

# 2019-2020

## Definition

Online Safety focuses on educating children and young people on being safe when using the internet and technology.

The key aim is to educate children from an early age about the potential risks of sharing personal information on the internet. As technology develops, practitioners also have to look at other associated risks such as cyberbullying, radicalisation and sharing inappropriate images.



# Online Safety Staff Briefing

Information Sheet For Those Working With Children .

## The Four 'C's

When we consider the safety of children on the internet, we break it down into different categories. These are called:

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**Content:** being exposed to illegal, inappropriate or harmful material

Examples: *accessing adult websites, playing inappropriate video games*

**Contact:** being subjected to harmful online interaction with other users

Examples: *Grooming, coerced into sending indecent images*

**Conduct:** personal online behaviour that increases the likelihood of, or causes, harm.

Example: cyberbullying

**Commercialisation :** methods where children can be targeted through online adverts or influence.

Example: freemium adverts on Apps

## Apps

Many children now access the internet via Apps on smartphones, tablets and game consoles. Many Social Media Apps have age restrictions which have are usually '13'. There is no legal rule on this, it relates to the US data laws on companies being able to hold personal information about an individual.

Some popular Apps with children are:

**Photo/Video Sharing:** Instagram, Snapchat, Tik Tok, You Tube

**Social Networking:** WhatsApp, Messenger

**Live Streaming:** Twitch, Livestream (other apps such as You Tube and Instagram have live stream features).

**Gaming:** Fortnite, Roblox

It is important to be aware of what new Apps are popular at your school.



## Predators

One of the key dangers for children using the internet is individuals targeting children online. The problem of the internet is that predators can set up false profiles and because of the naivety of children, they can be easily coerced into behaving inappropriately. Predators are more likely to target children online and coerce them into sending indecent images.

## Cyberbullying

This is defined as “bullying that takes place using electronic technology. Electronic technology includes devices and equipment such as smartphones, computers, and tablets as well as communication tools including social media sites, text messages, chat, and websites.”

Terms related to cyberbullying can include:

- Keyboard Warrior
- Trash Talk
- Whispers
- Internet Tough Guy

Symptoms children might show include: social anxiety, depressions, eating disorders, social media withdrawal.

Some Apps associated with cyberbullying include: WhatsApp, Whisper.

It can also occur on video games when playing online.

## Video Games

Video games are incredibly popular with primary aged boys. However, one of the key concerns is the content of games rated '16' or '18'. We have a system called the PEGI ratings which classifies games as '3,7,12,16,18'. Content that can be include in an '18' game include: 'Gross violence (including torture), violence towards vulnerable characters and glamorising drugs and crime.

## Mental Health

More evidence has raised concern about the adverse effects of social media and excessive screen time on children's mental health. This arises from the concerns related to the addictive nature of social media and the impact on children's self esteem when bombarded with unrealistic images and comparisons to popularity which are linked to social media 'likes'.

## Apps & Safeguarding

Apps change on a regular basis and all school staff need to be aware of potential safeguarding issues relating to Apps.

This could include:

- *Pupils talking about using video chat Apps with strangers*
- *Pupils talking about talking to strangers on Apps*
- *Sending 'rude pics' or taking part in 'rude dares'*

