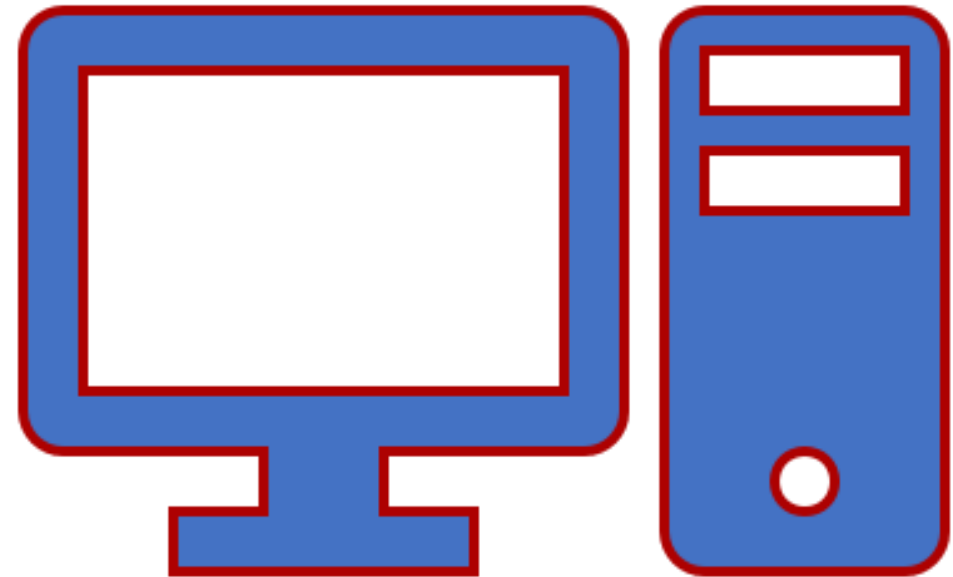# HOW TO CREATE A COMMUNITY APPROACH TO ONLINE SAFETY 12TH MAY 2021

EVENINGS AGENDA

- Welcomes & Introductions - Content sharing 'a heads up'

- Reasons for the session - No shame/ no blame: Cultural change, in this together

- A short presentation – Film, facts, fashions and friends. Raise awareness

- A discussion on how we can be better informed to continue to keep our children as safe as possible online

HOW CONFIDENT DO YOU FEEL USING THE INTERNET?

0   0   10

Bring back paper!   extremely confident

Feel free to scale your level of confidence!

Our children live in a rapidly changing world

- Google.com registered in 1997
- 2006 Facebook opens to the public
- Facebook members now exceed the population of China (+1.4 billion)
- Language – Vlogging, blogging, youtubers, social media, gammers, live streaming, APPs, botcommands, virtual platforms…
- Social media explosion through APPs – Instagram, Snapchat, Twitter, Vine, TikTok
- Acceleration of smart phone and mobile device use in under 18s…
- A world of change for parents, carers, schools and communities to manage…
- Most Popular Apps in the UK 2020?

APP	DOWNLOADS 2020
TikTok	22 million
NHS Covid-19	20 million
Zoom	19 million
WhatsApp	18 million
Instagram	16 million
Microsoft Teams	14 million
Google Meet	12 million
YouTube	12 million
Snapchat	10 million
Facebook	10 million

CHILDREN OWNING TABLETS AND SMARTPHONES (UK), BY AGE

- 86% of 8-11 year olds own a mobile phone

- 97% of 12-15 year olds own a mobile phone

- 93% of 5-15 year olds own a mobile phone

- • Children: tablet and smartphone ownership by age UK 2019 | Statista
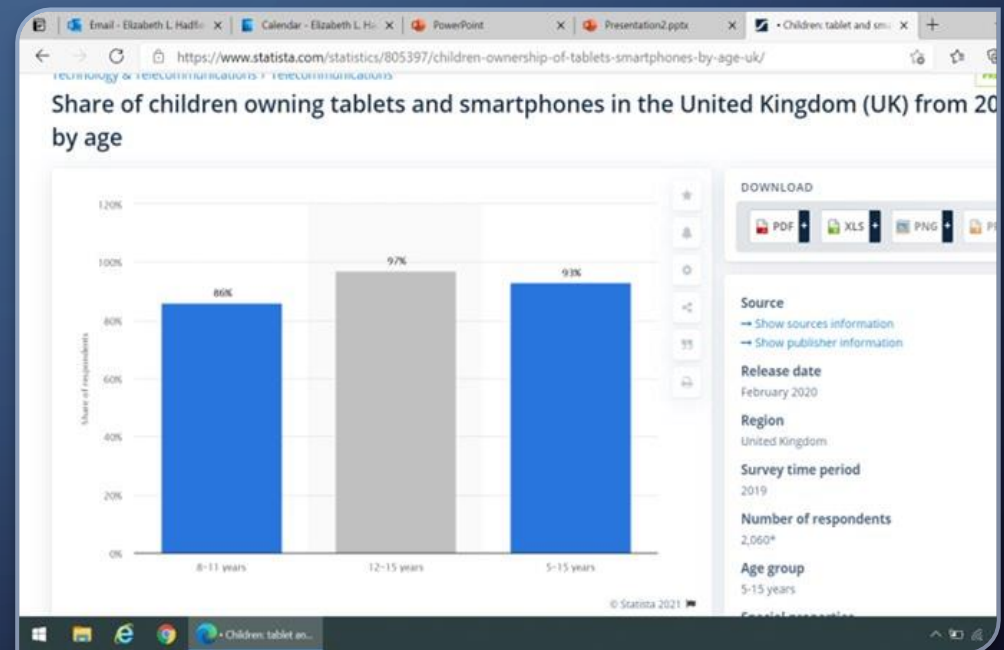
A pause for thought – What does this mean for our children?

Do you know this game?

Club Penguin

Discontinued in 2017.

The game was replaced by a successor, titled *Club Penguin Island* (which itself was discontinued the following year).

Since being shut down, the original game has been hosted and recreated on a number of private servers using SWF files from the game's old website.

Many of the private servers were shut down around May 15, 2020, after Digital Millennium Copyright Act filings by the Walt Disney Company were sent on May 13, 2020, initiated by concerns about *Club Penguin Online,* such as children being groomed by child sex offenders and child pornography.

Do you know this game?

Minecraft

A great game to **play with friends**, and **you can** cross-**play** with them no matter the platform, as long as **you** have the same version. This means that if **you** own the Java Edition of **Minecraft**, **you can** only **play** with folks who also have the Java Edition. The same goes for the Bedrock Edition.

- The majority of players are **between 15 and 21 years of age**, however, it is found that most of these players bought the game in alpha and beta when they were younger. So, Microsoft advertises the game to people who are young to promote sales.

[What are the demographics of Minecraft players? - Quora](#)

Fortnite

The single-player or co-operative mode (played with friends) involves fighting off zombie-like creatures. But Fortnite's most popular mode is its standalone free-to-play multiplayer platform, Fortnite Battle Royale, in which up to 100 players enter an online game, competing individually or as part of squads of up to four, to be the last player standing within a ever-decreasing battle arena.

To play, players to create an account by providing an email address, which they'll have to verify, and creating a username. There's no age-verification process.

The Battle Royale game, in which up to 100 players fight it out at one time, is especially loved amongst the younger generations as 62.7 percent of Fortnite players are aged between **18** and **24**, and a further 22.5 percent are between 25 and **34**

- • Fortnite player demographics | Statista

Do you recognise these characters and this game?

Gaming online – The Risks

- Chatting with people they don't know – adults/children

- Inappropriate or unmoderated chat – Violent/bullying/racist

- Requests to chat in private - abuse/manipulation

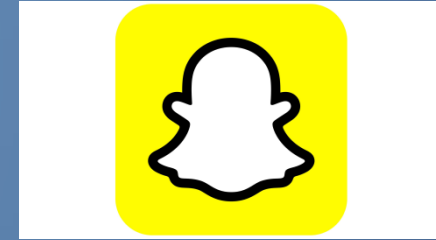- Offering gifts or trades – grooming/county lines/sexual abuse

TikTok,

Grindr

Discord

Snap Chat

Instagram

F*** My Life

MeetMe

Pinterest

Do you know these APPs
and how they are used?

Social media – The Risks

o Inappropriate content

o Inappropriate behaviour

o Over-sharing

o Making friends with people they don't know

o Grooming , county lines, sexualised imagery

PAUSE FOR THOUGHT…

What does all this mean for our children?

- Mobile phone – Yr6:91%/Yr5: 50%/Yr4: 25%/Yr3: 25%
- Online gamming – Yr6/Yr5 : 100%
- Online gamming with unknown participants Yr5/6 100%/80%
- Youtube use Yr5/6 100%/88%
- Youtube access in own personal space eg Bedroom Yr5/6 100%/88%
- Game use : Rocket League, Roblox, Fortnite, Minipeeps, Fifa
- 18+ games : Grand Theft Auto, Call of Duty
- Internet access regulation?
- Facebook – Yr5/6 0%
- WhatsApp: Yr5/6 18%/87%
- Tik Tok: Yr5/6 29%/27%
- Snap Chat: Yr5/6 21%/17%
- Instagram: Yr5/6 7%/3%
- Our children shared 'It can be toxic when we play'. Exposure to racist language, adult language

CHILDHOOD 2020: NEW INDEPENDENT REPORT

'Mobile phones have won over tablet computers and now dominate children's lives.

2020 47% of 5 to 10-year olds had a mobile, 'up from 38% 2019'

'However, it can be tough to parent your young child's use of technology when the mobile phone is such a private and personal technology,' says Simon Leggett, research director at CHILDWISE.

'The moment a child owns a mobile phone, it can be a challenge to monitor what your child is accessing online because it's such a private technology that most keep, literally, close to their chest'.

The amount of time that children spend online continues to increase overall, with boys remaining heavier internet users than girls. Children now say they spend 3.4 hours a day online, rising slightly from 3.3 last year.

childwise_press_release_-_monitor_2020_-_immediate_release.pdf

CHILDHOOD 2020: NEW INDEPENDENT REPORT

• 71% access the internet via mobile phone.

• One in four children spend four to six hours online a day, up to 26% from 24% last year.

• The number of households owning a virtual assistant has increased significantly this year, with more than one in three households now owning one (39% up from 26% last year)

• The website/app TikTok has tripled in popularity this year – with one in ten naming it as their favourite.

• YouTube continues to be children's favourite website/app despite decreasing slightly since last year. This is followed by Snapchat, Instagram, TikTok, Fortnite, Roblox, Minecraft and Netflix. 61% of kids use YouTube everyday and their favourite YouTubers are PewDiePie followed by DanTDM, LazarBeam and Sidemen.

childwise_press_release_-_monitor_2020_-_immediate_release.pdf

CHILDHOOD 2020: NEW INDEPENDENT REPORT

- Stranger Things is kids' favourite content on Netflix, followed by Friends.

- Children's average weekly income (from pocket money and handouts) is £11.50. Children's total spending power in the UK is £7,790 million per year.

- All kids are doing less sport outside and inside school this year.

- Kids report that their stress levels are up this year, but they are less likely to compare themselves to celebrities.

- More children are 'very concerned' about the environment.

childwise_press_release_-_monitor_2020_-_immediate_release.pdf

WHAT IS ONLINE ABUSE?

- Online abuse is any type of abuse that happens on the internet. It can happen across any device that's connected to the web, like computers, tablets and mobile phones. And it can happen anywhere online, including:

- social media

- text messages and messaging apps

- emails

- online chats

- online gaming

- live-streaming sites.

- Children can be at risk of online abuse from people they know or from strangers. It might be part of other abuse which is taking place offline, like bullying or grooming. Or the abuse might only happen online.

- Online abuse | NSPCC

NSPCC - WHAT ARE SOME OF THE RISKS ONLINE?

- Childline has seen a 11 per cent increase in the number of counselling sessions about online sexual abuse, from an average of 207 sessions per month before lockdown to an average of 230 sessions per month since lockdown began (1st April – 31st August 2020)

- Techniques used by perpetrators to groom include: using multiple channels to communicate with children; moving conversations from one platform to another; and taking conversations from public to private online spaces.

- Some children and young people talked to Childline about feeling lonely during the pandemic and seeking company and support online from people they have never met face-to-face.

- The impact of the coronavirus pandemic on child welfare: online abuse | NSPCC Learning

NSPCC RISKS

- Some children talked to Childline about using online platforms for the first time during the pandemic, to communicate with friends they already knew. In some cases, they were targeted by perpetrators of sexual abuse.

- The NSPCC helpline saw a 60 per cent increase in contacts from people with concerns about children experiencing online sexual abuse, from an average of 117 per month before lockdown to an average of 187 per month since lockdown

- [The impact of the coronavirus pandemic on child welfare: online abuse | NSPCC Learning](#)

NSPCC QUOTE

- "This guy knows everything about me: my name, address, even where I go to school. I'm terrified he's going to share these things with other despicable men on the internet…"

Girl aged 15, Childline

- [The impact of the coronavirus pandemic on child welfare: online abuse | NSPCC Learning](#)

NSPCC QUOTE

- "I am worried about my son who has been using Fortnite and talking to someone he doesn't know via chat. We have gone online and asked the person to identify themselves but they abruptly ended the chat. I have tried to explain online grooming to my son but he doesn't seem to understand the severity of what I am saying. We don't want to remove it from him because he is home all the time because of lockdown and has nothing else to do. How can I make him understand the dangers?"

Mother, NSPCC helpline

- [The impact of the coronavirus pandemic on child welfare: online abuse | NSPCC Learning](#)

CHILDREN'S VOICES ABOUT ONLINE ABUSE

- Some children and young people talked to Childline about how perpetrators had built a relationship with them online. They mentioned being approached on a range of online platforms:

- • social media networks, including Facebook, Instagram and Snapchat

- • instant messaging apps, including Discord, Kik and WhatsApp

- • live streaming platforms, including Twitch and Yubo

- • voice or text chat services built into online multiplayer games, such as Fortnite Battle Royale.

- [The impact of the coronavirus pandemic on child welfare: online abuse | NSPCC Learning](#)

"When a perpetrator has made contact with a child on one online platform, they may search for and contact the child on other platforms. Some children told Childline that their abusers had utilised multiple channels to communicate, for example using one platform to chat at the same time as using another platform to play an online game. Childline also heard about conversations starting in a public online space such as a forum or group chat, but becoming private"

[The impact of the coronavirus pandemic on child welfare: online abuse | NSPCC Learning](#)

NSPCC CONCLUSIONS

- This briefing highlights that while children and young people have been able to access important support via the internet during the coronavirus pandemic, perpetrators have also been provided with more opportunities to target children for sexual abuse online

- The way children and young people have been using online platforms during the pandemic is likely to continue in the long term

- As we move towards the 'new normal'

- It can be difficult for children and young people to speak out about online sexual abuse. Some children and young people told Childline they were finding it difficult to ask for help. Some felt ashamed or to blame for what happened to them. Others felt that there was no point in asking for help, as no action would be taken. Online sexual abuse is never the victim's fault and it's important that children are able to get the right support when they need it, without fear of being judged or punished.

- [The impact of the coronavirus pandemic on child welfare: online abuse | NSPCC Learning](#)

WHAT CAN PARENTS AND CARERS DO TO HELP ?

Chat Little and Often

- Talk to your child about their life online

- Take the opportunity to talk to them about how to stay safe and understand what that means. Privacy settings/personal information/abusive language/know their buddy list-real friends only

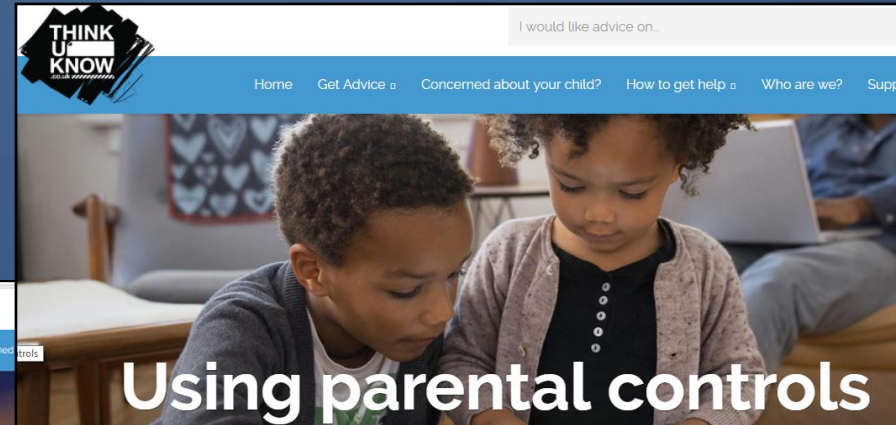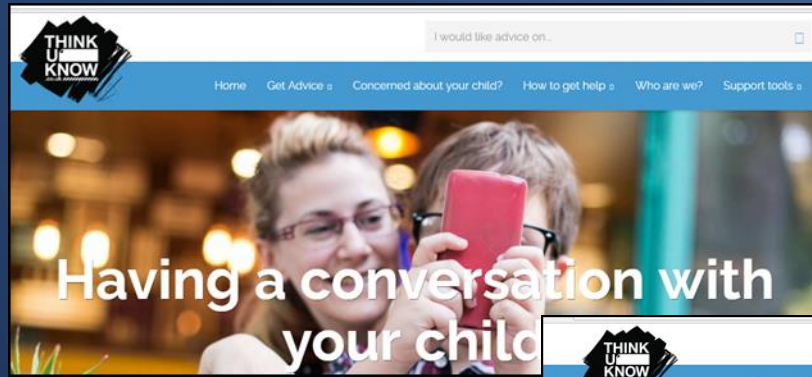- Explain any worries you may have

Report anything that worries them

- Make sure they know they can come to you

- Help them identify trusted adults

- Let them know you won't blame them

Take some practical steps

- Create a family agreement and regularly review

- Use parental controls

- Direct your child to age appropriate information

- Consider where children access technology and the amount of screen time

- Checkout the 'Think You Know materials'

Resources for Parents and Carers

www.thinkuknow.co.uk/parents

www.parentinfo.org
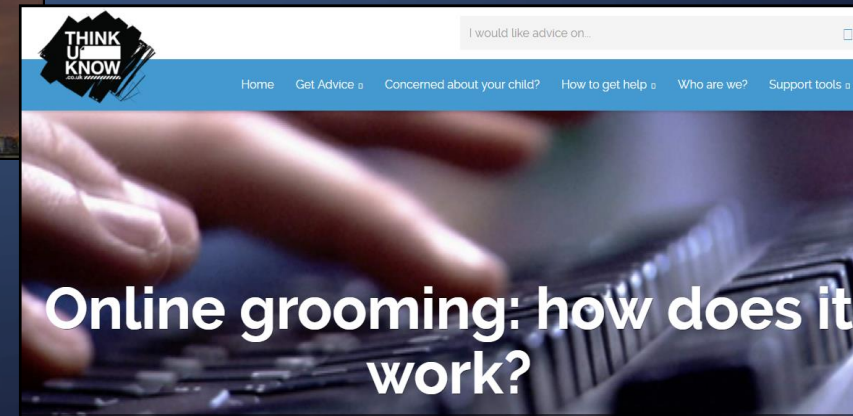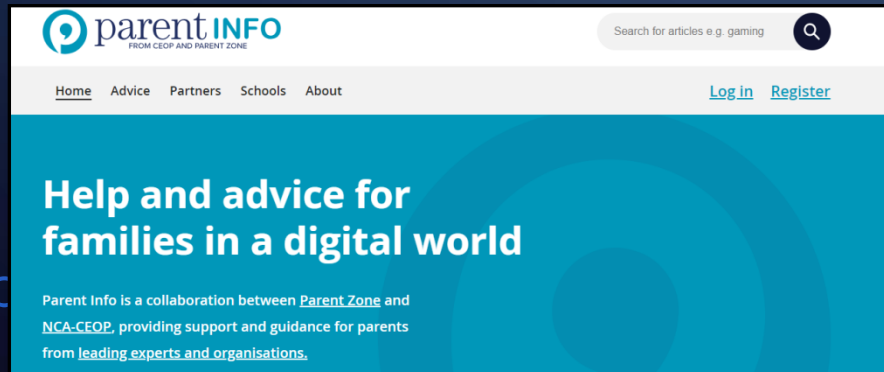
Reporting to NCA-CEOP – www.ceop.police.uk

ANY QUESTIONS AND WORRIES TO ADDRESS TONIGHT?
WOULD YOU LIKE FURTHER SESSIONS LIKE THIS?