



Online Safety

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Charitable Incorporated Organisation No 1198086



Session Objectives

- * Awareness of current headlines
- * Understanding of Online Safety in the National Curriculum
- * Knowledge of the 4Cs Framework
- * Know how to use Project Evolve
- * Explore other teaching resources
- * Additional resources

Ofcom: Almost a quarter of kids aged 5-7 have smartphones

4 days ago

Three-year-olds groomed online, charity warns



Chris Vallance
Technology reporter

23 April 2024, 00:03 BST

The Internet Watch Foundation, a partner at the UK Safer Internet Centre, found more child sexual abuse imagery in 2023 than any previous year – more than 275,000 webpages were actioned by the IWF Hotline. At the Foundation's Annual Report launch in April, the IWF also revealed that thousands of 'self-generated' sexual images and videos of three to six-year-old children are now being found on the open internet.

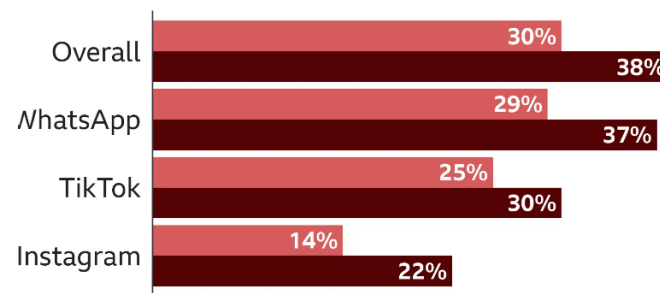
Compared to a year ago, a higher proportion of young people aged 5-7 now engage in messaging, voice chat, and video calls, as well as live-streamed content. Social media platforms have also seen an increase in engagement with the data demonstrating a significant uptick in social media usage among 5-7 year-olds, with platforms like WhatsApp, TikTok, Instagram, and Discord showing notable growth.

Financially motivated sexual extortion: alert for education settings

Globally, there has been a large increase in reports of children and young people being forced into paying money or meeting another financial demand (such as purchasing a pre-paid gift card) after an offender has threatened to release nudes or semi-nudes of them. This is financially motivated sexual extortion, a type of online blackmail often referred to in the media as 'sextortion'.¹ It is a form of child sexual abuse.

How the percentage of five to seven-year-olds using social media has risen in one year

2022 2023



Based on responses from 1,509 parents in 2022 and 749 parents in 2023

Source: Ofcom

BBC

The number on social media went up from 30% to 38%, while for livestreams it increased from 39% to 50%. Just over 40% are reported to be gaming online - up from 34% the year before.

Schools to teach children how to spot fake news and 'putrid' conspiracies online

Education Secretary Bridget Phillipson said her curriculum review would embed critical thinking skills in lessons.



False information cases in wake of riots test UK's online safety law

Authorities have moved swiftly to punish people alleged to have been involved in the worst unrest England has experienced since 2011



Children will be taught how to spot extremist content and fake news online under plans announced by the government.

Education Secretary Bridget Phillipson said she was launching a review of the curriculum in primary and secondary schools to embed critical thinking across multiple subjects and arm children against "putrid conspiracy theories."

Pupils might analyse newspaper articles in English lessons in a way that would help weed out fabricated clickbait from true reporting.

In computer lessons, they could be taught how to spot fake news sites and maths lessons could include analysing statistics in context.

Relationships and health education

- what positive, healthy and respectful online relationships look like
- the effects of their online actions on others
- how to recognise and display respectful behaviour online



Department
for Education

Guidance

Teaching online safety in schools

Online Safety in Computing Curriculum

- KS 1

- * Use technology safely and respectfully, keeping personal information private;
- * Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

- KS 2

- * Use technology safely, respectfully and responsibly;
- * Recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns about content and contact.
-

Children aged 5-7

5-7-year-olds digital safety at a glance for parents | Internet Matters

Digital safety at a glance

internet matters.org

Guidance for parents of 5-7-year-olds

Use this quick tips guide to stay on top of your child's online safety needs.

Tech use, issues & tips

Learn about common experiences at this age and what you can do to help keep your child safe online as they grow.



93%

watch videos



59%

send messages or make video/voice calls



89%¹

use YouTube



Too much screen time

is what children at this age report experiencing most and 69% of parents worry about it.

Set time limits for devices and help kids experience a range of activities where they create and learn to support their wellbeing.

Get more support to handle screen time ▶



In-game and in-app spending

is one of the most common online harms at this age. 58% of parents say they worry about this.

Review purchase settings and parental controls in apps, games and online stores to set limits, then talk about why they're important.

Learn about money management online ▶



Online bullying²

from people children know is one of the most common harms among this age group, and 63% of parents worry about this.

Online bullying is difficult to escape or ignore. So, talk about what it looks like so kids know when and how to get support.

See how to talk about cyberbullying ▶

Children aged 8-10

What does 8-10-year-olds' digital safety look like? | Internet Matters

Digital safety at a glance

internet
matters.org

Guidance for parents of 8-10-year-olds

Use this quick tips guide to stay on top of your child's online safety needs.

Tech use, issues and tips

Learn about common experiences at this age and what you can do to keep your child safe online as they grow.



96%

watch videos online



82%

send messages or make video/voice calls



67%

play games online



Too much screen time

Too much screen time is the online harm most experienced at this age, increasing as children grow; **71% of parents worry about this.**

Source: Internet Matters tracker survey

Set time limits for devices but also help kids experience a range of activities to create and learn to support their wellbeing.

Get support handling screen time >



In-game and in-app spending

In-game and in-app spending is the **second-most common online harm among 8-10s**, increasing with age. However, parent concern about this decreases as children grow.

Source: Internet Matters tracker survey

Review purchase settings and parental controls in apps, games and online stores to set limits, then talk about why they're important.

Learn about money management online >



Viewing violent content

Viewing violent content is the third-most common online harm at this age, and **67% of parents worry about it.**

Source: Internet Matters tracker survey

Set parental controls and restrictions on video games, videos and websites children access. Talk to them about why some content is not appropriate.

Learn about inappropriate content >

4 Cs framework

- Content
- Contact
- Conduct
- Commerce

Content

- Online posts – pornography, fake news, racism, misogyny, self harm, suicide, anti-Semitism, radicalisation and extremism.

Contact

- Interactions with others online – peer to peer pressure, grooming, child exploitation

Conduct

- Online behaviour – online bullying, sharing or receiving nudes and semi nude images, pornography

Commerce

- Online financial risk – gambling, inappropriate advertising, financial scams

What do you have in place?

How do you know it is effective?

- How do you ensure online safety is taught throughout the school?
- How do you ensure children are understanding the online safety which is taught?
- Do you provide support beyond the school gates to parents?

Whole School Online Safety Scheme

PROJECT EVOLVE



Self-Image and Identity



Online Relationships



Online Reputation



Online Bullying



Managing Online Information



Health, Well-being and Lifestyle

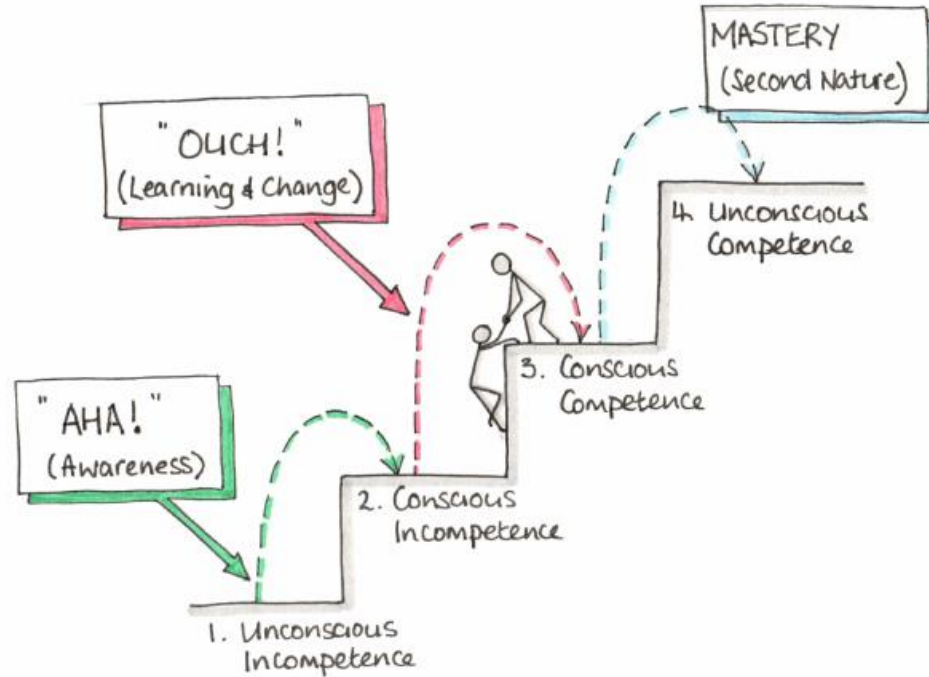


Privacy and Security



Copyright and Ownership

Burch Competencies



Knowledge Map with Concept Cartoons

Knowledge Maps



Bespoke

Helps to focus on what to teach your class.



Create and Select

Create knowledge map, choose areas and year groups.



Guided or Independent

Children can complete as a whole class on board or independent results.

next
see them or give them a call.

?

Re-share the content with your friends and followers

I want to show my friend and others how much I enjoyed the video they posted. Any ideas?

Make your reply to them stand out by using emojis or a funny GIF to let them know you liked it and share it.

Click on the "like" button under their video.

- ProjectEVOLVE – Education for a Connected World Resources



Internet Matters

- [Keep Children Safe Online:
Information, Advice, Support –
Internet Matters](#)

**internet
matters.org**



Digital Matters

Aligned with the Education for a Connected World framework, Digital Matters is a free primary school resource and learning platform to teach online safety to children in years 5 and 6. See how it can engage your students in their online safety.

[SEE RESOURCE](#)

The Online Together Project created by Samsung and Internet Matters



The Online Together Project

Use this tool to start a discussion about stereotypes found online. Create a lesson around online hate using a quiz as an assessment, activity or starter, to begin challenging biases online.

[SEE RESOURCE](#)



Find the Fake

Help children learn how to recognise unreliable or false information online using this quiz created with Google. Use it within your lesson as a starter, main activity or assessment to help minimise risk online.

[SEE RESOURCE](#)

Free online safety resources for schools & families | Digital Matters (internetmatters.org)

Find the fake quiz - Internet Matters

[CEOP Education \(thinkuknow.co.uk\)](http://thinkuknow.co.uk)

4-7 year olds

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Home



Badges



Videos



Grown ups



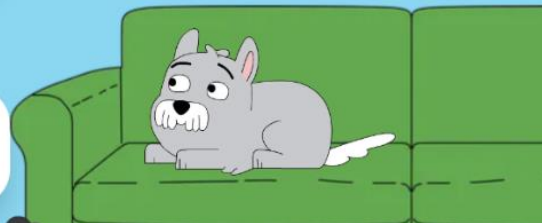
Worried about something?

Hi Everyone!



I am Jessie. I love being online!

My friends Tia and Mo are here to help us collect badges as we learn and play.



[CEOP Education \(thinkuknow.co.uk\)](http://thinkuknow.co.uk)

8-10 year olds



about the game



watch



stay safe



grown ups



need answers

Worried about something?



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Google Internet Legends



Google | Google.org

Sharp Alert Secure Kind Brave

Be
Internet
Legends.

Scheme of Work

Google | Google.org

Digital Wellbeing lesson plan

Helping children develop healthy digital habits

Be
Internet
Legends.

digit<all>



digital.all.charity



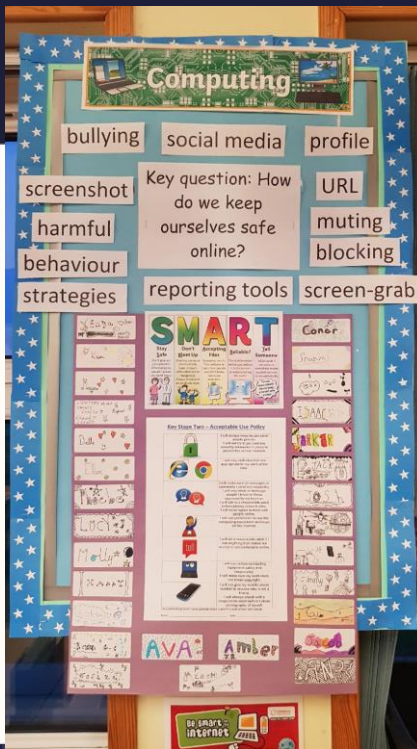
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Other resources

- [National Centre for Computing Education \(NCCE\)](#)
- [UK Safer Internet Centre](#)
- [Cybercafe - fun ict game for kids by GridClub](#)
- [Keeping children safe online | NSPCC](#)
- [Common Sense Media: Age-Based Media Reviews for Families | Common Sense Media](#)
- [Keeping children safe in education 2023](#)
[\(publishing.service.gov.uk\)](https://publishing.service.gov.uk)

Acceptable Use



Online Safety in Newsletters



Tuesday 8th February was **Safer Internet Day**, a day which is celebrated globally each year to promote the safe and positive use of digital technology for children and young people. This year's theme was: 'All fun and games?' Exploring respect and relationships online.

Each class focused on different activities to stimulate questions and discussions about the **games children play online** and how to have **healthy, positive and safe relationships**. Children were encouraged to talk about how to deal with issues they have in the online world and which **trusted adults** they can turn to for support. Work produced, included traffic light reminders, snakes and ladders games, respect for the perfect online word, posters and even self-made online safety websites.

We hope some of these **conversations** made it home and that you have been able to talk through these topics with your child. The **Parent Zone** live event was fantastic in providing parents with useful guides and questions to consider. If you couldn't make the live event then please take a look at these two very useful recordings:

<https://www.youtube.com/watch?v=0d020c0a5d4>

<https://www.youtube.com/watch?v=8c9ymd18484&feature=youtu.be>

The **Parent Zone** website has a plethora of up to date guides, articles and how to keep your child safe. <https://parentzone.org.uk/>



As we head into the Easter holidays, spending time with our families and relaxing will hopefully be a top priority. Maybe you might want to crack open the popcorn and enjoy a film night together but are unsure what whether a film is appropriate.

The Common Sense Media website is a great place to start. We have previously recommended this site for computer game ratings but it also provides reviews and suggested age ratings for films and TV programmes. You can also filter to search for films, which are within age categories.

<https://www.commonsensemedia.org/movie-reviews>

As always, it is important to have open and honest conversations with what your children are watching and playing online. **YouTube** video watching is an amazing resource but is definitely a rabbit warren with many unsuspected twists.



During this term, our online safety focus has centred on what 'online relationships' mean in the digital world.

Each class has discussed challenging questions and completed activities to encourage children to think about how they use different platforms to communicate and how to do this safely.

The children have been encouraged to talk about their own behaviours and feelings and throughout all the lessons, are taught the importance of asking for support and help.

As a school, we follow the Project Evolve Curriculum which provides a syllabus that covers knowledge, skills, behaviours and attitudes across different strands of our online lives appropriate content which spans from early years through to eighteen, provides a tool to shape thinking and challenge misconceptions.



New technology at Christmas can be exciting and for some, their first experience of the online world. Please take time to agree house rules and restrictions for your children that they can enjoy their new gifts safely. See below for links we have shared in which provide valuable advice on how to keep your children safe.

Organisation	Link
Think U Know	https://www.thinkuknow.co.uk/parents/
Safer Internet	https://www.saferinternet.org.uk/advice-centre/parents-and-carers
Common sense Media	https://www.commonsensemedia.org/
NSPCC	https://www.nspcc.org.uk/keeping-children-safe/online-safety/



With the summer holidays looming, we hope the children are looking forward to fun and endless sunny days outside. Kite flying, bike riding, roller skating, **coronavirus**, footballing, water fights are hopefully on their 'to do' activity list!

For days, when the sun might not shine, it's tempting for children to be 'online'. Keeping safe both in school and at home is crucial and something we discuss regularly in class. It is vital to have open and honest conversations with your children and set boundaries and time limits to ensure a healthy balance of time away from the screen.

In this month's online safety article we would like to draw your attention to the below websites. In previous newsletters, we have provided information about each one but thought it would be helpful to have them in one place for ease of access for the summer months.

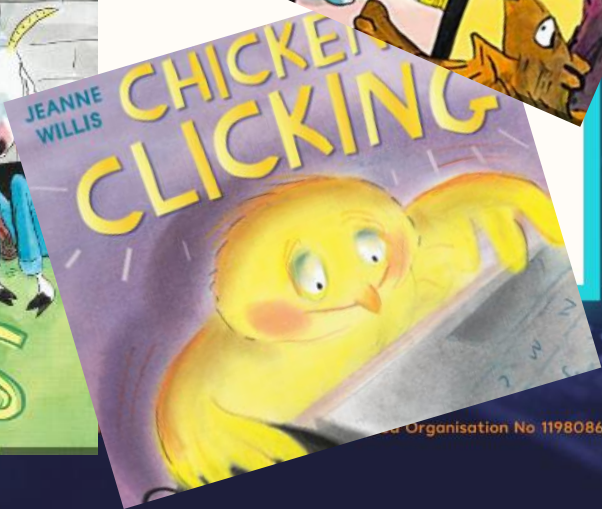
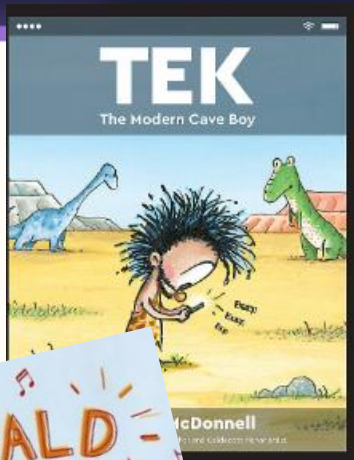
The organisations outlined provide impartial advice on how to stay safe online and information on technologies typically used by children.

Organisation	Link
Think U Know	https://www.thinkuknow.co.uk/parents/
Safer Internet	https://www.saferinternet.org.uk/advice-centre/parents-and-carers
Commonsense Media	https://www.commonsensemedia.org/
NSPCC	https://www.nspcc.org.uk/keeping-children-safe/online-safety/



Link to literacy

[Online Safety Storybooks | The Education People](#)



Whole school displays





Thank you

Any questions?



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