

VENTURE MAT ONLINE



December 2022

Issue 11

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.

Internet Matters has a very helpful webpage about setting up devices for the festive season.

<https://www.internetmatters.org/childrens-online-safety-this-festive-season/>

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.commonsemmedia.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.



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/>)



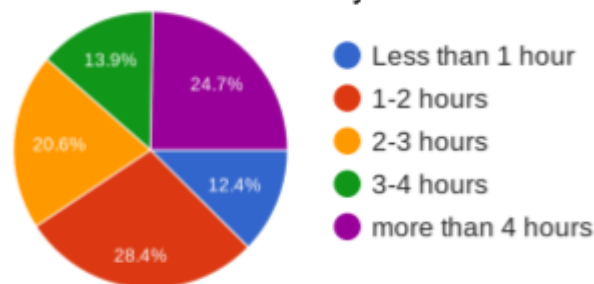
Online Safety Survey

Every year at Venture MAT we give the KS2 children a survey asking about their online safety knowledge and how safe they feel



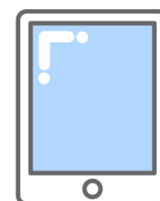
online. We then use this information to plan online safety talks ensuring the children are as safe as possible when going online.

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



Nearly 60% of our children are spending more than 2 hours a day on the internet, this means that we as a community need to continue to work hard to ensure our children are safe online.

The most popular devices children use to go online are tablets (iPads, Kindles etc) and Chromebooks which is likely due to the individual Chromebooks which are lent to Yr 5 and Yr 6 at TLA.



Both tablets and Chromebooks can be set up with parental controls which allow parents to oversee what games children can play, which websites they can visit, whether they can make purchases and spend money on the device and set screen time limits. www.internetmatters.org/parental-controls/ gives clear, straightforward guides to setting parental controls on all devices.



Google's Family Link App is another handy app for parents, allowing parents control over their child's device and an overview of their child's activities. <https://families.google/familylink/>

Watching videos and TV online is the most popular activity for our children with nearly 90% saying they watch videos and nearly 80% saying that they

watch TV online.

YouTube and YouTube Kids continue to be the most used apps for watching videos, with over 80% using these. Parents need to be aware that there is a lot of inappropriate content on YouTube and it is very easy for children to accidentally find themselves watching something they shouldn't. YouTube kids is a much better alternative, as the content should be made for children, however it's important to be aware that sometimes inappropriate videos can sneak their way through. For more advice on using YouTube and setting up a restricted mode visit



<https://parentzone.org.uk/article/youtube>.

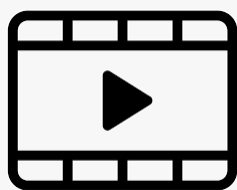


Netflix (91%) and Disney+ (84%) continue to be the most used streaming services. The majority of our children said that they either use a child profile or have their own profile set up

for them on these services, however 30% said that either they share a profile as a family or they can watch whatever they like. 23% of our children admit to watching something that was too old for them without their parents knowing. This is a worrying statistic and can be easily remedied by setting up children's profiles.



www.internetmatters.org/parental-controls/entertainment-search-engines/ is a clear guide to setting up parental controls on all streaming platforms.



Lots of our children are now making and sharing videos online (37%), some even have their own YouTube channels! Most of these videos are being shared on YouTube and Tik Tok. 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.



There is more advice on BBC Own It about making and sharing videos in a safe way. <https://www.bbc.com/ownit>

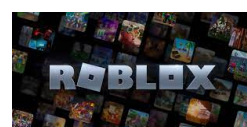


Tik Tok continues to be the most used social media app across both schools, with 37% saying that they have their own account. Whatsapp is the next most popular social media

app with 35% of the children saying that they use it. Snapchat and facebook messenger are the next most popular social media apps.



What's important to remember is that all of these apps have a minimum age requirement. Most require users to be at least 13 years old, Whatsapp has a minimum age limit of 16. 28% of our children admitted to using a false age to sign up to these apps, this can cause real problems for children as they get older - see next page for more information.



Roblox (74%) and Minecraft (74%) are still the most popular games with Scratch (67%) and Among Us (65%)

gaining popularity. With all these games there is an opportunity for children to chat to other players some of which will be strangers. We as a school teach the children that if they are talking to strangers to make sure they never share personal information (name, address etc.), we also encourage them to stay in the public chats and to NEVER join a private chat with someone they don't know in real life. For younger children we still encourage them to turn the chat functions off and not talk to people they don't know in real life.



58% of the children said that an adult at home had discussed internet safety with them, with 57% reporting that an adult had set rules for using the internet. We would encourage all adults to discuss internet safety with their children. 90% of the children felt that they could talk to their parents if

they ever had a problem with online safety. It's important to remember that parents are the best tool when helping children with their online safety. Make sure you regularly talk to your child about what they like to do online and reassure them that they can always talk to you or a trusted adult about any problems they encounter.



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

adult content for people aged 18+, they could also be contacted by strangers who assume that the child is 18, some social media apps open up new features when people reach the age of 16 to 18 such as direct messaging and video calling.

It is really important that parents understand the consequences of signing children up with false ages. They also need to ensure that they continually talk to their children about how they interact with others and what they are sharing online. Parents that are aware their child has used a false age should try to update the account to the child's actual age to try and avoid future problems.

Read the Ofcom report for more information. <https://www.ofcom.org.uk/news-centre/2022/a-third-of-children-have-false-social-media-age-of-18>

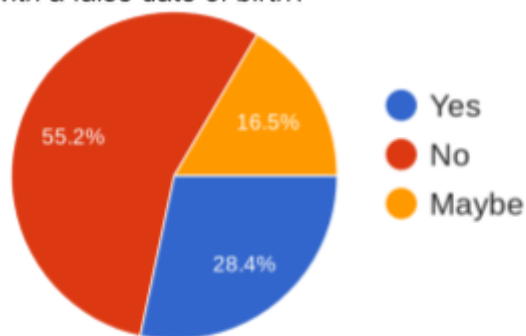
False Ages on Social Media



A recent report from Ofcom has highlighted the problem of children signing up to social media with false ages. This is something we have been talking to the children about for several years.

In our recent survey 28% of the children admitted to signing up to social media with a false age. This is often because most platforms have a minimum age of 13.

Have you signed up to a website or social media with a false date of birth?



However, signing up with a false age can have really bad consequences as children grow older. The main problem is that as children get older, so does their false age and so if an 8 year old signs up to a social media platform and pretends to be 13, in 5 years time when the child is actually 13 the social media site will believe the child is 18. This means that the 13 year old will now be exposed to



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](http://www.childline.co.uk/) website or call 0800 1111

