

Welcome

E safety

www.nspcc.org.uk

Cyber bullying

- Bullying is behaviour that hurts someone else – such as name calling, hitting, pushing, spreading rumours, threatening or undermining someone.
- It can happen anywhere – at school, at home or online. It's usually repeated over a long period of time and can hurt a child both physically and emotionally.
- Bullying that happens online, using social networks, games and mobile phones, is often called cyberbullying. A child can feel like there's no escape because it can happen wherever they are, at any time of day or night.

What children do online and through social networking

Children and young people go online to connect with friends, and make new ones, to browse the internet for information, chat with others and play games. They may:

- search for information or content on search engines like [Google](#) and [Bing](#)
- share images and watch videos through websites or mobile apps like [Instagram](#), [Pinterest](#), [Vine](#) and [YouTube](#)
- use social networking websites like [Facebook](#) and [Twitter](#)
- write or reply to messages on forums and message boards
- play games alone or with others through websites, apps or game consoles
- chat with other people through online games, [BBM \(Blackberry Messenger\)](#), game consoles, webcams, social networks and tools like [Whatsapp](#)

When online, children and young people can learn new things, get help with homework, express themselves creatively and connect with friends and family.

There are also risks, but by understanding and talking about the dangers you can help keep your child safe online.



Instagram
Instagram is a picture and video sharing app. Users can post content and use hashtags to share with others.



Facebook
Facebook is a social network, which lets you create a page about yourself.



Snapchat
Snapchat is an app that lets you send a photo or short video to your friends.



YouTube
YouTube is a place to watch, create and share videos. Videos include things like music, animation, online blogs and TV clips.



Minecraft
Minecraft is a game that lets you build and create a virtual world using building blocks.



What social networks are children using?

From Facebook and Instagram to Snapchat and Tumblr, Net Aware is a simple guide for parents to the most popular social networks, apps and games

Things to think about!

Ignoring age restrictions

- Some websites and games use age restrictions and checks to make sure that children don't see unsuitable content.
- Children must be at least 13 to register on most social networking websites. But there's not a lot standing in the way of children joining at a younger age.
- Age limits are there to keep children safe so you shouldn't feel pressurised into letting younger children join these websites.

Is your child 13?

- 'You tube' Account
- Instagram
- **Whats app**
- Does your child have accounts with any of these?
- Games

Friending or communicating with people they don't know

- Children and young people may chat or become 'friends' with people on social networks or online games, even if they don't know them or have never met them in person.
- The percentage of online friends that children didn't know outside of being online was:
 - 12% for 8-11 years olds in 2012
 - 29% for 12-15 year olds in 2013
- This makes children vulnerable to bullying, grooming and sharing personal information.
- Children in the UK have the 2nd highest number of social networking contacts in Europe:
- 26% of children had between 100 and 300 'friends'
 - 16% had more than 300 'friends'

Some of the dangers



- [Sharing personal information](#)
- Privacy controls can limit who can see your child's details, like their name, age and where they live. But when your child connects to someone as a 'friend', that person will have access to your child's personal information.
- Some 'free' games might ask your child to fill out lots of details before they can play and then illegally rent or sell this data on to others.
- **Switch off or adjust settings using GPS or location tracking**
Lots of apps and social networking sites use software to locate where the user is. Children and young people can also reveal their location by tagging photos, such as on Instagram, or checking in on Facebook or Foursquare.
- This means that people can find out where your child lives, socialises, works or studies.

Be aware!

Gambling or running up debts

- Many online games are free but offer the chance to buy items such as extra lives or new levels. So children may run up big bills without realising.
- Gambling sites have strict measures to make sure that their users are adults, but young people aged 18 and over could be enticed by offers and prizes on gambling websites and build up large debts.

Beware 'in app' purchases

1. Have the conversation early and often

2. Explore online together

3. Know who your child is talking to online

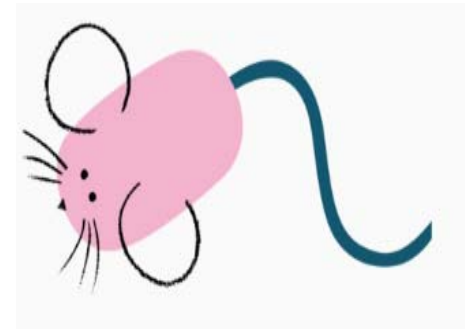
4. Set rules and agree boundaries

5. Make sure that content is age-appropriate

6. Use parental controls to filter, restrict, monitor or report content

7. Check they know how to use privacy settings and reporting tools

Tips to help keep children safe on the internet and social networks



What support can parents expect from school if things go wrong online?

- Phones are banned at Seva School, they must be handed in at the beginning of the day *(Ofsted view this as very good practice)*
- Issues around misuse of social media will be happening out of school
- Students bring the issues into school
- We will deal with the issues that come into school but we need to work in partnership!
- Acceptable use policy

We cannot turn the clock back!

- Technology is and will play a major part in your child's life. We have to embrace it

but

Knowledge is power

This is a powerful piece of kit in the hands of the immature