



Digital Survey Outcomes

February 2023

As part of Safer Internet Day on Tuesday 7th February 2023, we conducted a digital survey across our Key Stage 2 classes to get an up-to-date picture of what technology the children of All Souls say that they use, what they use it for and how often. We also asked them about their routines with technology and gave them the opportunities to share any worries or concerns that they have about using devices.

We thought that it would be useful to share some of the statistics that our survey generated with you as this may support you in conversations and decisions made at home. It is important to note that all of this information is from the children's perspectives and has not been confirmed or verified by parents.

Key Highlights:

- **96%** of children in **Year 6** say that they **own a mobile phone**, which lowers to **27%** by **Year 3**
- **97%** of children in **Years 3-6** say that they own **either a mobile phone or a tablet/iPad**
- **Over half** of the children in **KS2** say that they have **at least three electronic devices** (including games consoles, tablets, mobile phones, laptops etc)
- **Over half** of the **Year 6** children use **WhatsApp, TikTok** and **Snapchat** as do many children in Years 3, 4 & 5
- The most popular games played are the same across KS2: **Roblox, Minecraft, Fifa, Fortnite, Mario Kart, Rocket League**
- Children claim to spend, on average, **3 hours** per day on electronic devices and approximately **one third** of children say that they use their devices for **in excess of four hours** per day
- Fewer than half of the children say that their devices are **monitored** or have **restrictions** on devices
- On average, children in Year 6 say that they go to bed at **9:00pm** and this lowers to **8:20pm** by Year 3. Some children say that they go to bed **as late as midnight** and approximately **one in five** children say that they **do not have a fixed bedtime**.
- Approximately **half** of children say that their **parents look after their devices overnight**
- Approximately **one in four** children say that they **communicate** with people who they have **only ever met online**

The tables below show the outcomes of our analysis of children's responses

Devices & Apps

	% of children surveyed who say they...							
	...own a mobile phone	...own a games console	...own 3 or more devices	Use Youtube	Use Whatsapp	Use TikTok	Use Discord	Use Snapchat
Year 6	96%	78%	60%	93%	93%	52%	30%	63%
Year 5	58%	81%	54%	96%	54%	35%	15%	42%
Year 4	71%	75%	54%	96%	64%	25%	11%	39%
Year 3	27%	81%	53%	93%	19%	34%	8%	23%

Games

	Most played games
Year 6	Roblox, Fortnite, Rocket League, Fifa, Minecraft,
Year 5	Roblox, Toca Boca, Fortnite, Mario Kart, Minecraft, Fifa, Rocket League
Year 4	Roblox, Minecraft, Fortnite, Toca Boca, Fifa
Year 3	Pokemon, Minecraft, Fifa, Roblox, Maria Kart

Usage & restrictions

	Daily average amount of time spent on devices	% of children who use devices for more than 4 hours each day	% of children who say that their devices are monitored or have restrictions place on by adults	% of children who say that they communicate with people who they have only ever met online?
Year 6	3 hours 15mins	33%	37%	36%
Year 5	3 hours 10 mins	31%	50%	15%
Year 4	2 hours 40 mins	20%	29%	7%
Year 3	3 hours 30 mins	35%	58%	35%

Evening/Night routine

	% of children who say they have no fixed bed time	Range of bed times of children in the class	Average bed time of children who say they have one	% of children who say their electronic devices are looked after by an adult over night
Year 6	15%	7:30pm-12:00am	9:00pm	33%
Year 5	19%	7:30pm-11:00pm	8:45pm	42%
Year 4	21%	7:00pm-9:30pm	8:30pm	54%
Year 3	19%	7:00pm-11:30pm	8:20pm	62%