Caedmon Primary School

Online Safety

April 2018

Safeguarding Team

Mr P. Wiley

Deputy Head Teacher

Designated Safeguarding Lead

Mr S. McLean

Head Teacher

Deputy Designated Safeguarding Lead

Miss S. Downing

EYFS Lead

Deputy Designated Safeguarding Lead

Miss G. Forbes

Teacher

Deputy Designated Safeguarding Lead

Mr J. Gordon

Designated Safeguarding Governor

When I was at primary school...

- One computer per class
- No internet

When I was at primary school...

- No internet
- No online gaming
- No multiplayer (1 or 2 people)

When I was at secondary school...

- No internet
- No colour screen
- No pictures
- No apps

Now your children are at school...

What we teach at school:

When you are online, you MUST keep yourself safe:
1) NEVER speak to someone that you don't know
2) Report anything that you know isn't right
3) DO NOT share personal details
4) ALWAYS speak politely and kindly to people

Displayed in all areas of school where children access the internet.

Accessing the internet

What pupils at Caedmon have said:

- **Nearly 70% of pupils in Years 1, 2 and 3 access the internet everyday**

- **74% of pupils in Years 4, 5 and 6 access the internet for more than 3 hours each day**

- **Nearly 80% of the pupils in school use You Tube**

Keeping Safe Online

What pupils at Caedmon have said:

- **Nearly 40% of KS1 children use the internet unsupervised**

- **Around 30% of pupils have no rules when they go online**

- **Nearly 25% of children are unsure how to keep themselves safe online**

Social Media

What pupils at Caedmon have said:

- **28% of pupils use Snap Chat**

- **Pupils also told us they access:**

  - **Facebook, Whats App and Instagram and Musical.ly (all 13+ age restrictions)**

https://www.net-aware.org.uk/

Social Media

Age Restrictions for Social Media Platforms

Twitter
Facebook
Instagram
Pinterest
Google+
Tumblr
Reddit
Snapchat
Secret
13

Linkedin
14

WhatsApp
16

Vine
Tinder
17

Path
18
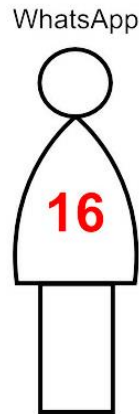
YouTube
Keek
Foursquare
WeChat
Kik
Flickr
18
(13 with parents' permission)

Popular apps

Kik messenger
Instant message service

Musical.ly
video social network app for video creation, messaging, and live broadcasting

Snapchat
mobile conversation!. Snap a photo or a video, add a caption, and send it to a friend.

ooVoo
video chat and instant messaging

YouNow
live broadcasting service where users stream their own live video content or interact with the video streams of other users in real time

Roblox
online social gaming platform

Meet Me
Lets you get in touch with people who are near you
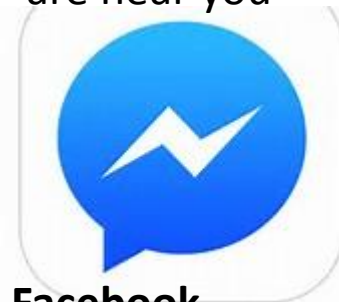
Facebook Messenger
Instant messaging service

Gaming

What pupils at Caedmon have said:

- **They access games such as Fortnite (12+), Grand Theft Auto (18+) and Call of Duty (18+)**

https://www.net-aware.org.uk/

The NHS recommends that children get 9-13 hours of sleep.

They also say that children shouldn't watch television or use devices right before going to bed – the bright light makes them more awake.

We regularly have children who are tired and struggle to focus in school. They often say that they were up late, playing on a game or watching the TV.

What we teach at school:

If we find out that you have a Social Media account that you are not old enough to have, this will be addressed with your parent/adult.

If we have any concerns about your behaviour online or if you tell us something that has happened that we think puts you at risk, we will submit a report to CEOP to inform them.

Child Exploitation and Online Protection

They work in partnership to protect children and young people from exploitation – in the online and offline world

Demonstrate making a report

ClickCEOP Reports 1000+ received a month

- Unwanted contact/grooming

- Cyberbullying

- Harmful content/illegal materials

- Privacy/digital footprints

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.

This can be done through any site or app that has a message or chat function.

Online grooming techniques

- Bribery and gifts

- Flattery

- Games

- Threats

- Blackmail

Cyberbullying

Definition of cyberbullying:

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

(DfE 2009)

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

Harmful Content

- Exposure to material this is not age appropriate

- Intentional and non-intentional

- Access to illegal material

- Self-taken images

Privacy/digital footprint

- The information we put online leaves 'footprints'

- Young people can easily identified or traced

- Once information is online it is hard to remove – it can be   copied, cached etc and may be around forever

- Information about individuals is not just stored on their   profiles – friends, family contacts….