

# ONLINE SAFETY

## **We are first-generation Internet parents**

- Our children are the first generation to be born and raised with the Internet as part of their everyday lives.
- For many of us our children know more about the Internet than we do!

# Why are you here?

Gain an understanding of internet safety

Level the fun and the risks

To learn how to protect your children

What to do when it goes wrong

# GOALS FOR TODAY

- To understand what children are doing online.
- To keep our children safe when they're online.
- To teach our children to make smart choices when they're online.
- To start a discussion about Internet safety that we continue with our families and others beyond today.

Our aim is to offer you the confidence to

**PROTECT YOUR CHILDREN WHEN THEY ARE IN YOUR CARE AND  
EDUCATE THEM FOR WHEN THEY ARE NOT.**

# GROWING UP ONLINE



Positive  
Online



# HOW CHILDREN GET ONLINE?

- Smart Phones
- Tablets i.e. iPads, Kindle etc.
- Laptops, Macs, desktop computers
- Video game consoles i.e xbox,PSP
- Smart TVs

# THE 4 C'S

	<b>Content</b> Child as recipient	<b>Contact</b> Child as participant	<b>Conduct</b> Child as actor	<b>Contract</b> Child as consumer
<b>Aggressive</b>	Violent, gory, graphic, racist, hateful and extremist content	Harassment, stalking, hateful behaviour, unwanted surveillance	Bullying, hateful or hostile peer activity e.g. trolling, exclusion, shaming	Identity theft, fraud, phishing, scams, gambling, blackmail, security risks
<b>Sexual</b>	Pornography (legal and illegal), sexualization of culture, body image norms	Sexual harassment, sexual grooming, generation and sharing of child sexual abuse material	Sexual harassment, non-consensual sexual messages, sexual pressures	Sextortion, trafficking for purposes of sexual exploitation, streaming child sexual abuse
<b>Values</b>	Age-inappropriate user-generated or marketing content, mis/disinformation	Ideological persuasion, radicalization and extremist recruitment	Potentially harmful user communities e.g. self-harm, anti-vaccine, peer pressures	Information filtering, profiling bias, polarisation, persuasive design
<b>Cross-cutting</b>	Privacy and data protection abuses, physical and mental health risks, forms of discrimination			



# CONDUCT

## ONLINE BEHAVIOUR AND SHARING

- Children need to be aware of the impact that their online activity can have on both themselves and others, and how other people may perceive them because of what they say and do online.
- Its easy to feel anonymous online and its important that children are aware of who is able to view and potentially share, the information, photos and videos that they may have posted.
- When using the internet, its important to keep personal information (that could identify who they are) safe and not share it with strangers.

# CONTENT

## WHAT CHILDREN SEE ONLINE

- Some online content is not suitable for children and may be hurtful or harmful. This is true for content accessed and viewed via social media, online games, streams and websites.
- Live comments and chat alongside other content including videos, streams and games can be hurtful, harmful or unreliable.
- Its important for children to consider the reliability of online material and be aware that it might not be true or written with a bias. Photos and videos can also be edited or inaccurate.



# CONTACT

## ONLINE COMMUNICATION

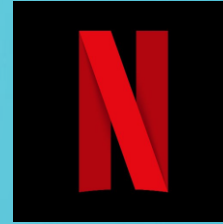
- Its important for children to realise that new friends made online may not be who they say they are and that once a friend is added to an online account, you may be sharing your personal information with them.
- If you have concerns that your child is, or has been, the subject of inappropriate sexual contact or approach by another person (including, but not limited to, a request to meet up or a request for images/videos), its vital that your report it to the police via: Child Protection and Online Protection Centre ([www.ceop.police.uk](http://www.ceop.police.uk)).



# WHAT CHILDREN DO ONLINE?

- Visit virtual worlds e.g. Minecraft, Roblox etc
- Play multiuser games
- Text or instant message people
- Post profiles and interact with others on social networking sites
- View and post videos
- Download music, movies, and more
- Do research/homework

# WHAT SITES ARE YOUR CHILDREN USING?



# VIRTUAL WORLDS

- Popular virtual worlds:
  - » Minecraft
  - » Clash Royale
  - » Moshi Monsters
  - » Neopets
  - » Star Wars
  - » Nickelodeon
  - » World of Warcraft
  - » Runescape
- Some are better than others
- Visit and play yourself
- Use parental controls to restrict sites

# Minecraft



Minecraft is a multiplatform game where players explore created worlds and use building blocks alongside their imagination to customise these worlds. Users break existing blocks and use them to build and explore the different Minecraft environments. This means that other players can create whatever they want, which could lead to younger players coming across offensive content while exploring these random online worlds.

Stay safe on Minecraft using the instructions on **muting**, **reporting** & **blocking** below:

## Mute

Mute all messages within the Chat Settings:

- Tap on  at the top of your screen.
- Tap on .
- Swipe the tab to the right so it appears green.  
This will then turn on 'Mute All Chat'.

## Block

Block players using these simple instructions:

- On the users profile scroll down to **Block**.
- Swipe  to the right until it appears green .
- The player is now blocked.

## Report

Report players using these simple instructions:

- On the users profile tap on **Report**.
- Explain why you are reporting or select an issue from the list provided.
- Tap on **Report** again.



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[oursafetycentre.co.uk](https://oursafetycentre.co.uk)  
How to stay safer on popular platforms

[Home](#) [About Us](#) [Contact Us](#) [Privacy Policy](#) [Terms & Conditions](#) [Feedback](#)

Safety Cards – Available on School Website

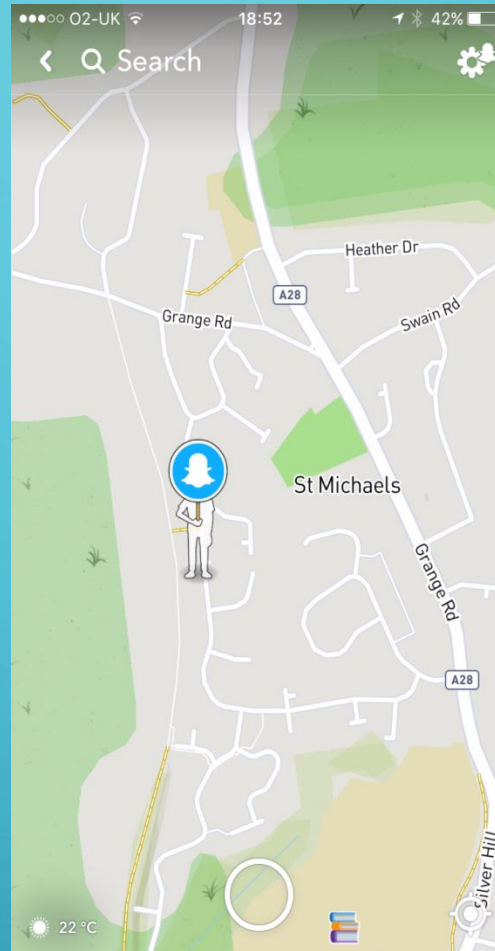
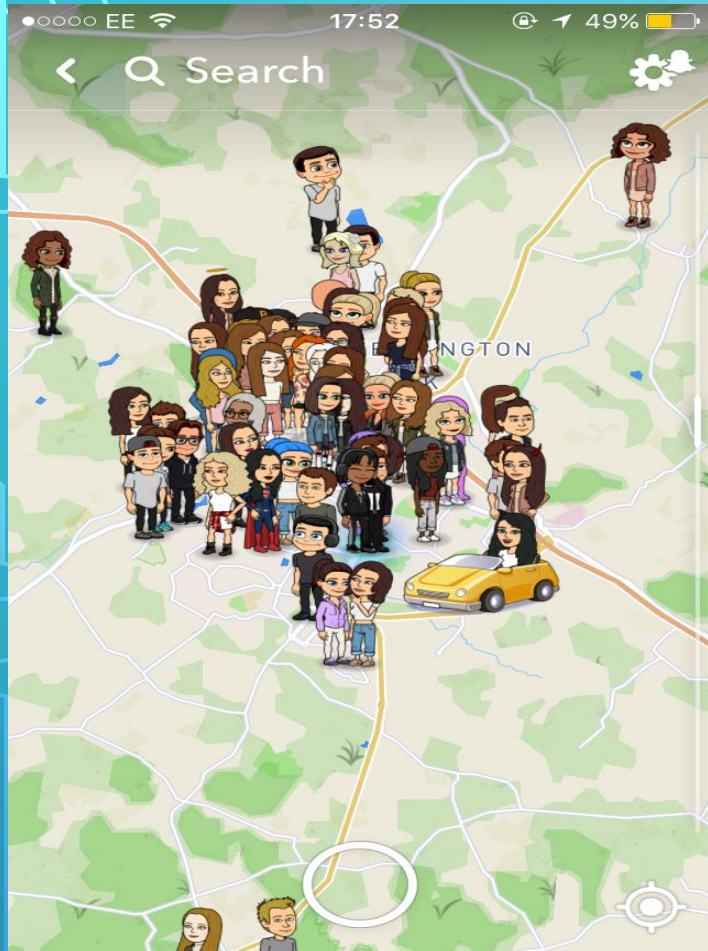


# SOCIAL NETWORKING SITES

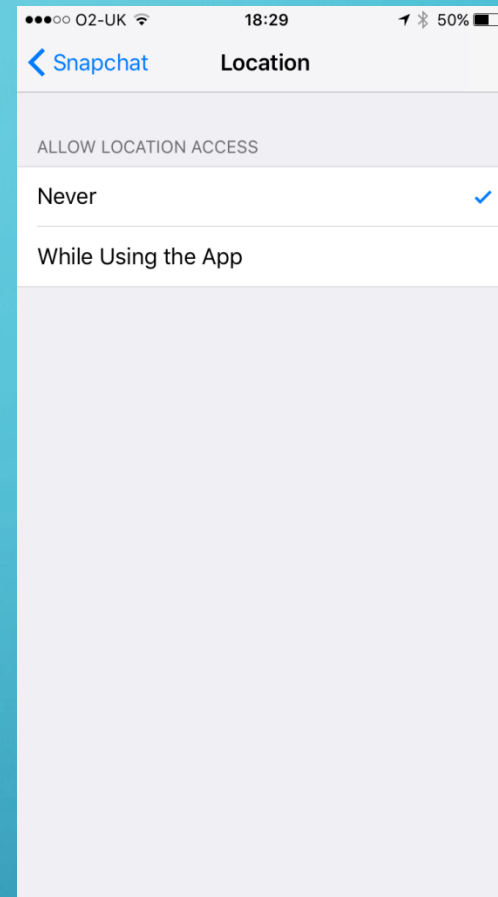
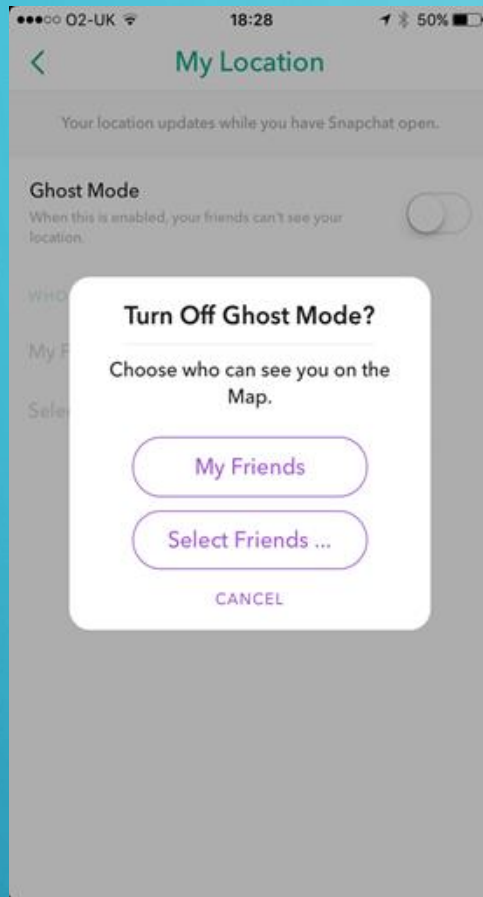
- Popular social networking sites:
  - » TikTok
  - » Youtube
  - » Instagram
  - » Snap chat
  - » Twitter
  - » Facebook
- Users create “profiles.”
- Communicate with friends.
- Find people with similar interests.



# SNAP CHAT MAPS



# SNAP CHAT PERMISSIONS





# Talk to strangers!

By using Omegle, you accept the terms at the bottom. You must be 18+, or 13+ with parental permission.

Start a chat

Meet strangers with your interests!

Add your interests (optional)

☐ Add my Facebook likes as topics



College student chat

Omegle (*oh-meg-ull*) is a great way to meet new friends. When you use Omegle, we pick someone else at random and let you talk one-on-one. To help you stay safe, chats are anonymous unless you tell someone who you are (not suggested!), and you can stop a chat at any time. Predators have been known to use Omegle, so please be careful.

If you prefer, you can add your interests, and

# TEXTING AND INSTANT MESSAGING

- These allow children to “talk” with friends at any time on the computer or a phone.
- Texting and instant messaging has replaced email as a preferred method of communication
- Messaging can be done in groups, allowing many people to chat at once

☐ Instant Messenger

☐ What's App

☐ Text

☐ Twitter



# ONLINE GAMES

- Consoles like Xbox Live are increasingly connected to the Internet, allowing kids to play against friends and strangers.
- Many allow players to talk in real time using headsets and microphones.
- Kids may be exposed to “trash talk” or worse.
- The Dark Web is the part of the World Wide Web that is only accessible by means of special software, allowing users and website operators to remain anonymous or untraceable.

# VIDEO WATCHING/SHARING SITES

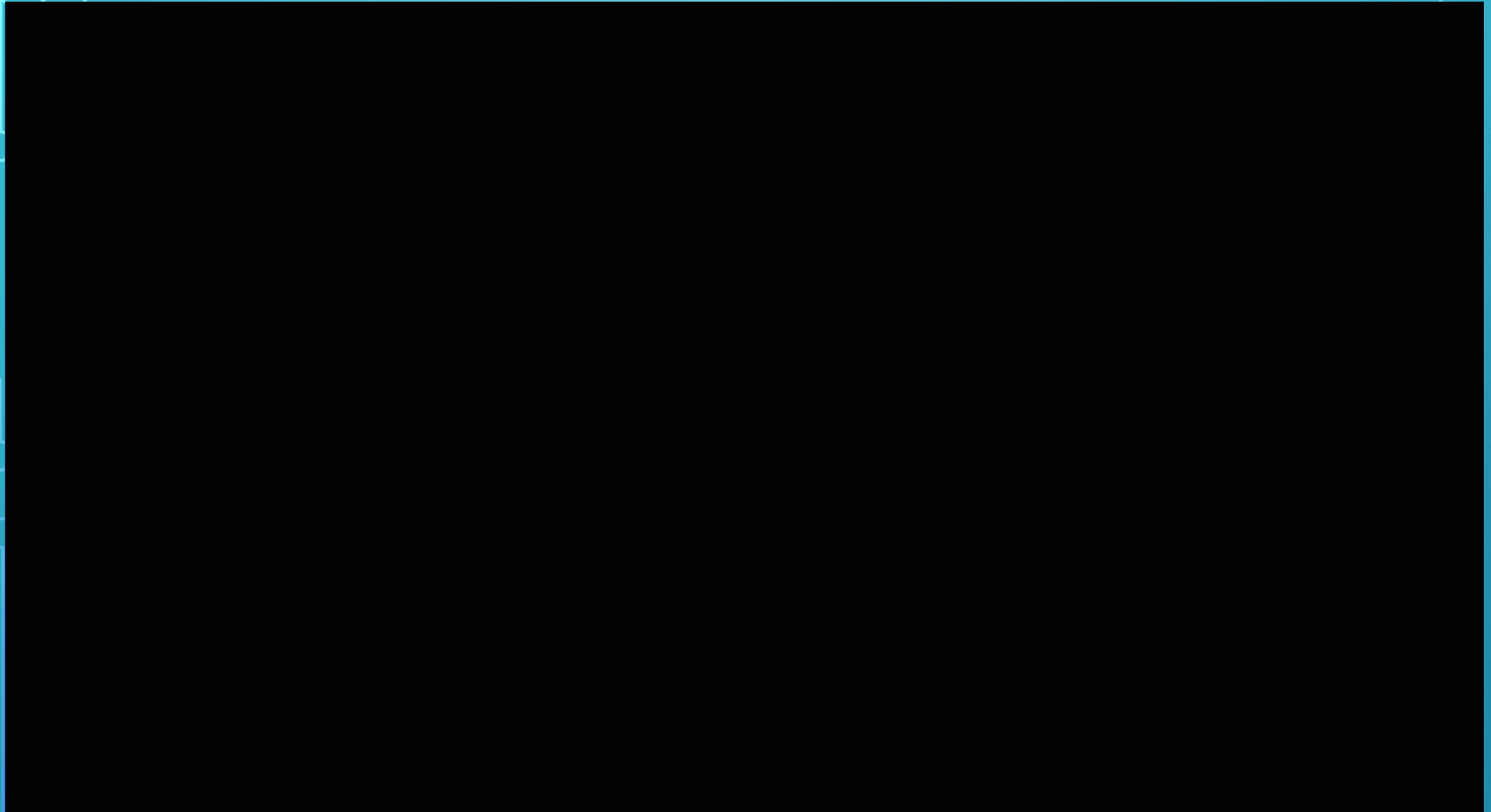
- Popular video-sharing sites:
  - » YouTube
  - » Vimeo - 100 million users
  - » Netflix
  - » Dailymotion
  - » Twitch/Live.me
  - » Tiktok
- Users view and post videos.
- Post and read comments about the video content.



# PHOTO SHARING



# WHERE'S KLAUS?



The background is a solid teal color. In the corners, there are decorative white line art elements resembling circuit boards or neural networks. These elements consist of thin lines that branch out and terminate in small circles, creating a symmetrical, abstract pattern in each corner.

NEXT SLIDE

TRIGGER WARNING

# KAYLEIGH'S LOVE STORY - THE CASE BEHIND THE FILM

Kayleigh Haywood began speaking to Luke Harlow, a man she had never met, on 31 October 2015.

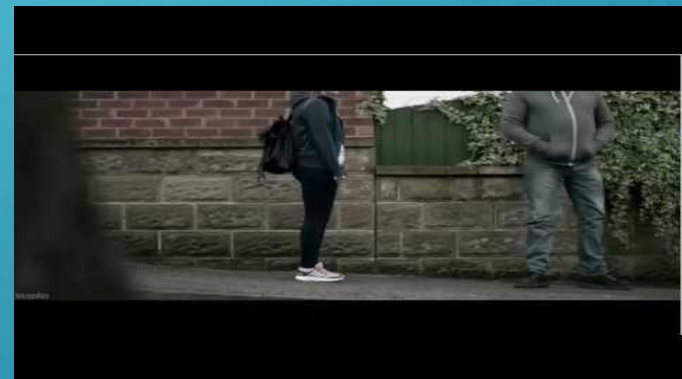
Over the course of two weeks they exchanged 2643 messages. Harlow told the 15-year-old all the things many teenage girls want to hear. He told her she was beautiful, how much he cared for her and that she was special.

Harlow was grooming Kayleigh, along with two other young girls he had also been speaking to. It was Kayleigh that finally agreed to his request to spend the night with him on Friday 13 November 2015.

The following day she was introduced to Harlow's neighbour, Stephen Beadman. In the early hours of Sunday 15 November, having been held against her will by the pair, Kayleigh was raped and murdered by Beadman.

Beadman was sentenced in July 2016 to a minimum of 35 years in prison for Kayleigh's murder.

Harlow was given 12 years for grooming and false imprisonment.

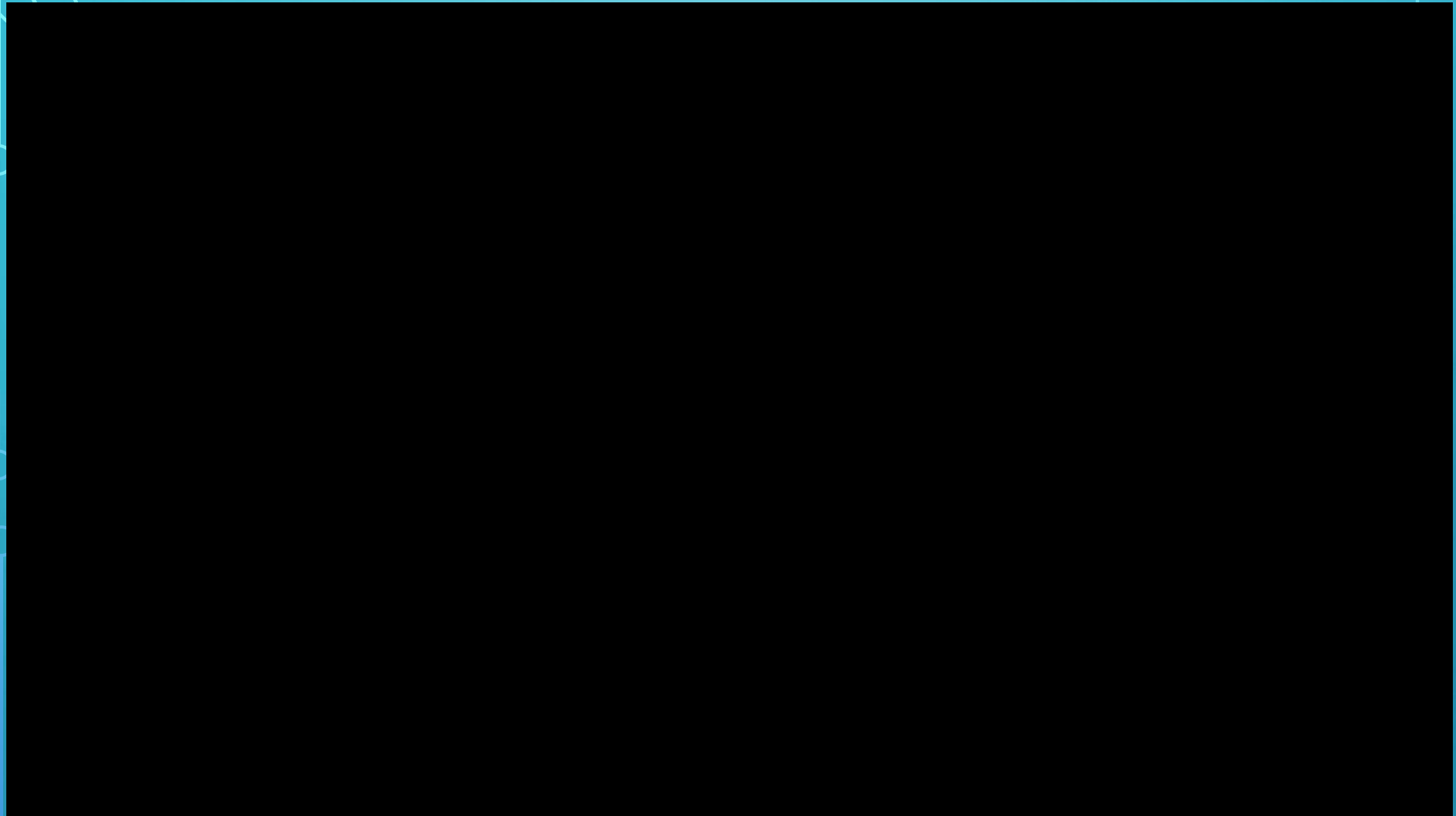


The background is a solid teal color. In the corners, there are decorative white line art elements resembling circuit boards or neural networks, with lines and small circles connecting them.

# WHAT IS THE CRIMINAL AGE OF RESPONSIBILITY?

10 years of age

# JIGSAW





# DIGITAL FOOTPRINT

This is your online reputation.

- It is a record of everything you put online, including
- Comments, likes and tweets.
- Social Media status
- Photos
- Videos
- Any profiles that is public

What can you do?

- Be discerning
- Maintain and check
- Build a positive image online



# AGE RESTRICTIONS/GUIDELINES

**7+**

**Minecraft**  
**Moshi Monsters**  
**Friv**  
**Roblox**

**13+**

**Facebook Twitter**  
**Instagram Snap chat**  
**TikTok**  
**Omegle**  
**oovoo**

**16+**

**WhatsApp**

**17+ KIK**

**13-17+ with parental consent**

**YouTube requires account holders to be 18, but 13 year olds can sign up with a parents permission. A child needs to be 16 to watch videos unaccompanied**



# 3 reasons why age restrictions matter

## **Children's personal information is at risk.**

The Children's Online Privacy Protection Act (COPPA) passed in 1998 protects every child under the age of 13.

The Act requires that operators of websites and online services provide notice and obtain permission from a child's parents before collecting personal information — such as name, address, phone number and screen name — from that child.

Companies also cannot collect geolocation data that could identify the city street, and any image, video or audio files containing the child's image or voice.

Anything that can identify what the child is using, like cookies, IP addresses or the unique device identifier (UDID) for mobile devices is restricted by COPPA. But COPPA doesn't work if a 9-year-old claims they are 13. When a social network account is created for a child under 13, or when a child uses a false birthdate, this Federal law cannot protect their personal information from being collected and shared with third party advertisers.

## **Children under 13 don't have the hardware upstairs to make smart decisions online.**

Just because kids seem tech-savvy at increasingly younger ages, doesn't necessarily mean that their brains are developing at the same rate as their digital acumen.

Research shows that it takes children about 12 years to fully develop the cognitive structures that enable them to engage in ethical thinking.

Before 12 it's difficult, if not impossible, for a child to fully grasp the impact of their actions upon others, online or otherwise. Yet young children are increasingly joining social networking sites, sometimes even putting themselves in harm's way by becoming victims of online harassment, solicitation, and cyber-bullying before they are ready to respond appropriately.

## **Lying is just plain wrong.**

Living in a civilized society means we have some implicit agreements: we take turns, play fair, stop at red lights, and hold the door open for old ladies. And we tell the truth. Sure, giving a fake birthdate to Facebook seems like a harmless white lie, but it's a lie nonetheless. I'd like to believe we can all agree that honesty and truthfulness, online and off, is important.

# SHARENTING

- **Definition of Sharenting** (or oversharenting)

A term used to describe the overuse of social media by parents to share content based on their children. It is related to the concept of "too much information"

<http://www.bbc.co.uk/newsround/38841469>

**Are you OK with what your parents post?**

# WHAT DO WE DO AT SCHOOL

- EYFS – Digi Duck - [www.childnet.com](http://www.childnet.com)

books such as The Internet is like a puddle, Penguin Pig and Chicken Clicking.

- Year 1 and Year 2 Jesse and Friends – [www.thinkuknow.co.uk](http://www.thinkuknow.co.uk)

- Year 3 and 4 Play, Like, Share - [www.thinkuknow.co.uk](http://www.thinkuknow.co.uk)

- Year 5 and 6 – Bespoke Lessons including video clips and practical group work.

# Useful Information

Once you post your photographs the companies own them.

Ratting – Random Access Trojan attacks webcam.

Most sites have their default settings as public so you have to go in and change them. Its opt out not opt in.

CEOP Button



Kiddle – Childrens Google or Safe Search Kids Youtube Kids





# WEBSITES AND APPS

- OurPact is **screen time parental control app**
- Tocomail – email for children
- [www.thinkuknow.co.uk](http://www.thinkuknow.co.uk)
- [www.childnet.com](http://www.childnet.com)
- [www.internetmatters.org.uk](http://www.internetmatters.org.uk)
- [www.nspcc.org.uk/online-safety](http://www.nspcc.org.uk/online-safety) -
- [www.saferinternet.org.uk](http://www.saferinternet.org.uk)
- [www.vodafone.com/content/parents.html](http://www.vodafone.com/content/parents.html) – excellent resource called digital parenting which also has practical guides for parents about applying controls
- [www.parentinfo.org](http://www.parentinfo.org) - range of articles which might be helpful
- [www.common-sense-media.org](http://www.common-sense-media.org)

# A LIGHTER NOTE TO END

