

# Online Safety Training - Parents– November 2018

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# Quiz

- What is the most used app/website between 3 – 16 year olds?
- What is the most used social networking app for 11 – 16 year olds?
- What is the most used social networking app for 7- 11 year olds?

# 2018 *This Is What Happens In An* *Internet Minute*



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# Aims and Content

Today the training will be split into these key aims:

- Digital Citizenship
- Online Trends – Social Media Usage
- Online Trends – Gaming
- PEGI Ratings
- Issues facing schools around online safety – Cyberbullying/Online Friendship/Image Sharing
- Digital Footprints

# Digital Citizenship

- What is Digital Citizenship?

**Digital citizenship** is the appropriate and responsible use of technology (IT) in order to engage in society and communities.



# Online Trends

## 2018 *This Is What Happens In An Internet Minute*



## 2017 *This Is What Happens In An Internet Minute*



# The Generation of the pupils in our schools

- Generation Z (1995 – Present) is the demographic cohort following Generation Y, also known as the Millennials or the Millennial Generation; other names suggested for the cohort include iGeneration (iGen), Gen Tech, Gen Wii, Net Gen and Digital Natives

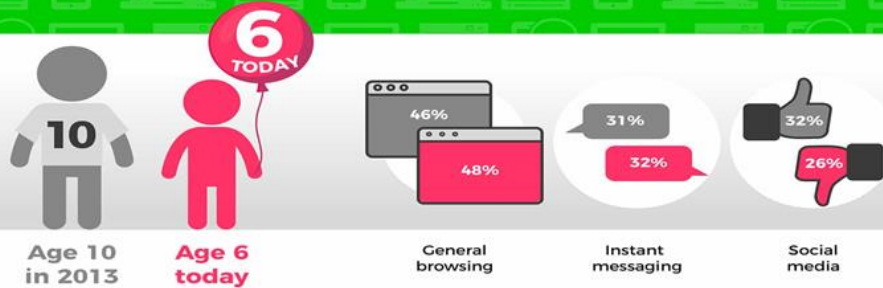


**REVEALED!**

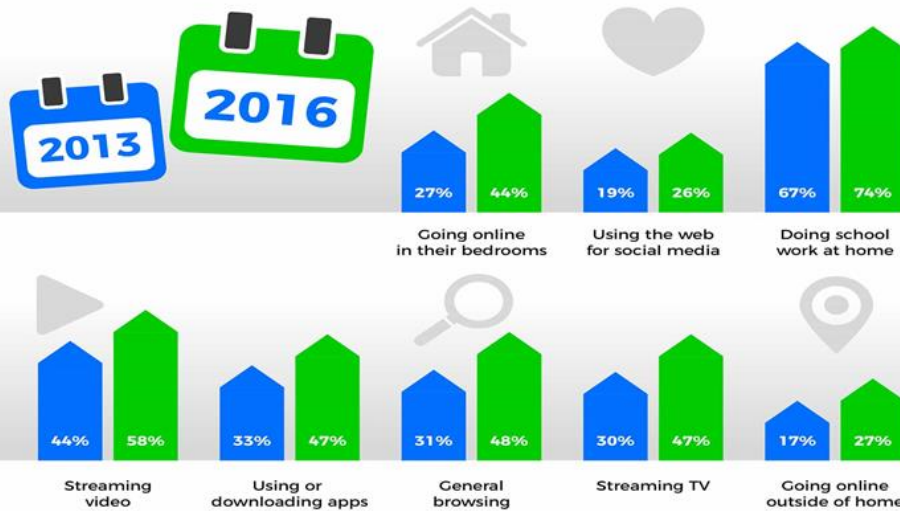
internet  
matters.org

# The secret life of six-year-olds online

Six-year-olds today are as digitally advanced as 10-year-olds were just three years ago, new research shows



## Increase in six-year olds online activities since 2013



### Parental supervision

The number of parents saying they are always present to supervise their child aged six when they are online, using computer devices, has gone down in the last three years from 53% to 43%.



## Media lives by age: a snapshot

Ofcom, Children's and parents' media use and attitudes, Nov 2017



**3-4s**

1% have their own smartphone, **21%** have their own tablet.

**96%** watch TV on a TV set, for around **15h a week**

**41%** watch TV on other devices, mostly on a tablet

**40%** play games, for nearly **6h a week**.

**53%** go online, for nearly **8h a week**.

**71%** of these mostly use a tablet to go online.

**48%** use YouTube, of which 52% of these say cartoons are their favourite thing to watch, 15% say unboxing videos.

**0%** have a social media profile.



**5-7s**

5% have their own smartphone, **35%** have their own tablet.

**95%** watch TV on a TV set, for around **13½h a week**

**49%** watch TV on other devices, mostly on a tablet

**66%** play games, for nearly **7½h a week**.

**79%** go online, for around **9h a week**.

**63%** of these mostly use a tablet to go online.

**71%** use YouTube, of which 30% say cartoons are their favourite thing to watch, 18% say funny videos or pranks.

**3%** have a social media profile.

The **TV set** is the device they say they would miss the most.



**8-11s**

39% have their own smartphone, **52%** have their own tablet.

**95%** watch TV on a TV set, for nearly **14h a week**.

**55%** watch TV on other devices, mostly on a tablet

**81%** play games, for around **10h a week**.

**94%** go online, for nearly **13½h a week**.

**46%** of these mostly use a tablet to go online, **22%** a mobile.

**81%** use YouTube, of which 23% say funny videos or pranks are their favourite thing to watch, 18% say music videos.

**23%** have a social media profile.

The **TV set** or **tablet** are the devices they would miss the most.



**12-15s**

83% have their own smartphone, **55%** have their own tablet.

**91%** watch TV on a TV set, for nearly **14½h a week**.

**68%** watch TV on other devices, mostly a tablet or mobile.

**77%** play games, for around **12h a week**.

**99%** go online, for nearly **21h a week**.

**49%** of these mostly use a tablet to go online, **26%** mostly use a mobile.

**90%** use YouTube, of which 26% say music videos are their favourite thing to watch, 23% say funny videos or pranks.

**74%** have a social media profile.

Their **mobile phone** is the device they would miss the most.

# Did we know?



## Age Restrictions for Social Media Platforms

(Ages specified in terms as of 2014)

Twitter  
Facebook  
Instagram  
Pinterest  
Google+  
Tumblr  
Reddit  
Snapchat  
Secret

YouTube  
Keek  
Foursquare  
WeChat  
Kik  
Flickr

LinkedIn

WhatsApp

Vine  
Tinder

Path



# Online Trends - Gaming

The rise of 'Battle Royale' games new games often quickly gain popularity among players. In recent months a new kind of game has captured the imagination and attention of children and young people to an unprecedented degree. 'Battle Royale' games challenge a large number of players to eliminate all other opponents to become the last surviving player. Played online over the internet, these games can attract millions of users. Fortnite: Battle Royale is a good example. This multiplayer game has been the subject of several Professionals Online Safety Helpline cases and concerns have been raised



# Pegi Ratings

- What are PEGI Ratings?

Age ratings are systems used to ensure that entertainment content, such as games, but also films, tv shows or mobile apps, is clearly labelled with a minimum age recommendation based on the content they have. These age ratings provide guidance to consumers, parents in particular, to help them decide whether or not to buy a particular product for a child.



# Issues facing schools around online safety

- [Cyberbullying](#)
- Inappropriate content
- Online pornography
- Online reputation
- [Balanced Lifestyle – Screen time Overload](#)
- [Image Sharing – Sexting](#)
- Self-harm
- Online grooming
- [Privacy, Scams & identity theft](#)
- [Radicalisation](#)

# Digital Footprint

A **digital footprint** is a trail of data we create while using the Internet. It includes the websites we visit, emails you send, and information you submit to online services. A "passive **digital footprint**" is a data trail we unintentionally leave online.



# Useful Websites

- <https://360safecymru.org.uk/>
- [www.thinkuknow.co.uk](http://www.thinkuknow.co.uk)
- [www.ceop.police.uk](http://www.ceop.police.uk)
- <https://www.internetmatters.org/>
- <https://swgfl.org.uk/>
- <https://hwb.gov.wales/onlinesafety>
- <https://www.saferinternet.org.uk/>
- <https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/>
- <https://www.getsafeonline.org/>