

VENTURE MAT ONLINE

December 2021

Issue 8



What's been happening?

At Trevithick:



Reception have been practising their fine motor skills and perfect pencil

grip, tracing patterns on the interactive whiteboard. They have created their own Rangoli pattern as part of their Diwali celebrations using a kaleidoscope pattern. They have also been really enjoying RM mini maths.

Year 1 have practised logging onto the chromebooks as well as using the keyboard and trackpad. They have been learning how to stop and pause when using a device in their online safety lessons. This half term they have been tinkering and coding with the Beebots.



Year 2 have learnt about algorithms and have used 2Code to learn about using timers when coding. They are now learning about how different objects work in 2Code and debugging.



Year 3 have used 2Code to learn how flowcharts can be used in coding as well as how to use timers and repeat commands. They have also been creating some digital art using Procreate on the iPads.

Year 4 have learnt about different inputs and have used microphones to create a sound monitor. They are now working on animating a monologue in scratch.

Year 5 have learnt about how we access the internet and how search engines work. They are now learning about variables and creating a maths quiz using Scratch.



Year 6 have been working through the Digital Citizenship aspects of computing this term. They have discussed and managed their media balance, found out all about clickbait and how to

recognise it. They are becoming confident in managing online friendships, and knowing how to deal with cyberbullying.

Dragons have been using the iPads for maths and English apps such as 'Numbots' and 'Teach your monster to read'. They have also been using the iPad to create their own sentences.

At St Issey:



Piskies recently had an interactive screen installed in their classroom. They have been using it to explore boat and vehicle models to support their learning about the History of transport.

Gnomes have been using Chromebooks for maths games Stick and Split and TTRockstars. They are making lots of progress with this. This week they have been using Google Classroom to access a document to type up their Instructions 'How to make a canopic jar'. They have all learnt basic keyboard skills and how to edit their work as well as how to use organisational features on Google Docs for bullet points, sub headings, numbered bullets etc.

Mr Parham has also started a Prodigy Maths Club every Monday and has over 20 children each week battling each other using maths problems.

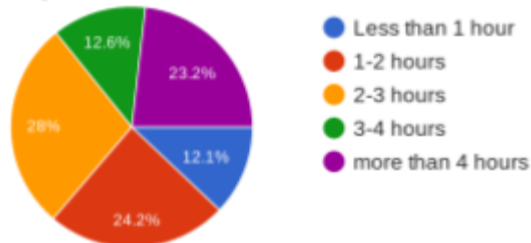


Online Safety Survey

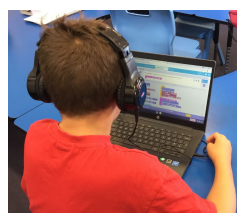
Every year at TLA we give the KS2 children a survey asking about their online safety knowledge and how safe they feel online. We then use this information to plan online safety talks ensuring the children are as safe as possible when going online.

How many hours do you think you spend online at home in a day?

207 responses



Over 63% of our children are now spending over 2 hours a day online, which has increased from last year (52%). This means that we as a community need to work harder to ensure our children are safe online.



In previous years the most popular devices children were using to go online were tablets. This year, due to the individual Chromebooks lent to Years 5 and 6 these are the most popular devices.

It is easy to set up parental controls on tablets and Chromebooks, ensuring children are only accessing things that parents have allowed. www.internetmatters.org/parental-controls/ gives straight forward guides to setting these up on all devices. families.google.com/familylink/ is another very easy app to use, giving parents an overview of their child's activities.

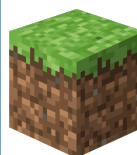


Watching videos online is the most popular activity, over 85% of our children enjoy doing this, Youtube or Youtube Kids are the most popular sites. 79% of our children are now watching or streaming TV



online. The most popular streaming services are Netflix (94.2%) and Disney+ (84%), both of these services have the ability for parents to setup individual or child accounts, where

children can only access content within their age range, 71% of our children use these kind of accounts to watch shows - this is great! However, there are 16% of children that are allowed to watch anything they like, this could expose children to inappropriate and scary content, which could have a bad influence on their mental health and behaviour. 26% of our children have admitted watching something that was too old for them, without their parents knowing!



Minecraft has overtaken Roblox and is now the most popular game, 78% of our children play it, with 71% playing Roblox. Worryingly,



17% of our children are playing GTA (Grand Theft Auto) and 24% play Call of Duty, both of these games are rated PEGI 18, which means they contain extreme adult content that is inappropriate for children. There is further information on PEGI ratings below.

It's inevitable that children are using more social media to connect with friends through the lockdowns of the past year. Facetime is the most popular app with 45% of our children using it, closely followed by Tik Tok (38%). The surprise is that more children are now using Snapchat (25%) than Instagram (17%). Discord and Twitch are two newer apps that are starting to be used more by children. You can find guides to all these apps on the schools' websites linked below.




It is important to remember that these apps have an age limit of 13, this is due to many different reasons but the main one is that these apps are used mainly by adults, so children are entering an adult online world. They might be communicating with adults, be exposed to inappropriate content or sharing information that could impact their future lives, watch this video from BBC Own it about digital footprints www.bbc.co.uk/programmes/p06z2lvy.



44% of our children have made friends with someone online that they do not know in real life, children talk about games, school, hobbies, TV etc. Children were very aware that they shouldn't be sharing private information with online friends and many appeared to be wary about making friends online. 80% of our children know how to respond if they were asked to share their private information.

Lots of our children are now making and sharing videos online (40%), some even have their own YouTube channels! Most of these videos are being shared on YouTube, Tik Tok and Snapchat. Most children (60%) said that they ask permission from an adult before they post their videos online. Children need to be over 13 years old to be able to have a YouTube account and post videos. It is really important that if children are posting videos online, you think about the following things:

1. Edit and check videos before being posted to ensure that your child does not share anything private (remember to check what is seen in the background!) 
2. Turn off comments, so they do not receive negative comments.
3. Think about who might watch it, they could have a private account and only share videos with people they know in real life.


BBC OWN IT There is more advice on BBC Own It about making and sharing videos in a safe way.


<https://www.bbc.com/ownit>


Lastly, it's important to remember that parents and guardians are the most important tool for keeping children safe online. 72% of our children talk to adults at home about what they like to do online, 61% have talked about online safety at home and 63% said that an adult at home has set rules for going online. This is really positive, but it's important that we continue to have those conversations with the children, talk to them about what they're playing, what they like to spend their time doing and what they know about keeping safe online.

For more online safety advice please visit our websites - TLA (www.trevithick.cornwall.sch.uk) and SIS (www.st-issey.cornwall.sch.uk)


New Devices for Christmas

Over Christmas many children receive gifts that require going online (smartphones, gaming devices, tablets, etc). We have compiled a short checklist to help keep your children as safe as possible whilst using their new devices. Watch this video for a quick run down of advice. www.bbc.com/ownit/the-basics/correctly-set-up-childrens-devices?collection=parents 

1. Research the device, make sure you have an idea of how your child will be using it. www.internetmatters.org/resources/tech-guide/ is a very useful website which provides helpful information about different devices (smartphones, tablets, games consoles etc.) 

2. Have a look at the device before Christmas day and set up security and privacy settings. If you can't set it up 


before Christmas ensure you sit with your child and set it up together. www.internetmatters.org/resources/e-safety-checklist-getting-your-kids-tech-devices-set-up-safe/ is a helpful guide.

3. Look into the parental controls, the website below is a helpful guide to setting controls up on any device (phones, consoles, tablets etc) www.internetmatters.org/parental-controls/ 

4. Finally, take time to play on the new device together with your child, talk about what your child is using it for and what they know about staying safe online.


Games and Apps

Along with new devices, children will also be receiving new games and downloading new apps. Some of these might not be appropriate for your child. There are several ways that you can check the games/apps to ensure your child isn't exposed to inappropriate content.

1. Look at the PEGI rating. This is an age rating used for games and apps, it will also give an indication of the type of content the game has. See below for more information. 

2. Check the game/app on www.common sense media.org/ this is a good source of information about games and apps and what to expect from them.

3. Play the game yourself, this is a great way for you to experience the game and any issues your child might encounter.

4. Use YouTube to watch videos of the games/apps being played. 

5. Spend time with your child while they're playing the game and see for yourself what they are seeing. Ensure all chat functions are turned off.

Another helpful website is www.taminggaming.com where you can find suggestions for games based on your child's age and game preference. There are also in depth reviews and recommendations.

PEGI Ratings

What are they and where can we find them?



Whenever you buy games you will see a PEGI rating. These give you:

1. A suggested age and a description of the content within the game. These appear on all games and apps. They appear when you buy a game online, in a shop or directly from a console.
2. Warnings about the type of content you will find within a game or app.

It's really important to check what games your children are playing and whether or not they are appropriate for their age. There may be content within the game which could potentially be harmful, frightening or worrying to children

Below shows what the ratings might look like and what they mean.

PEGI 3 The content of games with a PEGI 3 rating is considered suitable for all age groups. The game should not contain any sounds or pictures that are likely to frighten young children. A very mild form of violence (in a comical context or a childlike setting) is acceptable. No bad language should be heard.



PEGI 7 Game content with scenes or sounds that can possibly be frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence) are acceptable for a game with a PEGI 7 rating.



PEGI 12 Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild.



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. The use of bad language in games with a PEGI 16 rating can be more extreme, while the use of tobacco, alcohol or illegal drugs can also be present.



PEGI 18 The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross



violence, apparently motiveless killing, or violence towards defenceless characters. The glamorisation of the use of illegal drugs and of the simulation of gambling, and explicit sexual activity should also fall into this age category. (information from <https://pegi.info/>)

Netflix and Disney+



Streaming services are now being used by most of our children at TLA and SIS. They are a great way to see all the new shows and films and can be watched on lots of different devices.

However, these services provide content for both children and adults and it's important that children only watch the content that is suitable and appropriate for them.



All of these streaming services (Netflix, Disney+, Prime Video, etc) have parental controls and the options to have child profiles or accounts. It is up to parents to set these up as these are not set by default.

www.parents.parentzone.org.uk/morearticles/safer-streaming-settings-for-families is a very helpful webpage, explaining the different types of controls used by different streaming services.

Individual guides for setting up parental controls can be found through this website. They are simple and easy to follow. <https://saferinternet.org.uk/guide-and-resource/tv-on-demand>

How to report an incident



If your child tells you or shows you something inappropriate that they have seen online please report it. It could help prevent this from happening to someone else.

The first place it needs reporting is to the APP/ Website/Game it happened on.

If you are worried about online abuse or the way someone has been communicating online let CEOP know. You can report it by visiting www.ceop.police.uk/ or by clicking the button on our website. The website will guide you through how to make a report.

For further advice visit the School's website or visit the Childline website or call 0800 1111