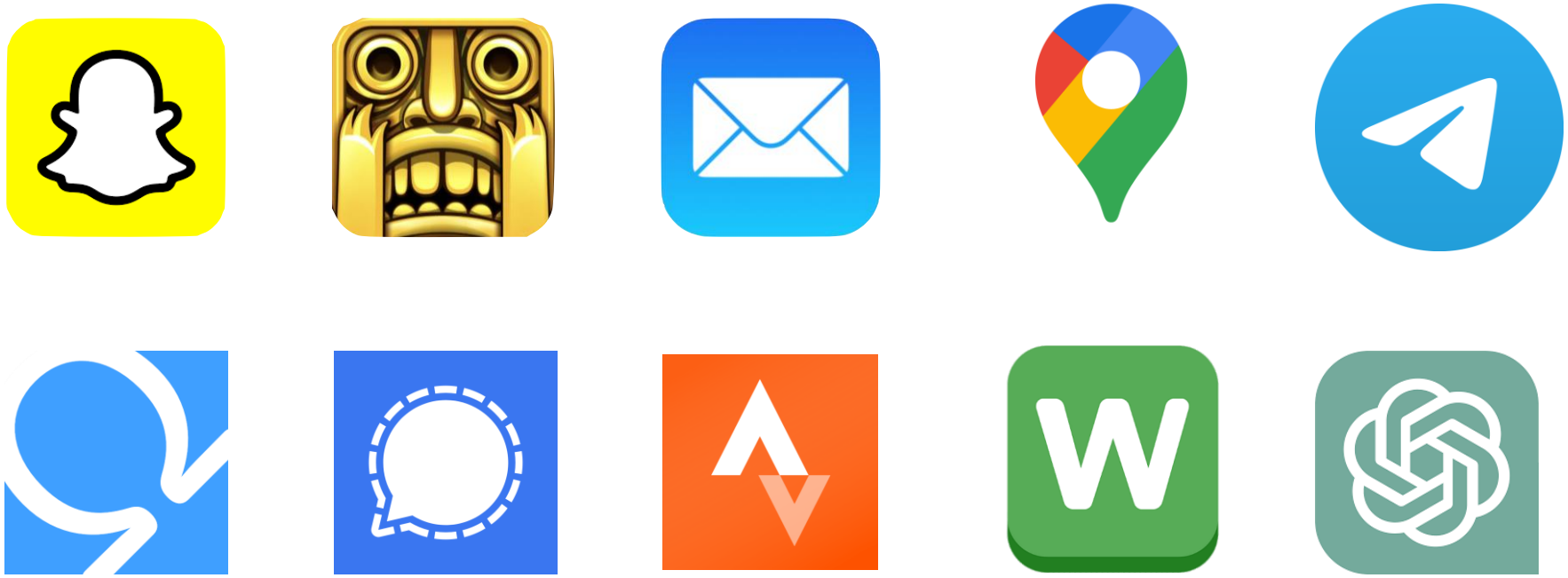


INTERNET SAFETY

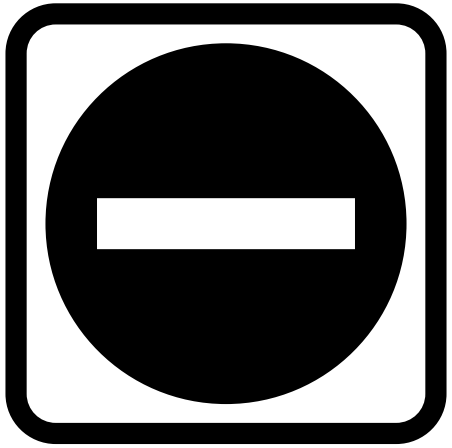
Staying Safe Online

Claire Bony
&
Paul Graham

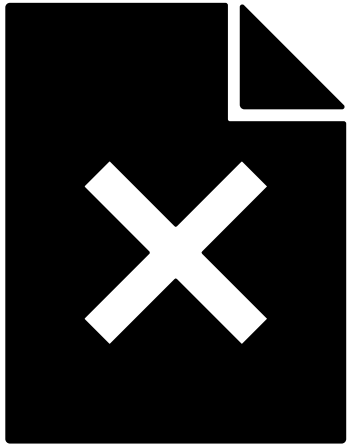
inspire
LEARNING

The Inspire Learning Programme

Block sites through smooth wall



Restrict the Apps to educational ones



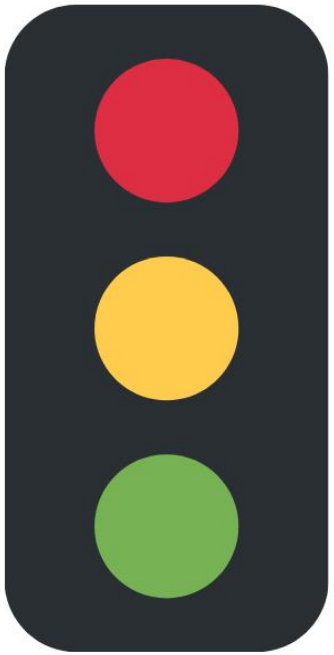
Report concerns

Children need to:

- Understand healthy and unhealthy behaviours within online and offline friendships and relationships
- Understand the importance of permission and consent, in particular in relation to sharing images and videos
- Identify signs of manipulative, pressurising or threatening behaviour and respond safely to it
- Understand the importance of seeking help from a trusted adult when they need it

National Guidance

our internet and web use should be...



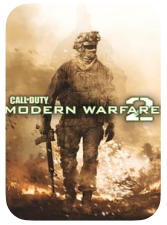
safe

smart

kind

Children and Young People Online

- What are children and young people doing online?
- How can we understand and keep up with the social web?
- What opportunities and risks does the social web present?



What are they doing online?

- **Online gaming** – 59% of 5-15s play games online
- **Connecting** – 70% of 12-15s have a social media profile
- **Watching videos** – 90% of 12-15s watch videos on YouTube
- **Staying informed** – 27% of 12-15s see social media as their most important news source

Source: Children and parents: media use and attitudes report, Ofcom (2019)

CR-IS

CYBER RESILIENCE AND INTERNET SAFETY

inspire LEARNING

the CRIS roadmap

consume

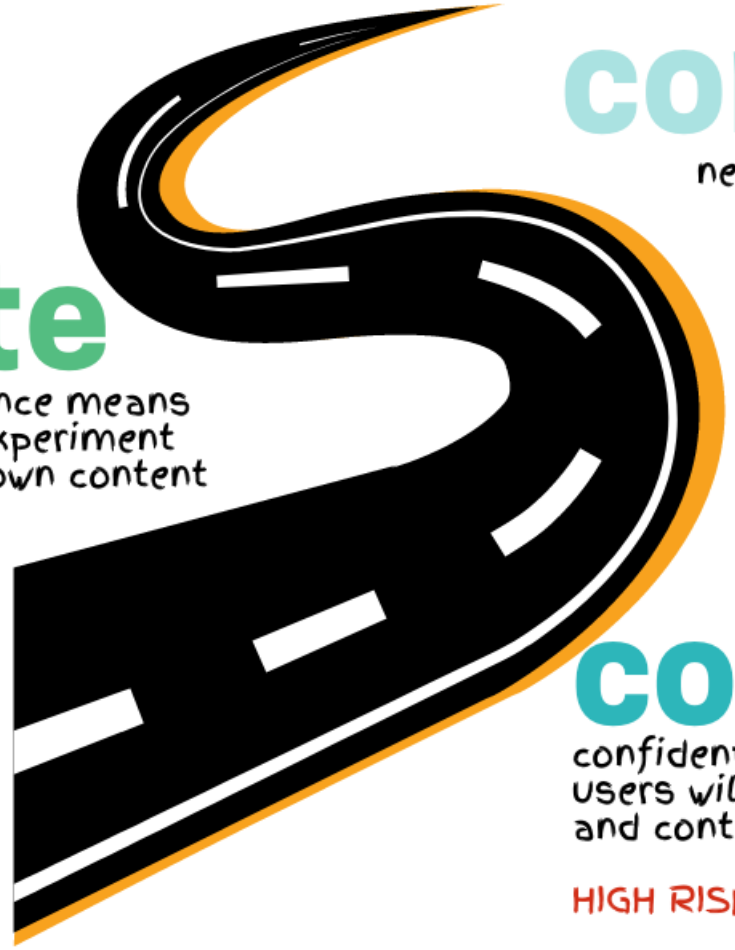
new web users usually only view others' content

LESS RISK

create

increasing confidence means users may start experiment with making their own content

MORE RISK



communicate

confident or experienced web users will share information and content with others

HIGH RISK

CONSUME, CREATE, COMMUNICATE

CONSUME

Less risk

Creating

more risk

Do we have consent and permission?

What is appropriate/safe content to create?

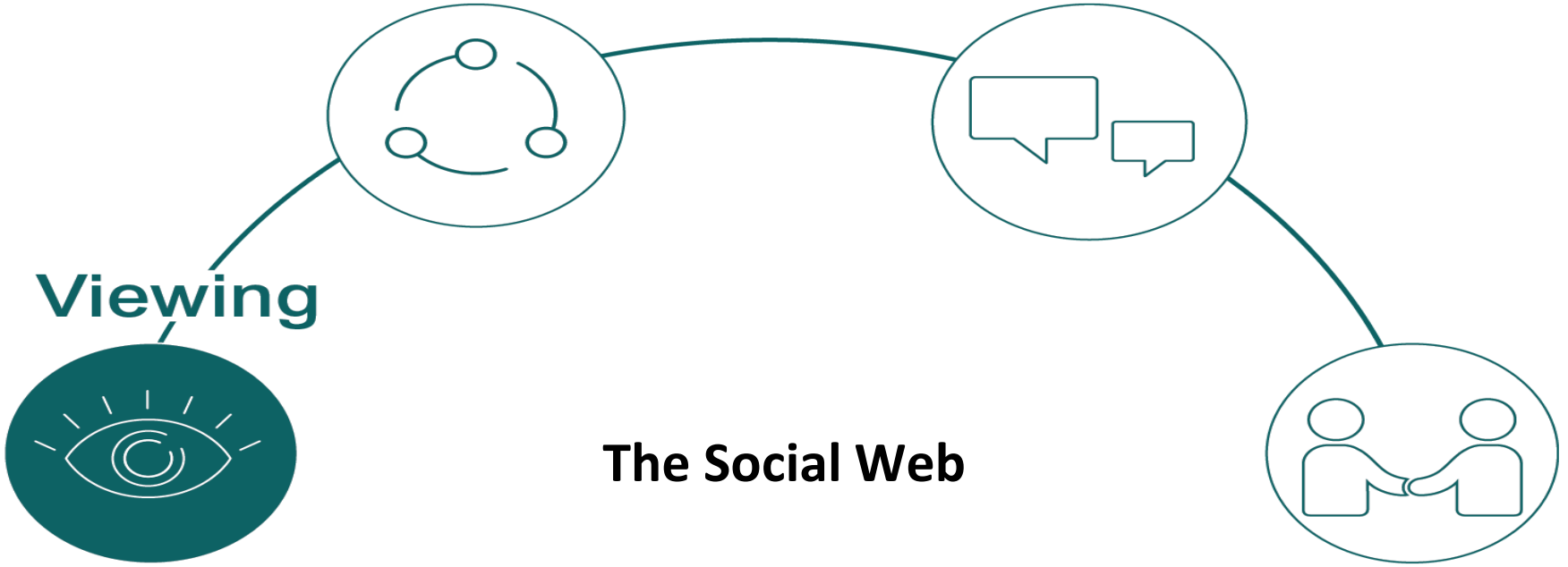
COMMUNICATE

Communicating

- Does the app/site have communication features e.g., chat, video chat, livestreaming?
- What is appropriate/safe content for communicating/sharing?
- Has everyone involved given permission and understood where content will be shared?
- Where is the content being shared?
- Who is the content being shared with?
- Can anyone respond to the content (comments, likes, reshare etc.)?

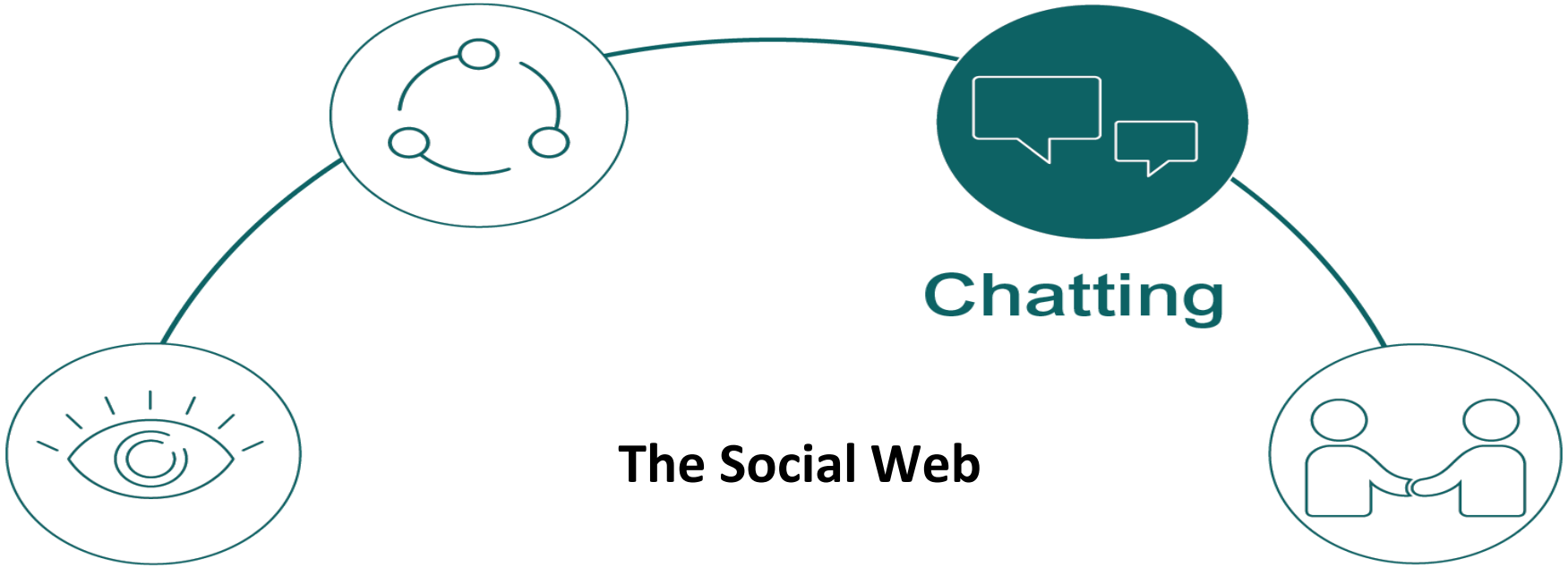
Crieff
Auchterarder
Callander
Stirling
Bo'ness
Greenock
Cumbernauld
Livingston
Glasgow

The Importance of Talking to Young People



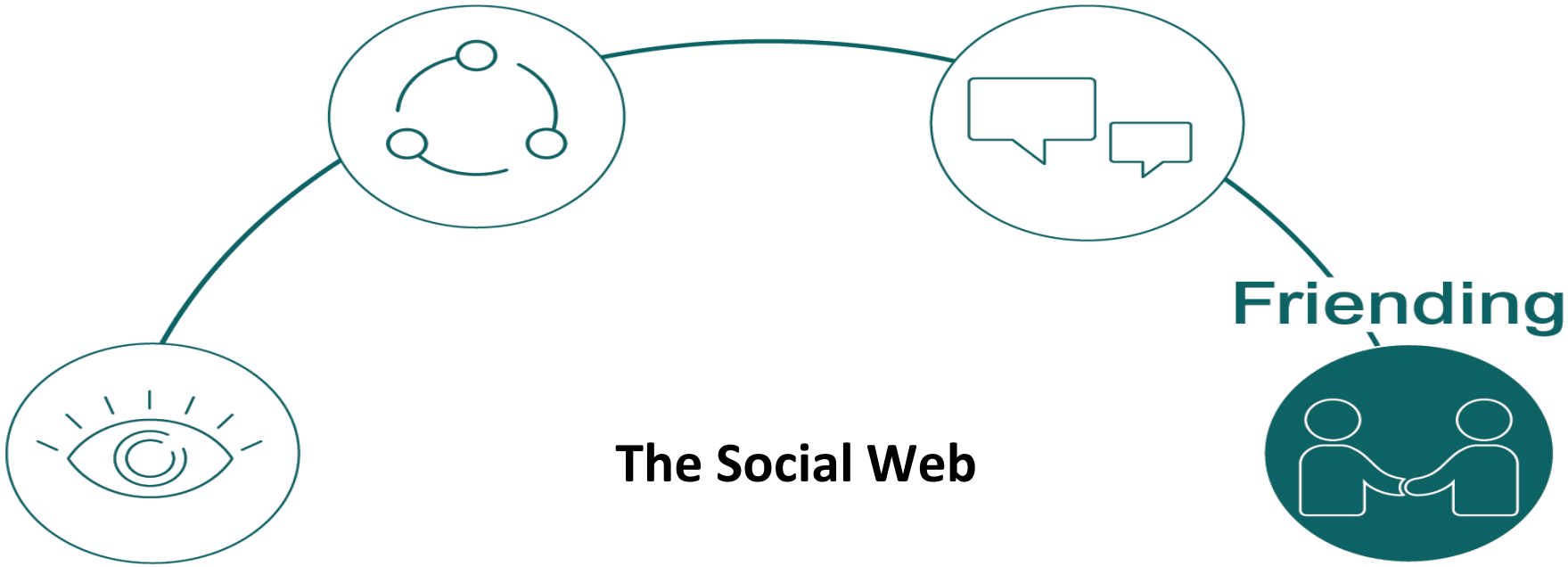
- What content can they see?
- Is it age appropriate?

- What are they sharing?
- Who are they sharing it with?



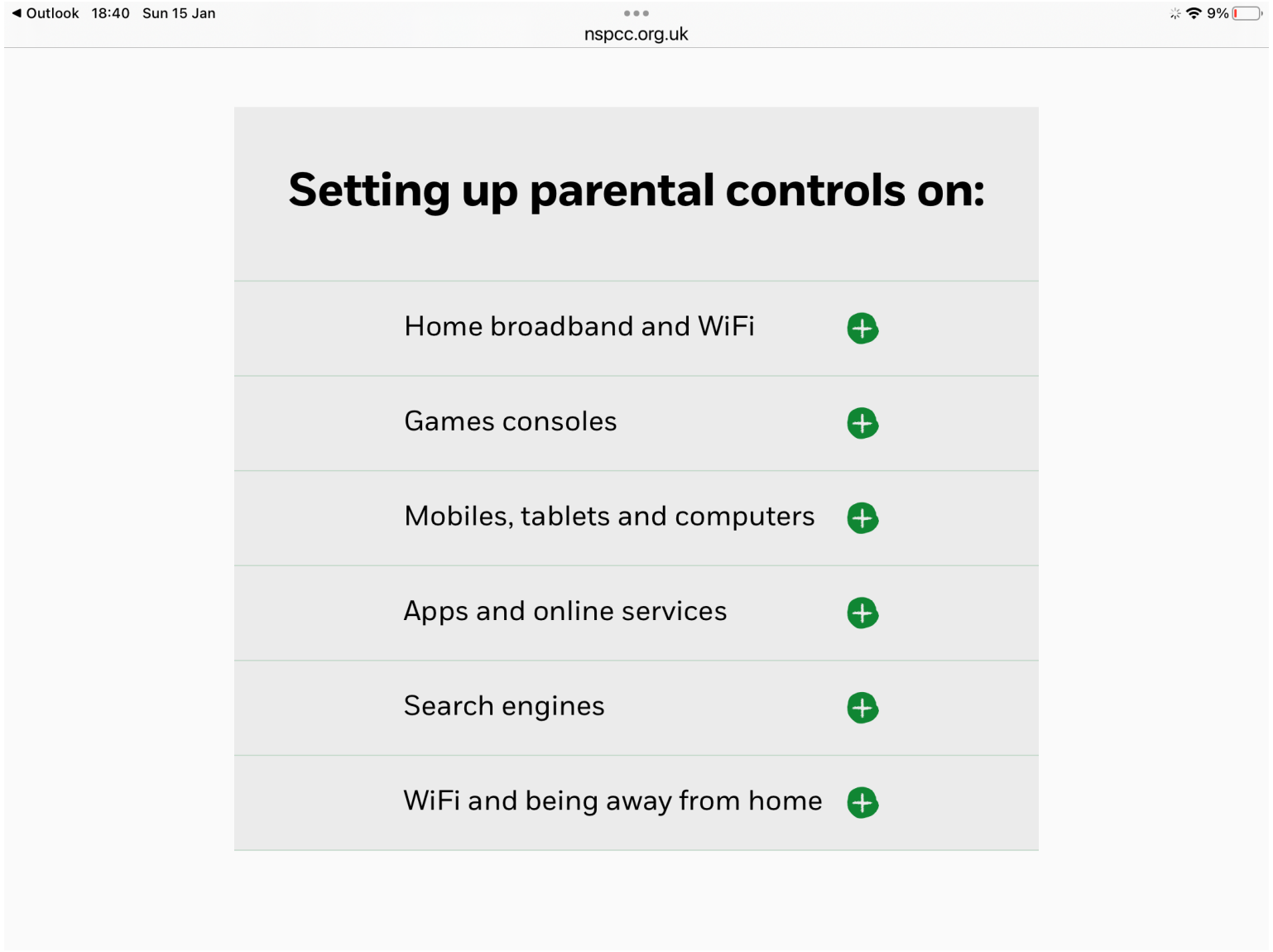
The Social Web

- Who are they talking to?
- What are they sharing with them?



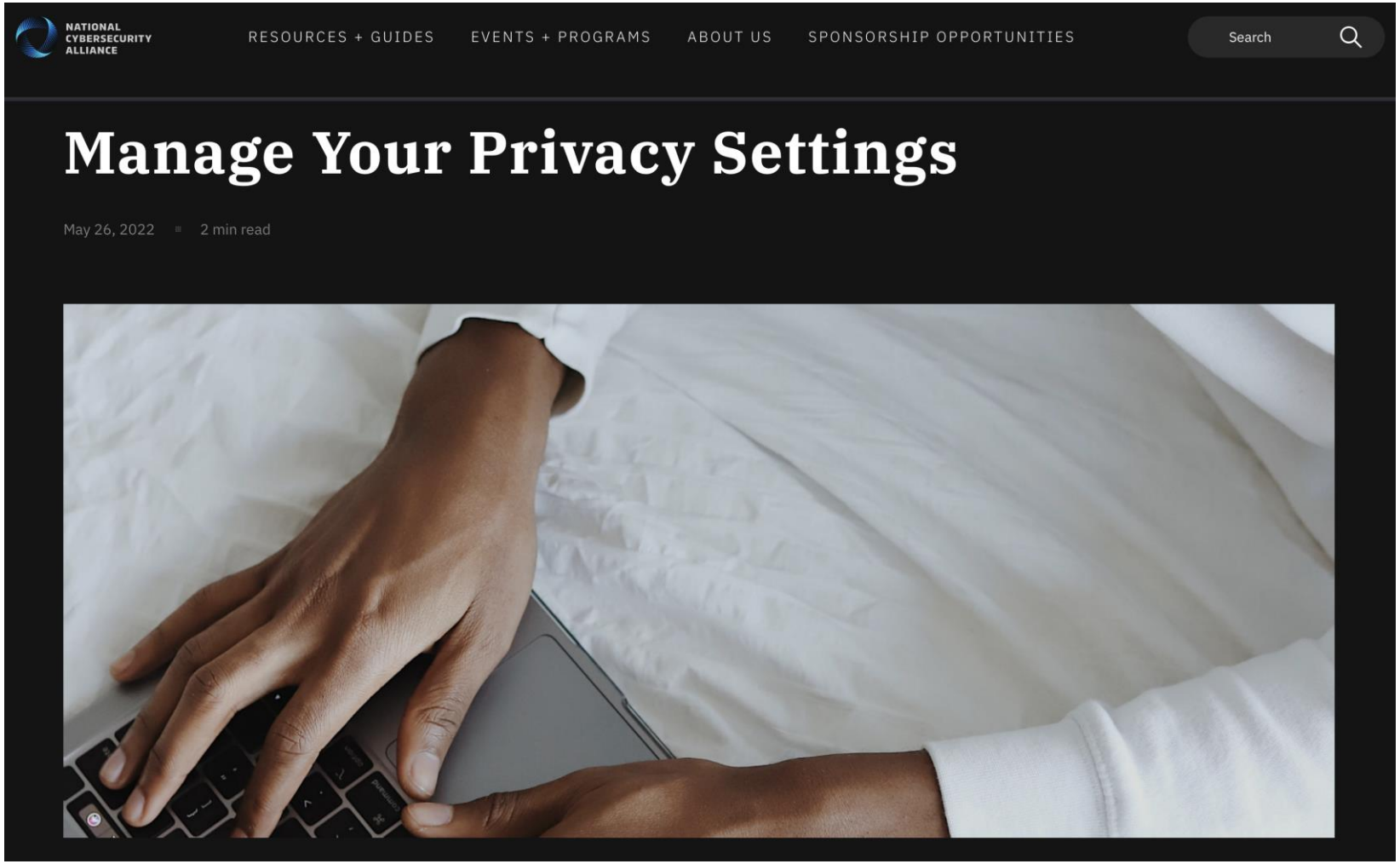
The Social Web

- Who are they friends with?
- What are they sharing with them?



www.nspcc.org.uk

Managing Privacy Settings



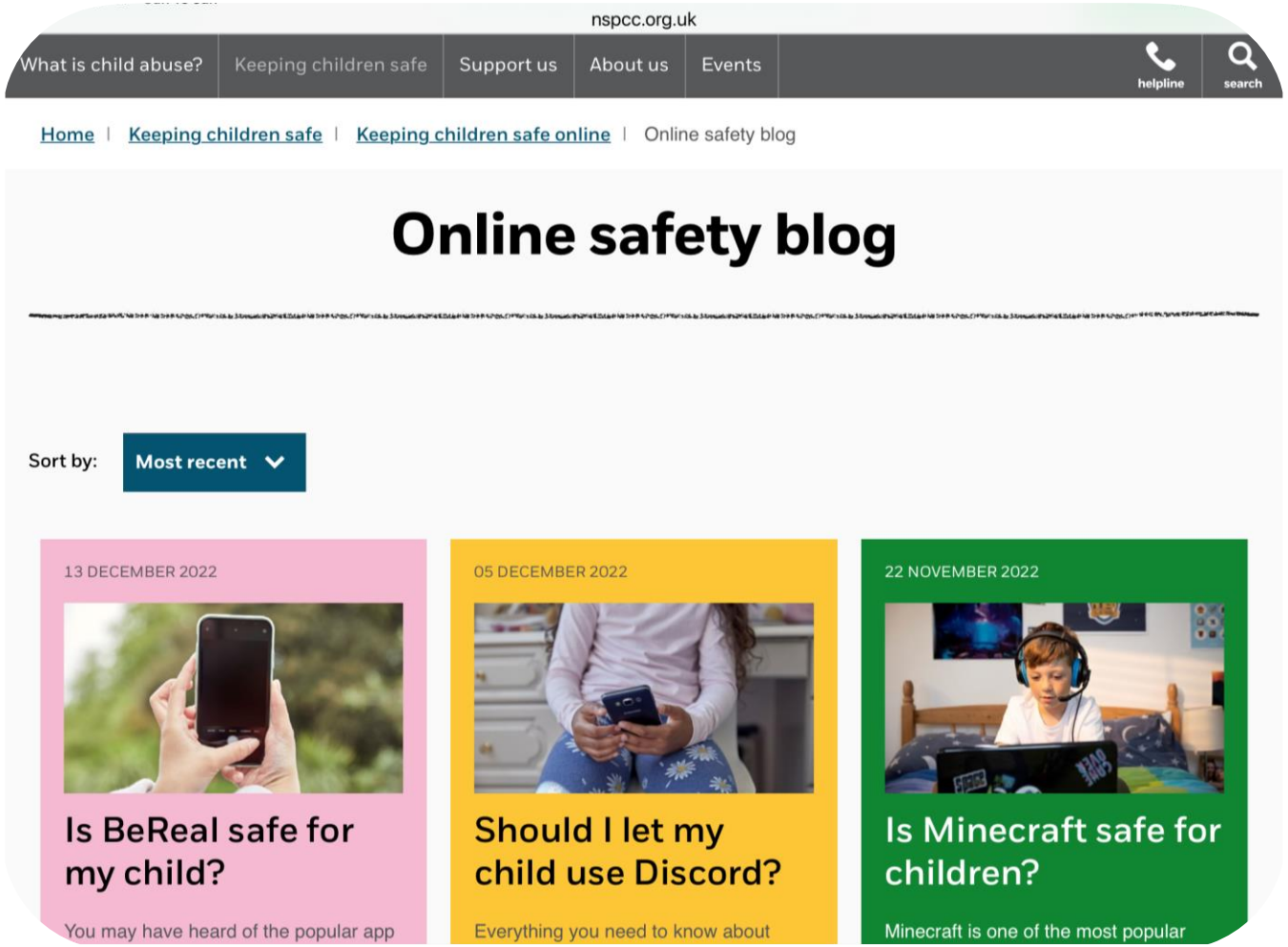
https://staysafeonline.org/resources/manage-your-privacy-settings/

www.nspcc.org.uk

What are the risks of online gaming?

- Being bullied
- Trolling, griefing and scams
- In-game purchases
- Talking to people they don't know

Know your Apps, Social Media and Games



www.nspcc.org.uk

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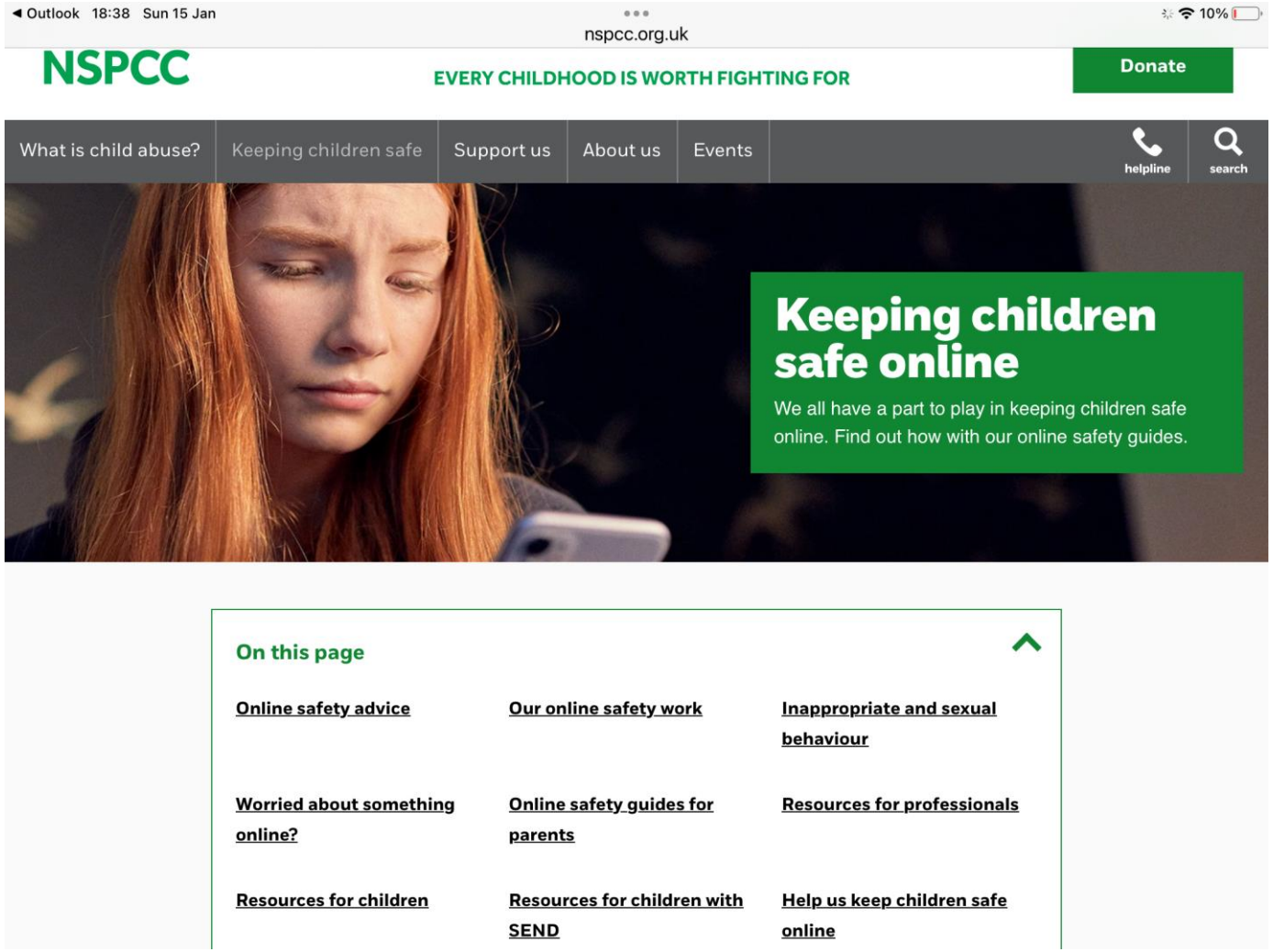

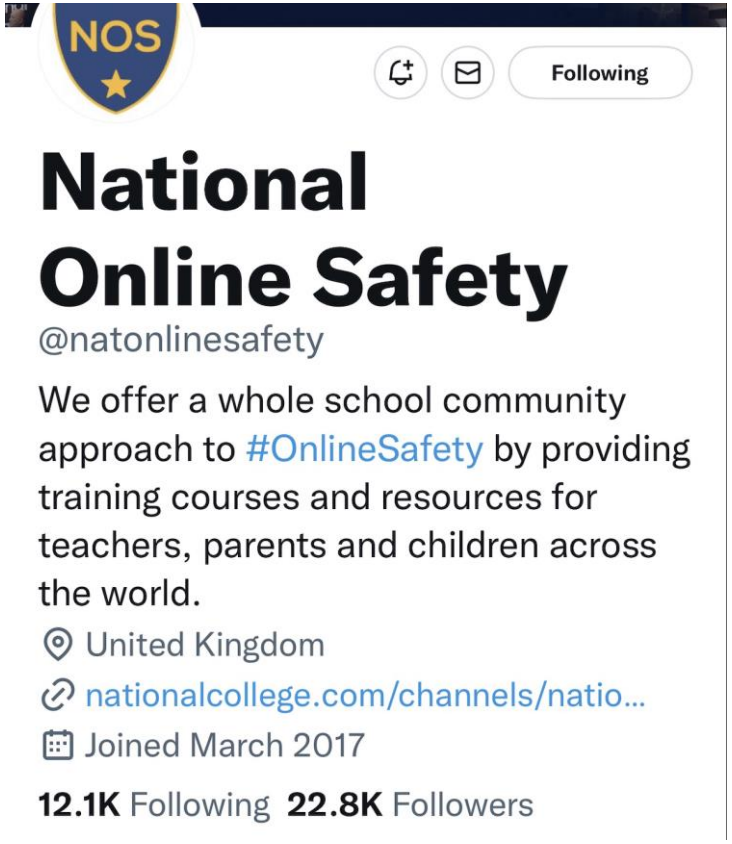

Keeping up to date #WakeUpWednesday

Gaming Guide

TWO LEVELS OF INFORMATION AS A GUIDE : THE PEGI AGE LABELS

THE CONTENT DESCRIPTORS

www.ceop.police.uk/safety-centre

Reporting to CEOP

If you or the person you are helping is in immediate danger please contact the police dialling 999

REPORT HARMFUL CONTENT

Report | Advice | Cymrae

https://reportharmfulcontent.com/child/

Helping everyone to report harmful content online

Threats

Impersonation

Bullying and Harassment

Self-harm or Suicide Content

Online Abuse

Violent Content

Sexual Communications

Pornographic Content

What is Thinkuknow?

www.thinkuknow.co.uk (CEOP education)

The **Thinkuknow** programme aims to empower and protect children and young people and exploitation through education.

Thinkuknow offers resources to cater for different age groups, audiences and needs:

4-7	8-10	11-13	14+	Parents and Carers
Resources for those with special educational needs and disabilities (SEND)				

CEOP

Twitter:
@CEOPUK

Facebook:
ClickCEOP

YouTube:
CEOP channel

A National Crime Agency command

New opportunities, role models and careers?

Amongst other things, the internet provides:

Opportunities for creativity and careers.

Deepening relationships with friends and family.

Opportunities for learning.

Opportunities to gain support.

Engagement in world issues and getting your voice heard.