

Diptford C of E Primary School

E-Safety Parents Talk

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What we will be covering

- Web Browsing
- Social Media
- Games Consoles
- Mobile Devices
- Smart TV's and On Demand Services
- The Internet isn't all bad!
- What we do at school
- What you can do at home (summary)

Web Browsing

- Using search engines
 - Websites
 - Images
 - Videos
 - Adverts



Web Browsing

100% of children in Class 2 and 3 at Diptford browse the internet for research.

Web Browsing- What can we do?

- ☑ Activate highest level of filtering and safety features for which ever browser you use.

<https://www.saferinternet.org.uk/advice-centre/parents-and-carers/safety-tools-online-services/web-browsers>

- ☑ Download 'Hector the Dolphin' from:

<http://hectorsworld.netsafe.org.nz/teachers/hectors-world-safety-button/>

Social Media



How many children at Diptford regularly access Social Media?

___% of children at Diptford access Social Media including:



Social Media- Digital Footprint

- Children need to be aware of what they are posting online.
- Who can view and potentially share any information (including photos and video's online).



Social Media- Posting Safely

- Who can see their posts?
- Who can comment on pages?
- Do they (or you) know all of their friends?
- Overshare - What can people learn about them through their posts (e.g photographs, place tags, friend tags etc).

Social Media- Cyber Bullying / Trolling

- Are friends who they say they are?
- Internet provides a sense of anonymity to some users which can lead to Cyber Bullying and Trolling.

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Social Media- What can we do?

- ☑ Teach and show your child how to set up their privacy controls and ensure that they are regularly checked and adjusted if necessary.
- ☑ Ensure that you regularly check their friends / followers and who they are following.
- ☑ Ensure that your child knows what to do should they experience upsetting posts or comments (come and speak to you / report directly to site, block that individual / report to school or local police / CEOP).
- ☑ You may choose to monitor your child's posts and ensure that what is being uploaded is appropriate and safe.



Games Consoles

“ ____% of children in Class Three regularly use a games console and have played games such as...”

Games Consoles

- Access to the internet.
- Access to other gamers.
- Inappropriate content within games.



Games Consoles- PEGI Ratings

- Age appropriate content NOT about ability.
- Consider your child's access to games above their recommended age.



PEGI 3

The content of games given this rating is considered suitable for all age groups. Some violence in a comical context (typically Bugs Bunny or Tom & Jerry cartoon-like forms of violence) is acceptable. The child should not be able to associate the character on the screen with real life characters, they should be totally fantasy. The game should not contain any sounds or pictures that are likely to scare or frighten young children. No bad language should be heard.



PEGI 7

Any game that would normally be rated at 3 but contains some possibly frightening scenes or sounds may be considered suitable in this category.



PEGI 12

Videogames that show violence of a slightly more graphic nature towards fantasy character and/or non graphic violence towards human-looking characters or recognisable animals, as well as videogames that show nudity of a slightly more graphic nature would fall in this age category. Any bad language in this category must be mild and fall short of sexual expletives.



PEGI 16

This rating is applied once the depiction of violence (or sexual activity) reaches a stage that looks the same as would be expected in real life. More extreme bad language, the concept of the use of tobacco and drugs and the depiction of criminal activities can be content of games that are rated 16.



PEGI 18

The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence and/or includes elements of specific types of violence. Gross violence is the most difficult to define since it can be very subjective in many cases, but in general terms it can be classed as the depictions of violence that would make the viewer feel a sense of revulsion.

Descriptors shown on the back of the packaging indicate the main reasons why a game has received a particular age rating. There are eight such descriptors: violence, bad language, fear, drugs, sexual, discrimination, gambling and online gameplay with other people.



Bad Language

Game contains bad language



Discrimination

Game contains depictions of, or material which may encourage, discrimination



Drugs

Game refers to or depicts the use of drugs



Fear

Game may be frightening or scary for young children



Gambling

Games that encourage or teach gambling



Sex

Game depicts nudity and/or sexual behaviour or sexual references



Violence

Game contains depictions of violence



Online gameplay

Game can be played online



Games Consoles- What can we do?

- ✓ Find out about the parental controls available for your console and activate them (prevent internet browsing or restrict access to age-restricted games).
- ✓ Ensure that age restricted games are out of reach if you do not want your child to play them.



Mobile Devices

“___% of children in Class Three have regular access to a tablet or mobile phone.”



Mobile Devices- In App Purchases

- You can buy 'level up's', 'lives' and other elements of games which can rack up quite a bill.

Mobile Devices-



- Excellent resource of information and entertainment.
- Can include inappropriate content e.g swearing.
- Recommended Videos.

Mobile Devices- What can we do?

- ✓ Ensure your child understands the data allowance on their device.
- ✓ Talk with your child about safe and responsible smartphone use.
- ✓ Create a set of family rules.
- ✓ You Tube Kids App.

Smart TV's

- Access to the internet (e.g you tube).
- Access to On Demand services.



Smart TV's- On Demand Services

- Children have potential access to inappropriate films and programmes.
- Beware of 'recommendations'.

Smart TV's- What can we do?

- ☑ Set up Parental Guidance Lock and pins for On Demand services.

BBC iPlayer Parental Guidance Lock

4OD Parental Control

ITV Player PIN number protection

My5 Parental Control

Amazon Fire, AmaZON Prime, Apple TV, Netflix, Now TV, Roku
Tv, Sky Go, Tivo, Youview, Xfintiy

<https://www.saferinternet.org.uk/advice-centre/parents-and-carers/safety-tools-online-services/tv-demand>



Technology isn't all bad!

- Learning
- Communication
- Entertainment
- Creativity
- Children / Teens can access health information they might be too embarrassed to talk about.

What do we do at school

- ✓ E-Safety Lessons and discussions focusing on cyber bullying.
- ✓ Filtering on search engines activated.
- ✓ Internet Safety Day (Tuesday 7th February).
- ✓ SWGFL safety filtering.
- ✓ Hector the dolphin installed on all computers.
- ✓ E Safety suggestions on each newsletter.

Some Suggestions:

- ✓ Create a household user policy with your children.
- ✓ Ensure your Child knows what to do should an issue arise.
- ✓ Create a family email address for children to use for sites that require a log in and regularly check that email.
- ✓ Download Hector the dolphin.
- ✓ Ensure that your web browser is set to the highest level of filtering.
- ✓ Enable parental control on wifi and smart tv / on demand / games consoles.
- ✓ Ensure in app purchases are deactivated for games / apps on tablets or other mobile devices.
- ✓ Place your computer in a central location in the house (e.g kitchen or hallway).

Useful Information

- <https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety>
- <https://www.thinkuknow.co.uk/parents/>
- <http://www.saferinternet.org.uk/safer-internet-day/2016/parents>
- <http://www.childnet.com/parents-and-carers>
- <http://www.bbc.co.uk/programmes/p018hhbb>
- <http://www.pegi.info/en/index/>
- <http://hectorsworld.netsafe.org.nz/teachers/hectors-world-safety-button/>
- Vodafone E Safety Magazine available from the school office.



Question Time