



eSafety for Parents and Carers

Welcome!

**A key skill
for life**

**Accessed
anywhere
anytime**

**Wide and
flexible
range of
information**

**Easy to
communicate
with
friends and
family**

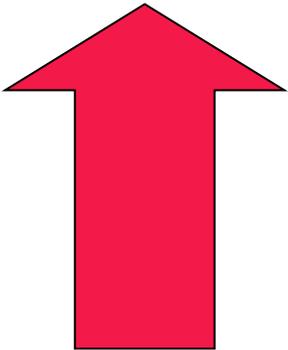
**Motivational
and fun**

**Raise
standards**

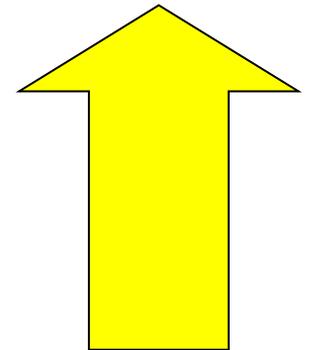
**Why do we and our young people
use IT?**

Aims of this session

- Look at how children are using the Internet
- Raise awareness of eSafety issues
- Consider ways of supporting parents/ carers
- Offer guidance on keeping your child safe
- Next steps

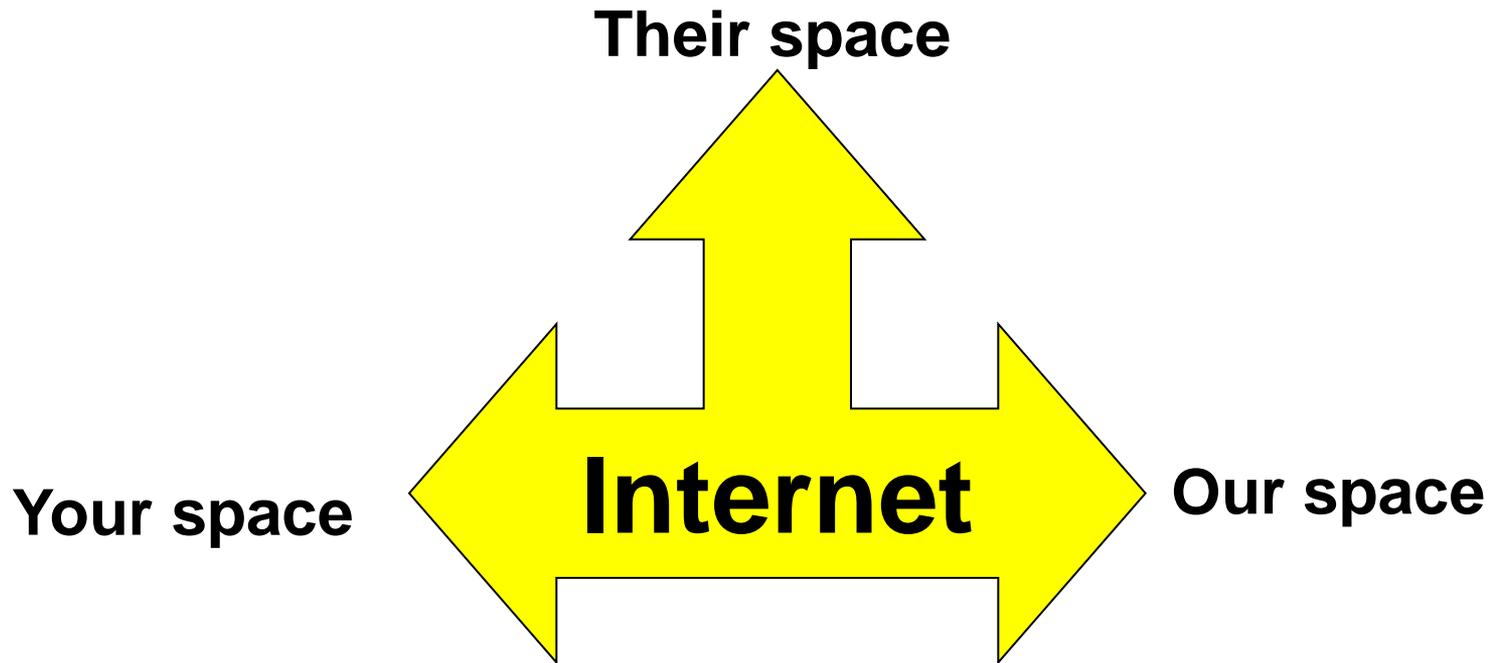


**Respond to
the negative**



**Promote the
positive**

The Internet and Related Technologies



How we use these technologies

Parents / Carers

- e-mail
- Shopping
- Booking holidays
- Research

Young people

- Music
- Games
- Chat
- Instant Messaging IM
- Blogs
- Social Networking

One in seven parents of 3-4s feel their child knows more about the internet than they do. The majority of parents of 5-15s (79%) say that they know enough to keep their child safe online, but around half of parents continue to feel that their child knows more about the internet than they do, as do 14% of parents of children aged 3-4. 2013

Moving on.....

(Parents / Carers)

Young people

web2

Download



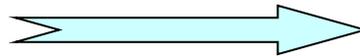
Upload

Consume



Create

“Corporate”



Personal

Separate media



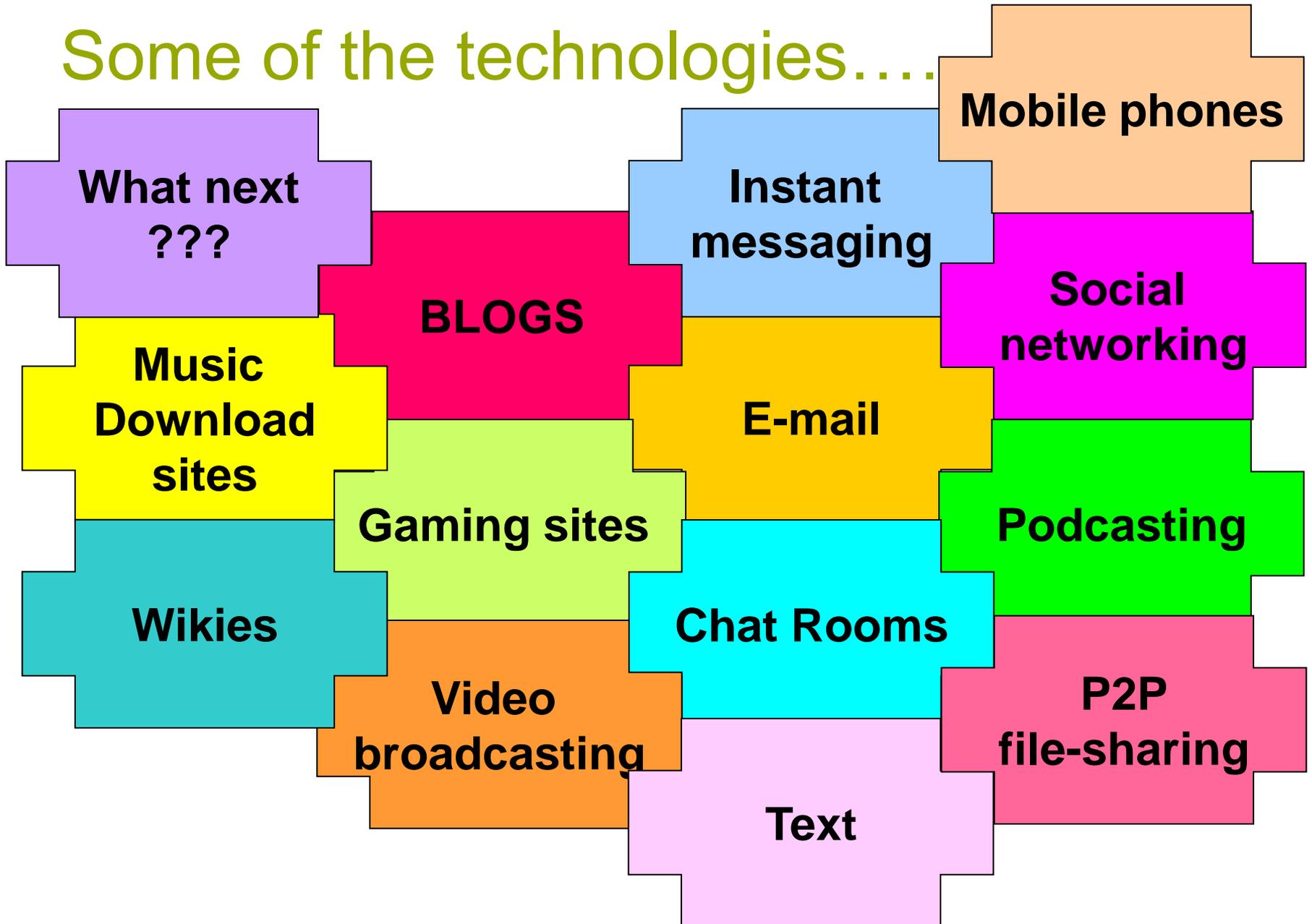
Converged media

Static



Interactive

Some of the technologies.....





BLOGS

- Blog is short for web log or online diary
- Easy to create and use
- Easy to add comments and share ideas or opinions

1% of parents thought their child blogged

33% of children used blogs

67% of parents didn't know what a blog was

UK Children Go Online, 2005, 9-19 year olds

Mobile phones

Anytime ⇔ Anywhere

Camera phones

Text messages

Internet access

e-mail

MP3 player

Chat and IM

Downloads

Mobile TV



Podcasting

- Podcasting is publishing radio style sound recordings on a website. It's like a radio show stored as an MP3 file.
- By podcasting, you can broadcast to the world without the need for specialist equipment or a licence.
- It is a great way to share work

**Podcast' (from
'ipod' and
'broadcast')**

Chat Rooms

Instant messaging

- **Chat Rooms** are websites or part of websites that provide an area for communities with common interests to chat in real time. Many ↔ Many
- **Instant Messaging** IM is a way of communicating with another individual in real time across the internet using text-based not voice communication. One ↔ One

79% of children use IM

29% of parents don't know what IM is

Get I.T. safe NCH 2006 11 – 16 year olds

Gaming sites

- Games are played by all ages with regular players spending 11 hours per week
- Role-play, adventure and life simulations are becoming very popular
- Added extra elements of self-expression and personalisation
- Play on-line with other gamers from around the world
- Play in real-time

Half of children aged 8 to 15 own a games console, while a further third use one in the household - Ofcom report 2006.

One-quarter of boys who play games online do so against people who are not known to them

Video broadcasting



- Video sharing websites are where users can upload, view and share video clips
- Videos can be rated and the number of times viewed recorded
- Video recorded with mobile phones can easily upload
- YouTube is one of the ten most popular websites



Social networking



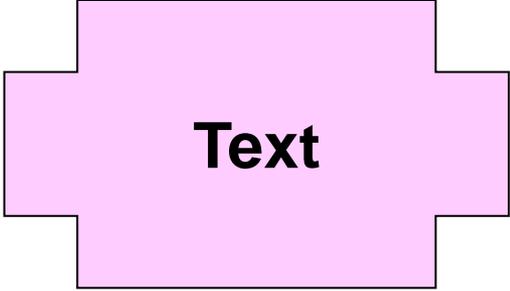
- Based on the idea of networking with friends and friends of friends
- **4.75 billion pieces of content shared daily on facebook (as of May 2013)**
- **There are 83 million fake profiles.**
- Survey of 12-18 yrs: average number of 'friends' 300



P2P file-sharing

- File-sharing or peer-to-peer (P2P) are terms used to describe sharing files (resources) directly between computers.
- To get started you will need to download P2P software from a website
- This software creates a 'shared media' folder on your computer from which other P2P users can access your files
- You can then exchange music, videos, games etc with other P2P users

A test....



Text

Can you work out these rules for safe surfing devised by pupils?

- Uv d ryt 2 feel safe ll d tym, includN wen UzN ICT or yr mob ph
- Kip yr pRsNL dtails pvt. Don't shO pix ov yrslf. F? or kin w/o chekin 1st W an XXX
- Use:

www.transl8it.com/

School



Home

- Supervised
- Monitored
- Filtered
- Curriculum



83% of homes have access to the internet

63% of young people have internet access in their bedroom

More than half of all children (53%) are never or hardly supervised online by their parents / carers

81% of parents think they know what their children are doing all or most of the time when access the internet

What are the dangers for us all?

Ofcom (Media Literacy Audit of Children, 2006, UK)

- 16% 8-15 yr olds have come across 'nasty, worrying or frightening'
- 31% 12-15s make checks on new websites (more if taught at school)
- 67% 12-15s trust most of what they find online (just less than TV news)

What are the dangers for our children?

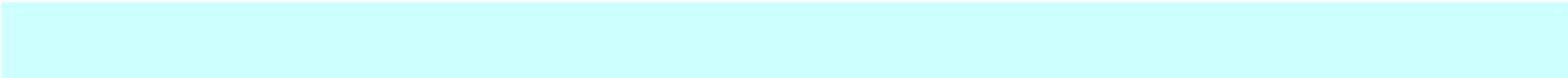
- **Biggest danger is the not knowing –**
 - 26% of parents can't check website history
 - 65% of young people can clear internet history

 - 65% of parents can deny access to specific websites
 - 46% of children can get round parental blocks

 - 33% of children have met a 'friend' online
 - 8% have had a face-to-face meeting with an online friend
 - 89% told someone they were doing so

 - 40% boys/ 57% girls asked to undress on webcam; 1 in 3 boys/ 1 in 10 girls did
- Usage and experiences are not reported to parents/teachers as they interfere with access

eSafety – Summing up the risks

- **Content** -sexual, racist, violent unreliable/bigoted i.e. safety of children's minds
 - **Commerce** - scams, phishing and pharming, downloads which steal information– children's and parents!
 - **Contact** - via interactive technologies – IM, chat, multiplayer games
 - **Culture** – bullying, camera phones, blogging, social networking
- 

Challenges ⇔ Young People ⇔ Maturity

- Like to post images and reveal some information about themselves
- Want lots of 'friends'
- Talk about their peers – can be hostile
- Use inappropriate nicknames, often sexual
- Express insecurities and fantasies
- Trick others to make silly, embarrassing, dangerous acts with video or webcam
- Push boundaries - just as we pushed the boundaries as children

Home and Family Guidelines



- ☺ **Practical principles** Talk with, NOT at your children.
Agree family guidelines and rules.
Discuss regularly online safety.
- ☺ **Infrastructure** Virus and firewall software up to-date,
Browser 'safe search' enabled.
- ☺ **Education** Learn together about new technologies
and enjoy!
Reflect together about new technologies,
the benefits, dangers and potential.
- ☺ **Systems** Keep webcams in family rooms
Monitor time spent on the internet
View the 'History' or purchase filtering
software.
Have proportionate responses to
problems.

Your child will not tell you about a problem if they feel their access to the technologies will be restricted.

and finally remember

‘..the risks do not merit a moral panic, and nor do they warrant seriously restricting children’s internet use because this would deny them the many benefits of the internet. Indeed, there are real costs to lacking internet access or sufficient skills to use it.’

‘However, the risks are nonetheless widespread, they are experienced by many children as worrying or problematic, and they do warrant serious intervention by government, educators, industry and **parents.**’

<http://www.children-go-online.net/>

eSafety - resources

- <http://www.parentscentre.gov.uk/>
- www.thinkuknow.com
- <http://www.getnetwise.org/>
- <http://www.childnet-int.org/>
- <http://www.bbc.co.uk/webwise/>
- <http://www.iwf.org.uk/>