



Date: Friday 4<sup>th</sup> October 2024  
9am

# Home Learning and Online Safety

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What does your child  
love doing online?  
What services and  
devices do they use?



**ROBLOX**



Google

**FORTNITE**



 YouTube



**NETFLIX**



The online world can be exciting and inspiring. It has lots of opportunities to offer young people. It is important to manage and minimise the associated risks.

# Games and Apps

Roblox  
7+



Fornite  
12+



Call of Duty  
18+



Minecraft  
7+



GTA 18+



YouTube - 13



TikTok - 13



Instagram - 13

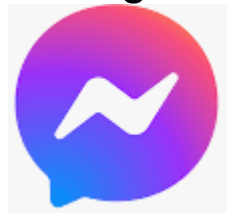


Facebook - 13



Facebook

Messenger - 13



Snapchat - 13



Whatsapp - 16



Twitter/X - 13







# Conduct

Online behaviour & 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.



It's easy to feel anonymous online and it's 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, it's 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 chats alongside other content including videos, streams and games can be hurtful, harmful or unreliable.**



**It's 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



**It is 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), it's vital that you report it to the police via:**

**Child Exploitation and Online Protection Centre ([www.ceop.police.uk](http://www.ceop.police.uk)).**



# Online bullying

Also known as 'cyberbullying' - takes place online or using technology.



Cyberbullying can happen in many different ways including unkind messages or comments, the sharing of embarrassing photos or exclusion from group chats.



Children need to understand that their online actions can be just as hurtful as offline actions and that seeking to deliberately hurt or upset someone is always unacceptable.

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90% of children have experiences of witnessed cyberbullying

# Nudes and sexting

**Sexting is taking and sharing a nude, partially nude or sexually explicit image or video.**



If the person in the image is under-18 then it **breaks the law**. The Protection of Children Act states that it is illegal to create, distribute or possess an indecent image of a child, including images or videos taken by the child themselves (e.g. selfies).



The police take a common sense approach and are not seeking to criminalise young people, but do have a duty of care if asked to investigate.



In the online world, content can get very far, very quickly and young people may lose control of who else sees their image. Knowing an image has been seen by others can be very difficult and traumatic for a young person to experience.



Sexting is a risk even for younger children. A child with access to a device, who can take a photo and send it on, may not understand the possible consequences and just think they're being funny.



# Self-Generated Imagery

Self-generated imagery refers to where a child has been coerced into taking imagery of themselves by another person via a screen (e.g. webcam/camera phone).

**This often happens in the child's home, e.g. bedroom or bathroom.**

- Out of the 275,652 confirmed CSAM reports, 254,071 were self-generated.
- This is a 27% increase over 2022
- 94% of self-generated imagery was girls.
- 64% contained both genders (e.g. children being coerced to abuse siblings/peers).

**Self-generated imagery featuring 7-10 year olds increased by 65% (104,282 reports) in 2023.**

- 41% of self-generated imagery included a 7-10 year old girl.
- This is a 67% increase on 2022.

**Self-Generated - 3 to 6 Year Olds**

- Overall 2,401 images, 91% of which were girls.
- The majority of images (47%) were taken in the bedroom or bathroom (12%).

# YouTube/Roblox - What are the dangers?

## Explicit content

- Content that is only appropriate for **older age groups**.
- Swearing, inappropriate song lyrics, violence, misogynistic language, racist language and sexualised language and behaviour.
- Suggested videos and auto play
- YouTube shorts algorithms

## Misinformation

- Home to a lot of fake news or misinformation.
- Content creators on YouTube cannot be classed as reputable sources.

## User-generated content

- Roblox thrives on the imagination of its players, users build “experiences” within Roblox that contain adult content — including profane language, violence, and sexually explicit imagery.
- Text messaging and voice chat

# What can you do?



TALK	EDUCATE	CO-VIEW	HOUSE RULES
<p>Talk to your child about their internet use and safety</p> <p>Have meaningful conversations about how they use the internet</p> <p>Praise your child for safe online behaviours</p> <p>Welcome your child if they want to ask you a question or tell you about a problem, even if they've done something unwise themselves</p>	<p>Learn as much as you can about games, platforms, parental controls and the benefits and risks of online activity</p> <p>Teach your child about specific issues and concerns</p> <p>Teach your child about safe and unsafe relationships and how to repair friendships following disagreements online</p>	<p>Co-view your child's online activity at least 1x/week</p> <p>Interact with your child online</p> <p>Model appropriate online behaviour</p> <p>Co-operate with each other to promote the well-being of all</p>	<p>Set clear routines, rules and boundaries ("house rules")</p> <p>Keep to age ratings and guidance for apps, games and devices</p> <p>Restrict online activity to daytime and communal areas</p> <p>Use filters and parental controls</p> <p>Spend regular screen-free time with your child</p>

<https://parentpact.smartphonefreechildhood.co.uk/>



## Sign the Parent Pact

Join the growing movement of parents across Britain who believe that childhood is too short to be spent on a smartphone.

It takes 30 seconds to sign the Parent Pact. And the more of us who do, the quicker we'll change the social norm - and protect childhood for our children and future generations.

Find out more about our mission to keep childhood smartphone-free on [our website](#).

Select your region. Start typing here

Go to Pact →



# Online Actions, Real World Consequences



**Real world footprint**



**Digital Footprint**

