

Welcome to today's course

# Online Safety for Parents & Carers



Whilst you wait... What do you know already?


















## KIDSONLINeworld

Take out your phone, tablet or laptop & visit [www.kidsonlineworld.com](http://www.kidsonlineworld.com) to assist you!

Whilst you wait... What do you know already?



How many of these 'apps' can you name?

 Facebook	 Twitch	 Hangouts	 Tellynium	 Instagram
 Monkey	 Houseparty	 Discord	 Messenger	 Triller
 Steam	 Snapchat	 Twitter	 WhatsApp	 Tik Tok

Areas of Focus

<p>Platforms</p> 	<p>Risks/Behaviours</p> 
<p>Responding to concerns</p> 	<p>Making things safer</p> 

Platforms

Messaging/Chat

Messaging/Chat




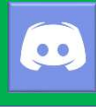





[www.businessofapps.com](http://www.businessofapps.com)


2 billion users in 180 countries makes WhatsApp the most-popular messaging app in the world


One billion daily active WhatsApp users

### Other popular messaging/chat 'apps'


 <p><b>Yubo</b> Previously known as 'yellow' allows users to chat and stream - connecting with people close by</p>	 <p><b>Wink</b> Swipe left and right through a bunch of new faces and connect with people all over the world</p>
 <p><b>Viber</b> Lets you text, call, share photos &amp; video call</p>	 <p><b>Discord</b> Voice &amp; text chat - designed specifically for gamers</p>
 <p>Yolo, Kik &amp; Telloym are anonymous &amp; do not require a phone number or e-mail to connect</p>	 <p>Safe Message can be used across various messaging platforms &amp; allows sender to self-destruct messages</p>
 <p>Telegram allows communication with complete strangers and promotes secrecy</p>	

### Platforms





Messaging/Chat



Social Media

### Social Media

Social Media provides Children with a platform to engage & communicate with each other and can be accessed through Computer, Tablet, Mobile Phone, Smart TV, Games Consoles and Smart Watches

**Considerations...**

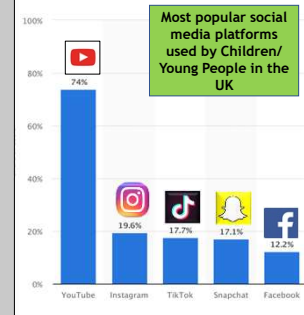
How is the account verified?

What communication methods are available?

Does the platform enable location sharing?

How to I adjust the 'Privacy Settings' & what are they set to by default?

Does the child know the difference between 'online' & 'real life' friends?





Platform	Percentage
YouTube	74%
Instagram	19.6%
TikTok	17.7%
Snapchat	17.1%
Facebook	12.2%

Source: www.statista.com - Feb 2020


**Most popular social media platforms used by Children/Young People in the UK**

### Platforms






Messaging/Chat



Social Media



Gaming

### Gaming

What % of children in the UK play computer games?	93%
What % of 8-12 year olds play computer games for 2 hours or more per day?	66%
What % of girls aged 5-15 play games online?	49%

What Primary School Children tell us they're playing...





**In May 2020 - Fortnite achieved 350 million+ downloads worldwide**

www.ecliplimited.com



**WHAT IS AMONG US?**  
Among Us is an online multiplayer game that allows a maximum of 10 players to take on the roles of a Crewmate or Impostor. The aim of the game is for the Crewmates to identify the players who are the Impostors in the game. The Impostors in the game look to secretly sabotage the tasks on the ship and kill the Crewmates before they finish their tasks.

**FEATURES**  
The Impostor generates a code that can be shared with other players to give them access to the game.  
The game is set in public. Only 10 players can join each game before the game has started. This also means that children may interact with users they don't know.  
In addition to the chat function in the game, players can also use Discord servers to talk to each other in the game.

**AGE PEGI 7+**

**Advice for keeping children & young people safe**

**RISKS...**

- STRANGERS**  
If you tell a playing a game that is on a public server, they may be able to talk to people they don't know which could put them at risk.
- INAPPROPRIATE CONTENT**  
If you are in the chat of the game, adults may be able to message you. It is sharing inappropriate content and talk to a trusted adult.
- IF THEY PLAY PUBLIC GAMES, MAKE SURE THEY KEEP THEIR PERSONAL INFORMATION PRIVATE.**
- IF YOUR CHILD CAN'T SPEAK, ENCOURAGE THEM TO PLAY THE GAME THROUGH SPEAKERS RATHER THAN ON A HEADSET AS YOU CAN BE HEARD IF YOU'RE IN THE GAME.**

**TOP TIPS...**

- Set game games to private and only let your child play with people they know.
- If you are in the chat of the game, adults may be able to message you. It is sharing inappropriate content and talk to a trusted adult.
- Take your child's personal details such as age, name and address and ensure you know how to recognize these risks, and have some safety strategies in place if they are ever contacted in the game.

As with any 'app', communication platform or online game... **MAKE SAFE**

Take time to check it out for yourself and always promote yourself as a parent of a young person and never as a child of your own child to your own parents.

Keep up to date by visiting [www.kidsonlineuk.com](http://www.kidsonlineuk.com)

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### Why do people 'game'?

- Fun/Entertainment/Relax
- Escapism / Autonomy
- Social Interaction / Belonging
- FOMO (Fear Of Missing Out)
- Compete / Competence
- Addiction/Disorder
- Groom/Exploit

### Gaming Considerations

#### Content

SEX VIOLENCE BAD LANGUAGE DRUGS

Is the content within the game suitable for the child and is it impacting on their behaviour/interaction?

#### PEGI Ratings

Call of Duty 18 GTA - 'Grand Theft Auto'

Pan European Game Information (PEGI) is a European video game content rating system based upon age appropriateness of games

### PEGI Ratings

**86% of British parents & carers ignore age-ratings on games, compared to 23% on films**

Source: UKIE

**18** www.pegi.info

**Very strong violence**  
Frequent strong/very strong language  
**Strong portrayal of sexual activity**  
Scenes of strong sexual violence  
**Strong horror**  
Strong blood and gore  
**Real sex**  
Drug taking  
Discriminatory language or behaviour

### Gaming Considerations

#### Communication

Who are they communicating with whilst playing? How are they communicating? What information is visible? What are the privacy settings set to?

Check Cards linked to platforms or games are password protected

Understand how the game works to set time limits for playing

Monitor communication in 'gaming apps' & platforms

Twitch Discord Steam

### Platforms

Messaging/Chat Social Media Gaming Live Streaming

### Live Streaming

Before 'live streaming' we need to consider...

Many social media apps support 'live streaming' which is a popular way to communicate with friends and may include participating in 'challenges' or tasks which may help raise awareness of particular social issues or promote positivity

What personal information is being shared in the background including details about them or their location

Assess risk and what could go wrong, prior to starting the 'live stream' - there is no opportunity to edit a 'live stream' and so consider the impact this could have





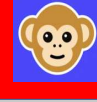

If 'live streaming' risk taking or criminal behaviour, this could have consequences that may last for long period of time

However, the NSPCC has revealed that they believe over 200,000 children in the UK are at risk of grooming on 'live streaming platforms'

It is difficult to control who views the content or who might be recording the stream

REC

### Popular 'Live Streaming' platforms

 <p><b>Twitch / Steam / Mixer</b> Users will 'live stream' their games for others to watch &amp; interact</p>	 <p><b>Houseparty</b> Group video chat with friends with up to 8 users allowed in a 'room' at one time</p>
 <p><b>TikTok</b> Used to create short music, lip-sync, dance, comedy and talent videos of 3 to 15 seconds</p>	 <p><b>Instagram</b> 'Live streaming', stories, direct messaging and photos to followers</p>
 <p><b>Monkey</b> Accept a call from a stranger &amp; vote as to whether you both want to continue the call</p>	 <p><b>Omegle</b> 'Talk to strangers' on a video roulette style platform</p>

### Areas of Focus

<p><b>Platforms</b></p> 	<p><b>Risks/Behaviours</b></p> 
<p><b>Responding to concerns</b></p> 	<p><b>Making things safer</b></p> 


### Risks/Behaviours

Parents/Carers and professionals will often focus on the platform, rather than recognising that it is behaviour that poses the risk to children online...


**Risk may be present as a result of...**

 <p>The child's own behaviour</p>	 <p>The behaviour of others</p>
--	--

### The child's behaviour may include

Seeking recognition from others	Engaging with 'spam'	Sharing personal information	'Sexting' - Sending inappropriate images or videos of themselves
Gambling - 'Loot boxes'		Cyberbullying	Gaming Addiction
Creating or sharing 'false information/fake news'		Sharing location	Engaging with 'fake accounts'
Engaging in harmful 'online challenges'	Accessing inappropriate content including pornography		

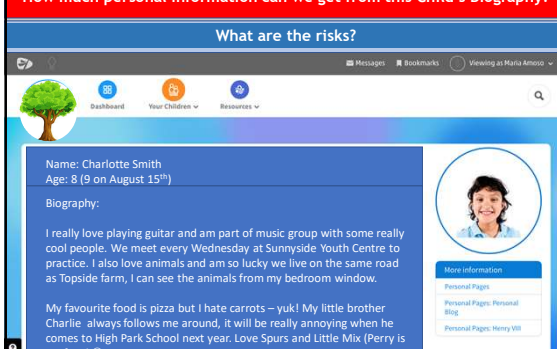
### Personal Information



### Activity

How much personal information can we get from this Child's Biography?

What are the risks?



### Activity

**How much personal information can we get from this Child's Biography?**

**What are the risks?**

Name: Charlotte Smith  
Age: 8 (9 on August 15<sup>th</sup>)

Biography:  
I really love playing guitar and am part of music group with some really cool people. We meet every Wednesday at Sunnyside Youth Centre to practice. I also love animals and am so lucky we live on the same road as Topside farm, I can see the animals from my bedroom window.

My favourite food is pizza but I hate carrots – yuk! My little brother Charlie always follows me around, it will be really annoying when he comes to High Park School next year. Love Spurs and Little Mix (Perry is my fave!) ☺

More Information  
Personal Pages: Personal Blog  
Personal Pages: Henry Will

### The child's behaviour may include

- Seeking recognition from others
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- Gaming Addiction
- Sharing location
- Creating or sharing 'false information/fake news'
- Engaging in harmful 'online challenges'
- Accessing inappropriate content including pornography
- Engaging with 'fake accounts'

### Gaming Addiction/Disorder

www.uk-rehab.com

<p><b>Initial Exposure</b></p> <p>An individual's early experiences with gaming, during which enjoyment of and perhaps a fascination with such games may develop very quickly</p>	<p><b>Deeper Interest</b></p> <p>Gaming begins to take up a position of greater significance in the individual's life, perhaps requiring growing investment in hardware, software and time. Other activities may begin to take on a diminished significance in consequence.</p>
<p><b>Growing Obsession</b></p> <p>Gaming begins to take up a central role in the individual's life, with their thoughts becoming increasingly solely directed towards gaming and other activities and, now, relationships becoming increasingly neglected as the great majority of the individual's free time is now taken up with gaming</p>	<p><b>Full-blown Addiction</b></p> <p>Gaming becomes the individual's dominant or even sole interest. All their free time is taken up with gaming, and all their energies are focused upon it, possibly at the cost of work or academic progress. Dietary and sleeping patterns are likely to be hugely affected by constant gaming, and the gamer may find themselves entirely dislocated from friends, family and the real world</p>

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### Children may share their location by...

- Sharing photo's or videos which give away their location
- Including their location in a social media post
- Have 'location sharing' turned on in their privacy settings

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### Assessing risk from online 'challenges'

Many young people enjoy participating in 'online challenges'



Some of these challenges can be fun, like the 'bottle flip challenge'



But some 'online challenges' may encourage young people to place themselves or others at risk of harm

**DANGER**


Talk to young people about safe & unsafe challenges and encourage them to...

**STOP**  
Stop, Think and Question!  
Is it really worth it?

What are the consequences?  
Does it place myself or anyone else at risk of harm?

Is everyone else really doing it?  
Or am I giving into peer pressure or FOMO (Fear of missing out)?

### The child's behaviour may include



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### Gambling & 'Loot Boxes'

'Loot boxes' can be redeemed to receive virtual items within the game ranging from:

- clothes (or skins)
- equipment such as weapons and armour
- players




**BIGGEST INFLUENCER:**  
Advertising of gambling within sports - not shown 'whistle-whistle' in LIVE sports BUT is not banned in E-Sports



Children's games promoting gambling approaches - slot machines / roulette wheels



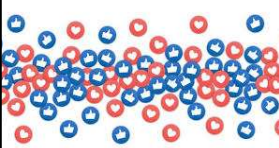
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### The need for social media 'likes'

Children will regularly post content seeking approval of peers and in search of positive 'likes' and comments




Whether it be an achievement, a place they have visited, a new purchase or just what they had for dinner, the need for 'likes' (affirmation) can be an addiction and studies show that the more likes you get, the better you feel!

From a study undertaken by the Children's Commissioner

Harry, 11, Year 6: "When you get 50 likes it makes you feel good cos you know people think you look good in that photo."

Aaron, 11, Year 7: "If I got 150 likes, I'd be like that's pretty cool, it means they like you."

### The child's behaviour may include



- Seeking recognition from others
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### Online Frauds/Scams



**Look for the 'S' in HTTPS**  
If HTTPS sounds familiar, it should - many URLs begin with 'https' instead of just 'http' to indicate that they are encrypted

7:01 PM

Hi, Thanks for commenting on my videos! I am selecting random subscriber from my subscriber list for gift and you have just won it click here to redeem it <https://bit.ly/2Fu5G7H>

YouTube

Hi, I have a gift for you. I have selected you from my subscriber list. I have a gift for you. I have selected you from my subscriber list. I have a gift for you. I have selected you from my subscriber list.

Online Dating

Delivery via E-Mailbox Personal Message


What you will receive

How to use

How to redeem

Games

### The behaviour of others may include

Creating false online content which deliberately misleads	Engaging in inappropriate communication with a child	Deliberately exposing a child to inappropriate/illegal content
'Catfishing'		Grooming
Revenge Porn		Sexual Exploitation
Sexual Harassment - including 'Upskirting'		Criminal Exploitation
		Radicalisation
'Sexting'	Cyberbullying	Sending inappropriate images of themselves or others

### The Law & Pornography

**Under 18's watching porn are NOT breaking the law. It is ILLEGAL for anyone to show under 18's porn or give them access to it**

ILLEGAL

It is ILLEGAL under 18 to share explicit images or films of themselves or another young person, even if it was shared with their permission



**Some content is illegal, even for adults viewing:**


Threatens life or results in serious injury

Shows violence such as rape or abuse

Involves children under 18



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### The Grooming Process

**Step 1 - Make Contact**

Receiving friend/follow requests. People create accounts that may be fake:

- Similar age / gender / location
- Lots of likes, 'flattery'

**Step 3 - Establishes friendship**

Engages regularly in communication

- Listens to issues
- Offers support
- Purchases gifts online

**Step 5 - Target/Exploitation**


- Forces victim into behaviour
- Brainwashes
- Manipulates
- Blackmail's
- Meet 'face-to-face'

**Step 2 - Gain Information**


- From profile picture
- From account information
- From posts/ follows
- From communication

**Step 4 - Closer relationship**

- Confides secrets
- Attempts to damages existing friendships/relationships
- Attempts to create dependency




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### Cyberbullying

#### Understanding terms used to describe cyberbullying

Making hurtful comments	Blocking or deliberately killed within a gaming platform	Maliciously posting details about someone's personal life
Trolling	Griefing	Doxing
Flaming	Aired	
Roasting	Stalking someone online	Disclosing someone's sexuality or gender identity online
Dissing	Cyberstalking	Outing
Harassment		

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'Sexting'		Radicalisation
Cyberbullying	Sending inappropriate images of themselves or others	

### Sexual Harassment - 'Upskirting'

#### Voyeurism (Offences) Act 2019

This typically involves taking a picture **under a person's clothing** without them knowing


*(This is punishable by up to two years in prison)*

The intention of the perpetrator is to take a photograph or video, to view the victims genitals or buttocks in order to:


- Obtain sexual gratification
- Cause the victim humiliation, distress or alarm

**Images may then be shared online**

### The behaviour of others may include

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### False Information - Covid-19



In August 2020, Facebook announced that they had removed over 7 million posts containing false information relating to Covid-19

Much of this content had caused a large amount of distress to many, including children

### Areas of Focus

<h4 style="text-align: center; background-color: #fff; border: 1px solid #ccc; padding: 2px;">Platforms</h4> 	<h4 style="text-align: center; background-color: #fff; border: 1px solid #ccc; padding: 2px;">Risks/Behaviours</h4> 
<h4 style="text-align: center; background-color: #fff; border: 1px solid #ccc; padding: 2px;">Responding to concerns</h4> 	<h4 style="text-align: center; background-color: #fff; border: 1px solid #ccc; padding: 2px;">Making things safer</h4> 

### Responding to concerns

Has the concern come to your attention via...

Observation	A Disclosure	Peers	A Third Party
<ul style="list-style-type: none"> <li>Secretiveness</li> <li>Behaviour</li> <li><b>Violent/Sexualised</b></li> <li>Mood Swings</li> <li>Isolation</li> <li>Emotional</li> <li>General Conversation</li> </ul>	<ul style="list-style-type: none"> <li>Child discloses that they are experiencing negative behaviours online or as a result of online engagement</li> </ul>	<ul style="list-style-type: none"> <li>Peers share concerns about the child's online experiences</li> <li>You notice a change in peer group relationships</li> </ul>	<ul style="list-style-type: none"> <li>Parent/Carer of another child may approach you with concerns or present evidence</li> <li>A professional may share information</li> </ul>

**What are the signs?**

### Signs a Child may be experiencing harm online...

No signs	Being secretive about their online activities spending more or less time than usual online
Being upset after using their phone or laptop	Becoming increasingly withdrawn, upset or angry
Impact on Mental Health	Not wanting to go to school
	Avoiding social situations

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**What are the signs?**      **Is their any risk of immediate harm?**

### Reporting Online Behaviour

#### CEOP (Child Exploitation Online Protection Command)

Children, Parents/Carers & Professionals can report inappropriate behaviour through to CEOP

CEOP is a law enforcement agency and is here to keep children and young people safe from sexual exploitation and abuse

**REPORT ABUSE**

CEOP will review and respond to every online report of abuse

**If you think a Child is at immediate risk of harm**

**Report directly to Police on 999**

### What should be reported to CEOP (Primary School Children)?

**Someone... online is putting pressure on me to do things I don't want to do**

**Someone... I don't know is asking me to live-stream & do things I don't want to do**

**Someone... online keeps asking me to meet them face-to-face & I feel pressured by them**

**Someone... I met in an online game keeps trying to talk to me privately**

### Responding to concerns

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**What are the signs?**      **Is their any risk of immediate harm?**      **What's the child's view?**

### Engaging with the child about the concern?

Stay Calm **KEEP CALM** Reassure

Assess Risk

Report/Refer Access Support

### Responding to concerns

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What are the signs?	Is their any risk of immediate harm?	What's the child's view?	What support do they require?

### Support - Childline

**childline 0800 1111**  
ONLINE, ON THE PHONE, ANYTIME

Info and advice Get support

A chance for a young person to **talk to a counsellor who**

- treats them with respect about any issue
- work at their own pace
- Confidential
- Free

HOW ARE YOU FEELING?  
Excellent Good Okay Bad  
Horrible Stressed Depressed

No caller is traced unless at risk of serious or mortal danger

## Online Chat

Many children prefer to talk about their problems online, where they feel more in control.

### Responding to concerns

Has the concern come to your attention via...

Observation	A Disclosure	Peers	A Third Party	
<ul style="list-style-type: none"> <li>Secretiveness</li> <li>Behaviour</li> <li><b>Violent/Sexualised</b></li> <li>Mood Swings</li> <li>Isolation</li> <li>Emotional</li> <li>General Conversation</li> </ul>	<ul style="list-style-type: none"> <li>Child discloses that they are experiencing negative behaviours online or as a result of online engagement</li> </ul>	<ul style="list-style-type: none"> <li>Peers share concerns about the child's online experiences</li> <li>You notice a change in peer group relationships</li> </ul>	<ul style="list-style-type: none"> <li>Parent/Carer of another child may approach you with concerns or present evidence</li> <li>A professional may share information</li> </ul>	
What are the signs?	Is their any risk of immediate harm?	What's the child's view?	What support do they require?	Is there any evidence (Screenshots)?

### Taking a Screenshot

Volume Up Power Button

Screenshots of harmful or inappropriate content may be used as evidence in any investigation - keep the messages/images on the device

Never forward content on to yourself and your device - leave it for the professionals to manage!

### Areas of Focus

<h4>Platforms</h4>	<h4>Risks/Behaviours</h4>
<h4>Responding to concerns</h4>	<h4>Making things safer</h4>

### Making things 'safer'

There are a number of websites, 'apps' and support lines available to Professional's, Parents/Carers and Children to make the online world a 'safer' place

But whilst this support may make things 'safer' it is not going to make things completely 'safe'

It is still important to...

Research Content

Monitor Activity

Promote Yourself

### Advice for Children when setting up a profile

- Use a strong password
- Use an alias and avoid personal pictures
- Don't include date of birth and other personal information
- Show your child how to block and report
- Change settings to private
- Consider the minimum age
- Don't accept friend requests from strangers
- Switch off location services
- Tell them to think before they post

### Family Contract Agreement for Online Activity

Family Contract Agreements are a great way of promoting safer internet use

However, its important YOU set an example!

### Support for Children & Parents/Carers

CEOP (Child Exploitation Online Protection Command)

[www.thinkuknow.com](http://www.thinkuknow.com)

A National Crime Agency command

### Keeping younger children safe

**Search Engines**

**YouTube 'Kids'**

### Monitoring online activity

Best 'Parental Control' software 2020 - PC Mag

Also check your broadband provider for their monitoring/safety platforms

### Most platforms/providers have their own safety features...

**Screen Time**

Turn on Screen Time

1. Tap on Screen Time in the App Store.
2. Tap on Get.
3. Tap on Turn On Screen Time.
4. Tap on Turn On Screen Time.

**Sky Broadband Buddy**

Keep an eye on screen time

**Contact your provider to find out more!**

### Setting up parental controls

UK Safer Internet Centre

How to set up the parental controls offered by BT

How to set up the parental controls offered by Sky

How to set up the parental controls offered by TalkTalk

How to set up the parental controls offered by Virgin Media

[www.internetmatters.org](http://www.internetmatters.org)

How to set parental controls

Talk to experts from O2 & NSPCC

0808 800 5002

### Support Websites

parentzone

The experts in digital family life

How to prepare for secondary school life after lockdown

Sign up for regular updates from Parent Zone

### Support from Education Child Protection Ltd

[www.kidsonlineworld.com](http://www.kidsonlineworld.com)

KIDSONLINEWORLD

RESOURCE CENTRE

Below you can download FREE RESOURCES created by Education Child Protection Ltd.

KIDSONLINEWORLD

### Learn more about 'Apps' and Games

KIDSONLINEWORLD [www.kidsonlineworld.com](http://www.kidsonlineworld.com)

DO YOU KNOW WHAT APPS ARE?

WELCOME TO THE WORLD OF APPS

Below is a selection of apps that are all free to download. Some are already popular, some are new to the app stores.

THE MORE YOU KNOW - THE BETTER

Click on each one to read our advice

### Save the Date - Safer Internet Day 2021

**SAVE the DATE**

**Safer Internet Day**

2021 | Tuesday 9 February

[www.saferinternetday.org](http://www.saferinternetday.org)

European Commission

INHOPE

insafe

What could you do to promote Safer Internet Day 2021?



**Connect with us on Social Media & Visit our website**  
[www.eclimited.com](http://www.eclimited.com)

**The website includes:**

- Full Access to our training portfolio** with details of our training courses. Book directly onto the relevant course for either yourself as an individual or your team/organisation
- Access to our "Virtual Learning Centre"** with details of our virtual training courses for professionals & the opportunity to sign up directly through the website
- Access our "Resource Centre"** with guidance posters and checklists to support you in your role as a safeguarding professional and your organisation
- Regular blogs produced by ECP Ltd's Safeguarding Consultants** with guidance, advice & support
- Sign-up to our mailing list** and receive regular news, updates and promotions via e-mail which are relevant to your role

**Chat function available for you to make direct enquiries**

**For regular safeguarding updates - Follow us on Social Media**

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