comply with GDPR.



- Sickening TikTok video which showed a man being BEHEADED in the middle of a teenage girl's dance video exposes flaws in safety moderation on social network popular with teens



Age Restrictions for Social Media Platforms

(Ages specified in terms as of 2014)

Twitter
Facebook
Instagram
Pinterest
Google+
Tumblr
Reddit
Snapchat
Secret



LinkedIn



WhatsApp



Vine
Tinder



Path



YouTube
Keek
Foursquare
WeChat
Kik
Flickr

There are good reason for this age restriction to be in place. For example:-

- Inappropriate content,
- Lack of maturity to use the site safely,
- Exposing them to harmful content,
- Risk of being contacted by Sexual predators,
- Creating an online profile which will be hard to remove in the future,
- Placing added pressure on the child to deal with situations beyond their years.

The list goes on but as parents you need to be aware of the safety implications by allowing your child access to Social Media at such a young age.





**Know your Online Friends, If you
do not know them in the real
world then they are strangers!!!!**

Reques

INTERNET



Online Predators using Live Streaming to abuse Children

“This year, NCA analysts have warned there are whole online communities of sexual predators who devote themselves to finding and tracking down children on the internet, so as to bully and coerce them into abusing themselves sexually.

“These criminals can now groom a child who is in the apparent safety of their own bedroom, into making videos of the most serious kinds of abuse.”

Elliot Nicklin 22 years old. used online chat groups to blackmail over 70 teenage girls into performing humiliating sex acts.

Elliot Nicklin of Merseyside used online personas in chat groups to lure in victims into performing for him as he abused them over the internet.

He admitted 27 offences - between 2014 and the day he was arrested of May 21, 2020 - including the possession of hundreds of indecent images of children. Jailed for 10 years.





FAKE



FAKE



FAKE





ON LINE GAMING



A 13-year-old boy from Kent recently became one of the world's youngest professional esports player



What are esports?

Esports are video games played competitively by two or more opponents – increasingly by professional gamers for monetary gain in front of audiences both on and offline. They are organised competitions based around multiplayer games of strategy, combat or sport, with rules, referees and spectators.

The esports industry is predicted to be worth almost \$1.5 billion by 2020, with some players competing for prize pools of up to \$24 million. Many tournaments of which are taking place on hugely popular games such as Fortnite, Overwatch and FIFA 18.

Some are predicting that esports will become an Olympic sport in the very near future

PEGI

Pan European Games Information



What is the average age of an online gamer.

a. 10

b. 14

c. 17

d. 21

e. 29

f. 38

g. 50



Lisa Deacon, 33, found her daughter, eight, watching characters simulating sex
Mel Sims, 48, says her daughter had nightmares from games involving murder



How to find out more about online Games



www.askaboutgames.com

It's important to pay attention to how children are balancing video games in their lives. Questions like these are useful to consider:

- Is my child physically healthy and sleeping enough?
- Is my child connecting socially with family and friends?
- Is my child engaged with and achieving in school?
- Is my child pursuing interests and hobbies?
- Is my child having fun and learning in their use of digital media?

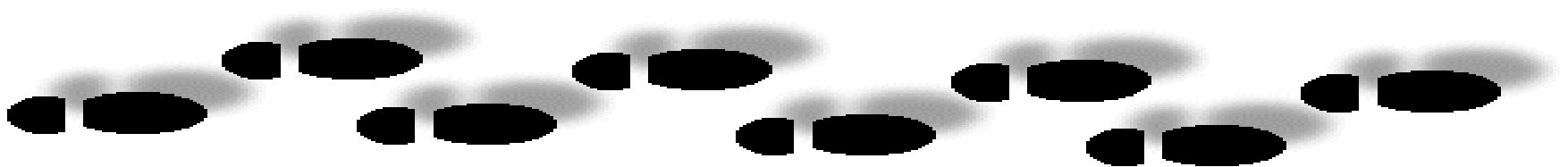


So what can we do?



Digital Footprint

- Try googling yourself and your family, this will show your digital footprint.
- Click on images when googling to see what pictures of your family maybe out there.
- If you find something inappropriate then so can someone else.
- Google will remove personal information if requested to do so.





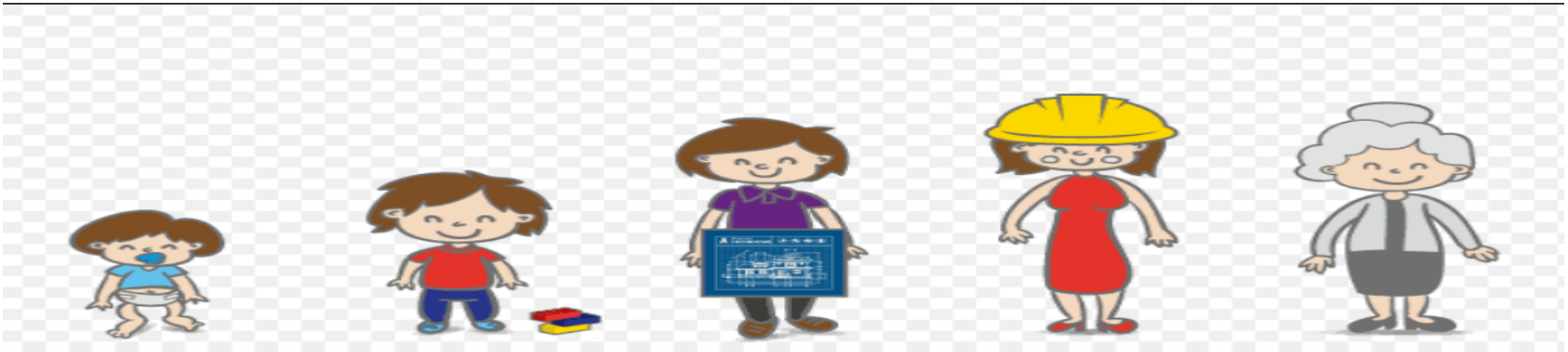
Google is rolling out the ability for Children, teens and their parents to request to have pictures deleted from the company's image search results.

- Anyone under the age of 18 or their parent or guardian can ask Google to remove an image from appearing in search results by filling out this request form.
- You'll need to specify that you'd like Google to remove "Imagery of an individual currently under the age of 18" and provide some personal information, the image URLs and search queries that would surface the results.

Set Boundaries early



Better Future outcomes



Safe search platforms for Children

There are some search providers designed for children

www.swiggle.org.uk

www.kidclicks.org

www.kidrex.org

www.kidzsearch.com

www.safesearchkids.com

www.factmonster.com

www.gogooligans.com



<https://www.internetmatters.org>

internet
matters.org



0-5



6-10



11-13



14+

Get Age-specific advice

Whatever their age, find simple, practical advice to keep children safe online.



TalkTalk



BBC

Google

Helping parents keep their children safe online

Groomers use **fake profiles** on **social networks** to **connect** with **children** and start to **build relationships with them**

Supporting families online

Get expert support and practical tips to help children benefit from connected technology and the internet safely and smartly.

I need help with an online issue



I need to report something



TikTok Parental Control Settings

Controls & Settings guide

TikTok features a number of privacy and safety settings to restrict who can contact and comment on your child's posts and profile. It also features a Digital Wellbeing feature to restrict inappropriate content and help them manage how long they spend on the app.

[DOWNLOAD PDF](#)[EMAIL ME PDF](#)

What do I need?

A TikTok account

Restrictions you can apply



Chatting



Cyberbullying



Inappropriate content



Location sharing



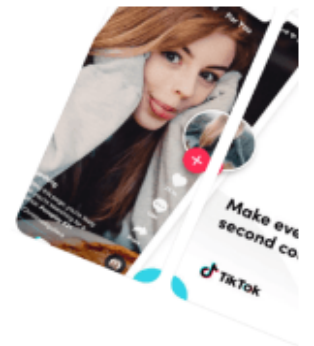
Privacy



Privacy and identity theft



Social networking



You are here: [Home](#) > [Resources](#) > Monitoring apps parents' guide

Guide to Monitoring apps

With children accessing the internet on a range of devices, the job of protecting them from things they may not be ready for online can be a challenge.

In recent years, a wide variety of monitoring software solutions have appeared to allow you to see what children are doing online and set digital boundaries.

With the help of Pocket-lint's Andy Robertson, we've given tips on how best to use them and reviewed the top apps available.



Inside the guide

- What do monitoring apps offer families?
- What to consider when choosing monitoring apps?
- What are the top monitoring apps available?
- How can I make sure it's the best option for me and my child?

What do monitoring apps offer families?

Companies producing technology are making huge strides to empower and equip parents to play a crucial role in guiding children to digital health. Whether they are games consoles offering automatic parental controls based on PEGI ratings, routers providing apps to show you exactly who's doing what online, or even smartphone add-ons that let you track where your child is, there has never been more help for parents.



You are here: [Home](#) > [Parental Controls](#) > [Gaming consoles and platforms](#) > [Epic Games Store parental controls guide](#)

Epic Games Store parental controls

Controls & Settings guide

The Epic Games Store is a digital video game storefront for Microsoft Windows and macOS. Users can also use it to play games. Exclusive games include the very popular **Fortnite**, **Fall Guys** and **Rocket League**.

Manage cabined accounts for under-13s and learn how to use a PIN in the Epic Games Store to manage inappropriate game content based on age ratings.

[DOWNLOAD PDF](#)[EMAIL ME PDF](#)

What do I need?

An Epic Games account and access to gaming device

Restrictions you can apply



Chatting



In App purchasing



Online games



Privacy and identity theft



Game Ratings



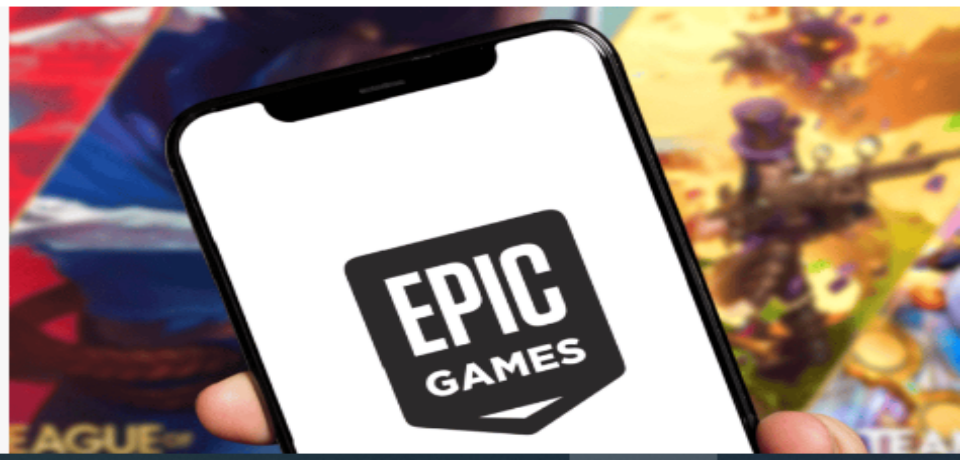
Inappropriate content



Parental control



Purchasing



New hub to support children experiencing vulnerabilities

Helping them to stay safe online

- Partnership between SWGfL & Internet Matters
- Funded by the Home Office who recognised the risk that vulnerable children and young people face online during the Covid-19 pandemic
- Provides vital support for professionals, parents and young people themselves, with a particular support for children & young people who are experiencing vulnerabilities due to:
 - SEND
 - Care experienced
 - Gender & sexual identity issues (LGBTQ+)

INCLUSIVE
Digital Safety



Inside Inclusive Digital Safety hub: supporting parents and carers

LGBTQ+



Supporting a child identifies as LGBTQ online

Care experienced



Supporting a care experienced child online

SEND



Supporting children with SEND online

For each vulnerability:



Connecting and sharing online



Staying safe while browsing



Online gaming

Connecting & Sharing

Browsing

Gaming

Supporting children and young people with SEND online

Advice for parents and carers to help children with special educational needs and disabilities (SEND) stay safe online.



Connecting & Sharing

Although children and young people (CYP) with SEND are more at risk of contact and contact risks. Risks do not always lead to harm. It's likely that CYP may also experience online while gaming or in a group chat, or may experience negative comments, but the key thing is to ensure they know how to recognise warning signs to prevent this turning into harm.

What you need to know

How is connecting online different for CYP with SEND? Interacting with others online through social media or other platforms has become an important part of CYP lives and even more so for those with SEND.

The benefits

Connecting, creating and sharing with others online brings a range of benefit to which can support a child's wellbeing, including:

- Making and maintaining friendships which might be harder to do offline
- Being who they want to be without judgment
- Managing their mood and relieving boredom
- Finding their 'tribe' of like-minded people
- Being more independent
- Discovering new interests

The risks

From our research, we know that CYP with SEND experience greater risks when it comes to contact, contact or contact risks.

- **Contact** – being exposed to inappropriate or harmful content which may include bullying and abuse or harmful messaging, pornography, self-harm, etc.
- **Contact** – meeting strangers and being involved in high-risk encounters online
- **Contact** – where a child believes in a way that contributes to risky content or contact or to the recipient of harmful content online

It is important to be aware that:

- CYP with SEND are **more likely** to experience all online risks compared to those without any difficulties, particularly contact risks
- Examples of this include seeing under pressure and coercion. They appear to be **groomed upon and singled out**
- CYP with communication difficulties are **also more likely to experience contact risks**

- Experiencing contact risks is also associated with a **greater risk of seeing harmful content and experiencing more aggressive behaviour** from others online

- Can they manage the online risks they may face?
- What are they sharing with others?
- If they are not young or their thinking makes it harder for them to recognise online risks, to social apps made for under 18s

Key steps to protect CYP

Early and ongoing support to socialise and self

• **Digital family agreement** – involves all those CYP interact online, the rules and apps they use

• **Check safety** – is a parent or carer of a child with SEND, having proper supervision can be extremely important to ensure they are safe online

• **Key settings** – most of the popular social platforms have a number of settings and settings that you can use to protect your child can interact with online

• **Being wellbeing** – Both **Android** and **iOS** have a range of accessibility features that you can customise to help CYP best out of their experience online

• **Checking in** – schedule regular check-ins about what they do online and how they feel about the digital rules they have set together

• **Spending time on social media** – a number of social apps and tools are available to use limits of the time on these platforms, such as Instagram, Snapchat and 'Time Well' on Facebook

• **Family & friendship groups** – it can be helpful to set up their social accounts together with them towards friends and family so they can also bring in can reduce the risk of connecting with strangers that could harm them

• **Where do young people go to socialise?** – a green arrow pointing to a person with a speech bubble

Helping children experiencing vulnerabilities stay safe online

Visit www.inclusivematters.org/inclusive-digital-safety-hub

INCLUSIVE
Digital Safety

Internet
Matters

SWGfL

The Thrive online resources



Teaching about digital wellbeing (SEND)

Teaching resources including video on digital wellbeing for young people with Special Educational Needs and Disabilities aged 11-17 years old.



Teaching about healthy online relationships (SEND)

Teaching resources including video on healthy relationships online for young people with Special Educational Needs and Disabilities aged 11-17 years old.



Teaching about online pornography (SEND)

Teaching resources including video on online pornography for young people with Special Educational Needs and Disabilities aged 11-17 years old.



Supporting young people with SEND

Advice for parents and carers of young people aged 11 and over with Special Educational Needs and Disabilities covering healthy relationships, digital wellbeing, online pornography and nudes. Part of the Thrive Online resources.



[Resources](#) [Blog](#) [Who we are](#) [W](#)

[Teachers & professionals](#) [Parents](#)

Our Projects

Thrive Online

Helping educators, parents and carers to support young people aged 11 and over with Special Educational Needs and Disabilities (SEND)

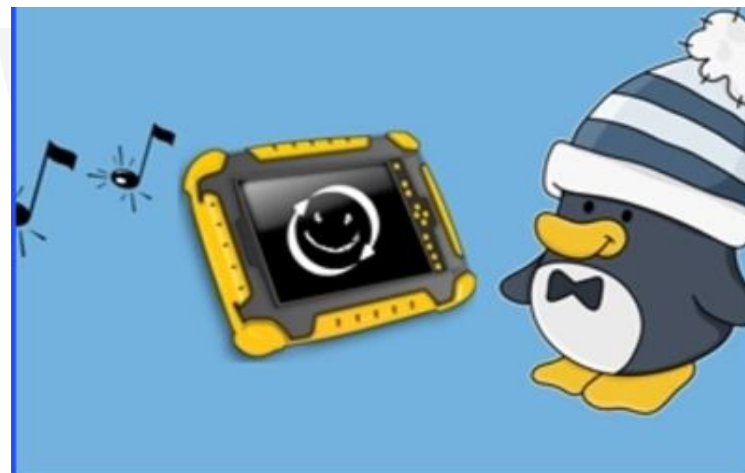
Free Online Safety resources for Year 3 to 7

<https://www.childnet.com/resources/digiduck-stories/>



Digiduck's Big Decision

A story for 3 to 7 year olds about being a good friend to others on the internet.



Digiduck Stories

A collection of five stories created to help parents and teachers educate children aged 3–7 about online safety, with accompanying teaching activities.



Smartie the Penguin

An online story for 3 to 7 year olds.



Join in with Mummy Penguin's song and follow the adventures of Smartie the Penguin as he learns how to be safe on the internet.

We provide two versions of the story each for EYFS, Year 1 and Year 2.

The first version of story covers the following themes:

- Pop ups and in app purchasing
- Inappropriate websites for older children
- Cyberbullying

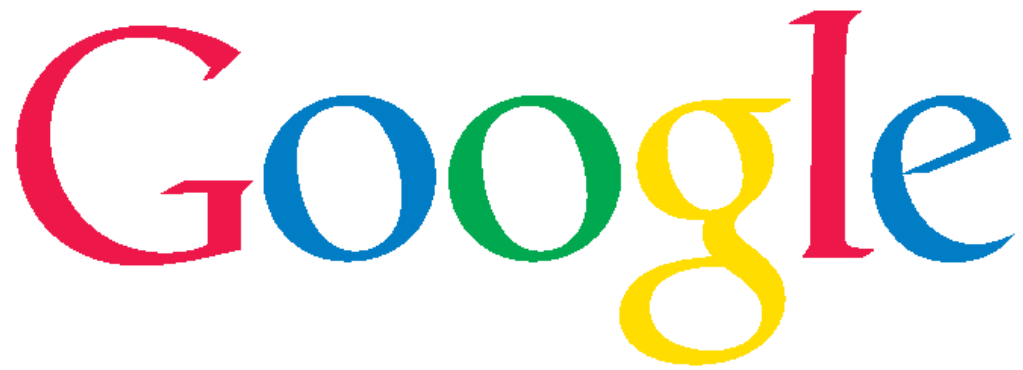
The second version of the story covers the following themes:

- Upsetting images
- Unreliable information
- Talking to strangers online

Google Family Link



best free parental
control app



Google Family Link is a way for parents to create a Google account for their children who are younger than 13 years old. This allows the parent to monitor and censor content so that the child is protected, whether it comes to use of apps or online content.



Thinkyouknow CEOP



Education from
the National
Crime Agency

Welcome to CEOP Education

The National Crime Agency's CEOP Education team aim to help protect children and young people from online child sexual abuse.

We do this through our education programme, providing training, resources and information to professionals working with children, young people and their families.

I am:

**A professional working with
children and young people**

**A parent
or carer**

**4-7
years old**

**8-10
years old**

**11-18
years old**

Youtube for kids app

Easy to set parental controls.
Limit which videos children can watch
Set a time limit
Switch off the search function
Set an age appropriate filter



Inside TikTok

internet
matters.org

*A short form mobile video
platform available in over
150 countries around the world*

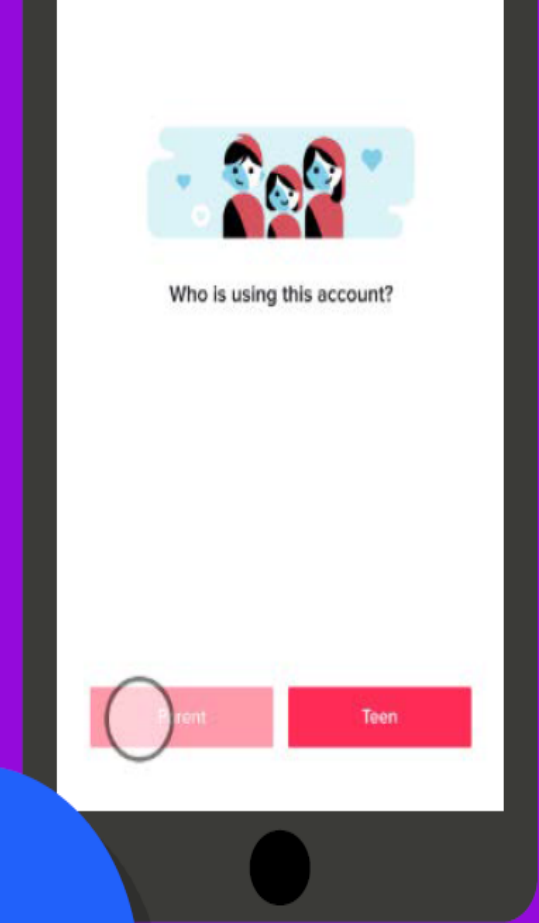
13

The minimum
age for users
is 13



Family Pairing

Family Pairing links a parent's TikTok account to their teen's and once enabled, they will be able to **control Digital Wellbeing features**, including: Screen Time Management, Direct Messages and Restricted Mode.



What can you do now

- Search yourself and your children online
- Check your and your children's privacy settings
- Use strong passwords
- Update software
- Think before you post
- Review apps and remove any you are not using.
- Ensure your child is creating a positive reputation.
- operate online in a way which would not cause embarrassment in the future or limit their life chances.

TIPS FOR PARENTS/CARERS

When you buy a game console/Mobile phone/interactive toy, make sure you ask the vendor about its online capabilities. **Know what the equipment is capable of.**

Think about the location of the game console. Keep it in a common area if possible. A family room is best for monitoring and supervision. **Don't allow children to have internet enabled devices in their bedroom until they reach an age and maturity to keep themselves safe.**

Discuss the risks with your child. Don't wait for something to happen before you talk to your child about the potential risks of gaming online. **Ensure they have privacy settings activated and help them to understand why this needs to be done.**

Gaming sites/Social Media often have ways of reporting abusive chat and blocking unwelcome contact from other users. – **You should know how to do this.**

Ask your child what they are playing or what Social Media they are using. **Take an interest in your child's on line life** – just as you would if they were in a football team in the real world. Watch them playing and always keep lines of communication open.

Parents need to play their part

Educational settings and professionals should encourage parents to discuss online safety at home and to talk to their child about what they do online. Useful websites to signpost parents/carers to include:

thinkuknow.co.uk/parents

childnet.com

saferinternet.org.uk

parentinfo.org

internetmatters.org

nspcc.org.uk/online-safety

commonsensemedia.org

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

www.askaboutgames.com

swgfl.org.uk



A nice family get together !!



Have that Conversation



Keep that Conversation going

PASTORAL CARE TEAM





Cognus

No Limits on Learning

**Thank you for Listening
Have you any questions?**

