

QUIZ – what do they mean?

LOL	Laugh Out Loud
BRB	Be Right Back
GTG	Got To Go
ATM	At The Moment
OMG	Oh My God
BTW	By The Way
POS	Parent Over Shoulder

The Digital World....

**Motivational
and fun**

**Wide and
flexible
range of
information**

**Accessed
anywhere
anytime**

**Communication
24 – 7**

Why is the digital world so
engaging to young people
and adults?

**A key skill
for life**

**Raising
Standards**

Escapism

**There are 7.1 billion people on the planet,
...there are 7.4 billion active mobile phones**

**1.4 billion profiles worldwide
300m photos uploaded every day**

facebook

**770 million users worldwide
1 billion tweets every two days**

twitter

**300 hours of video posted every minute
4 billion videos watched every day**

You Tube

**500 million users worldwide
34 billion messages sent every day**



WhatsApp

The Internet and Technology in School

- We have a duty of care to ensure we are providing opportunities for pupils to learn how to use technological devices as well provide an education in how to be safe.
- IT has a fantastic amount of good uses and we need to be seen to promote these alongside teaching pupils good habits as well as unfortunately the potential dangers.
- Working together to help children make the right decisions and choices.

Why is E-Safety so important?

- Young people are becoming more and more very tech savvy
- Young people do not necessarily have experience to judge risk
- The digital world can seem as important as the real world



Overarching risks of online use

- Privacy/digital footprints
- Unwanted contact/grooming
- Cyber-bullying
- Contact with harmful content/illegal material
- Sharing of inappropriate or illegal images/content
- Extremism



The Reality

Smartphone

3% of 5-7 year olds

18% of 8-10 year olds

89% of 16 year olds

The amount of time young people spend online has trebled in the past 10 years

Online in a typical week

5 -7 year olds **7.2** hours (approximately 1 hour a day)

8-10 year olds **10.5** hours (almost 1.5 hours per day)

16+ **27** hours (almost 4 hours a day)

The Reality

Use of social networking sites weekly

5 -7 Years old **23%**

12 years old **45%**

13 Years old **82%**

28% of 11-16 year olds have had an upsetting experience on Social Networking sites, that's **over 1 in 4.**

(CEOP strategic overview)

27% of children talk about more private things online than face to face

Age Restrictions for Social Media Platforms

(Ages specified in terms as of 2014)

Twitter
Facebook
Instagram
Pinterest
Google+
Tumblr
Reddit
Snapchat
Secret



YouTube
Keek
Foursquare
WeChat
Kik
Flickr



18
(13 with
parents'
permission)

Apps and Websites Kids Are Heading to After Facebook

TEXTING APPS

- **Kik Messenger** is an app that lets you text for free.
- **WhatsApp** lets users send text messages, audio messages, videos, and photos to one or many people with no message limits or fees.
- **GroupMe** Users can also send photos, videos, and calendar links.

Apps and Websites Kids Are Heading to After Facebook

MICRO-BLOGGING AND PERFORMANCE APPS AND SITES

- **Instagram** lets users snap, edit, and share photos and 15-second videos, either publicly or with a private network of followers.
- **Tumblr** It's a streaming scrapbook of text, photos, and/or videos and audio clips.
- **Twitter** is a tool that allows users to post brief, 140-character messages -- called "tweets" -- and follow other users' activities.
- **Musical.ly** is a performance and video sharing social network that mostly features teens lip syncing and to famous songs but also includes some original songwriting and singing.

Apps and Websites Kids Are Heading to After Facebook

LIVE-STREAMING VIDEO APPS

- **YouNow:** Broadcast, Chat, and Watch Live Video is an app that lets kids stream and watch live broadcasts.
- **Live.ly** – Live Video Streaming poses all of the same risks that all live streaming services do, so poor choices, oversharing, and chatting with strangers are all a part of the package.

Apps and Websites Kids Are Heading to After Facebook

SELF-DESTRUCTING/SECRET APPS

- **Burn Note** is a messaging app that erases messages after a set period of time.
- **Snapchat** is a messaging app that lets users put a time limit on the pictures and videos they send before they disappear.
- **Whisper** is a social "confessional" app that allows users to post whatever's on their minds, paired with an image.
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- **Yik Yak** is a free social-networking app that lets users post brief, Twitter-like comments to the 500 geographically nearest Yik Yak users.

Apps and Websites Kids Are Heading to After Facebook

CHATTING, MEETING, DATING APPS AND SITES

MeetMe Chat and Meet New People -- the name says it all.

Omegle is a chat site that puts two strangers together in their choice of a text chat or a video chat room.

Tinder is a photo and messaging dating app for browsing pictures of potential matches within a certain-mile radius of the user's location.

Unwanted contact and grooming

Definition of grooming:

A process by which a person prepares a child, significant others and the environment for the abuse of this child

Specific goals include gaining access to the child, gaining the child's compliance and maintaining the child's secrecy to avoid disclosure

Grooming techniques: Bribery and gifts, Flattery, Sexualised games, Threats, Blackmail, Desensitisation – pornography, child abuse images, video and web cams may be used.

Extremism is now the rising problem.

Extremism

- As part of the governments drive to tackle international terrorism all adults working with children are required to undertake PREVENT training.
- Grooming young people on line to indoctrinate is becoming a serious problem.
- This is often done through social media and gaming platforms.

Cyber-bullying

Definition of cyber-bullying:

'The use of digital technology (text messaging, email, social networking sites etc) to bully, harass or abuse someone.'

(DfE)

How:

- Mobiles
- Social networking sites
- Gaming
- Forums
- Email
- Sexting



Cyber-bullying

- It is an **invasion of personal space** for young people and is all encompassing and penetrating.
- It is **easier for perpetrators to remain anonymous through the online world or masquerade** as another person
- The target of **bullying can be anyone as physical and other factors do not come into play.**
- Often young people who **engage in cyber-bullying get involved in an unintentional way.**
- There **is a disconnection as they are removed from the face to face.**
- **There is an evidence trail in the online world** therefore there is the ability to track people

Illegal/Inappropriate Images and Sexting

- This is a growing problem
- Some young people do not see a problem in sharing images of themselves naked or in provocative poses. Media influences.
- The digital world creates the illusion of being 'safe'

Implications

- Legal and criminal responsibility in sharing indecent images of minors
- The spread of images from one device to another.
- Impact on job prospects and adulthood

Children and adults use the internet in different ways

Parents / Carers

- Consume, download, corporate
 - e-mail
 - work
 - Shopping
 - Research
 - Social Networking

Young people

- Create, upload, personal
 - Music
 - Games
 - Chat
 - Instant Messaging IM
 - Blogs
 - Social Networking



School

- Supervised
- Monitored
- Filtered
- Curriculum led



Home

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Tips for Parents

- Set the ground rules clearly – timing, location, content, apps, games
- Check the content regularly – you own the device!
- Talk to your child about their online activity.
 - What apps or games are they using regularly?
 - Who are they communicating with?
- Research the apps they use, it's privacy settings, age appropriateness and the ways around it.
- Use the safety features and tools provided. Some providers will set up age restrictions to online content.
- Install apps to restrict access and settings
- Being a role model as a digital citizen.

Signs of a problem

- Becoming withdrawn
- Wanting to spend time alone particularly with a device
- Secretive about device/online content
- Aggressive resistance.

What to do if you are worried...

- Talk to your child
- Talk to school
- Capture any evidence
- Screenshot and or save conversations
- Report it to the Police, CEOP(Child Exploitation and Online Protection Centre)



What happens?

 You're making a CEOP Report

Before you begin **Who Are You?** How can we contact you? What Happened? What do you know about the suspect? Ready to send the report? Report Finished

Who are you?

◀ Back a step

We need to know...

Your first name (even if the report is about someone else)

Your last name

Your age

[Click here if you want to report without telling us your name](#)

Are you a boy or a girl?

Your house number and road name

Your town or city

Next question ▶

How can we contact you?

Report Statistics

- **18,887** reports relating to child sexual exploitation.
- **2,866** Intelligence reports sent out from the centre.
- **192** perpetrators arrested as a direct result of CEOP.
- **560** Children were safeguarded and protected.
- **6%** of all referrals require an immediate response.

Further Information

www.thinkuknow.com

<http://www.childnet-int.org/>

<http://www.bbc.co.uk/webwise/>

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

<http://www.getnetwise.org/>

<https://ceop.police.uk/safety-centre/>

<https://www.common sense media.org/blog/16-apps-and-websites-kids-are-heading-to-after-facebook#>



Any Questions?

