Parent & Carers

Raising Awareness of e-Safety

Facilitator: Nathan Simmonds

e-Safety Training Manager

Making Suffolk an e-Safer place to be

Housekeeping

- Toilets

- Fire escapes

- Confidentiality

- Disclosures

- Time keeping

- Questions

Content

e-Safer Suffolk

- Introductions and Welcome
- Aim and Objectives
- Is your child safe online?
- "It's about Safeguarding"
- PEGI – A guide to gaming suitability
- HMDYK – How much do you know?
- Our children's world
- Sexting & Cyberbullying
- Key Issues & Key Messages
- Suffolk's response
- PCRS – Parents can read Slang
- Key contacts

AIM

The aim of this session is for participants to be aware of: -

- What e-Safety is

- To build e-Safety skills and

- Grow the confidence to deal effectively with their child

  or children in regards to an e-Safety incident or issue.

Objectives

- To understand e-safety in the context of illegal and/or unsuitable material

- To be aware of children's online behaviour and consequences

- To know who to consult if concerned about a child at risk from their use of the internet.

- To be aware of the gaming age restrictions

- To be able to identify e-Safety issues including: -

  ○ 'Sexting' & Sexual offences

  ○ Cyberbullying - Malicious communications

  ○ Game ratings (PEGI)

Your Child's Online Safety

Media Clip

"It's about safeguarding"

- By creating e-Safer communities we aim to enable parents and carers to understand the risks.
- But they must also be empowered to report concerns about what their children encounter online.
- You, as parents/carers have a key role in providing safeguarding support for children.
- Be aware of what you are purchasing.
- Be aware of your online profile and how it can affect your children.
- Creating an e-Safer Suffolk will be an **on-going challenge.**

PEGI Ratings

Pan European Game Information

PEGI has 5 age categories

3: Suitable for ages 3 and older. May contain mild violence in an appropriate context for younger children, but no explicit language is allowed.

7: Suitable for ages 7 and older. May contain mild, cartoon violence, sports, or elements that can be frightening to younger children.

12: Suitable for ages 12 and older. May contain violence in a fantasy setting, coarse language, mild sexual references or innuendo, or gambling.

16: Suitable for ages 16 and older. May contain explicit violence, strong language, sexual references or content, gambling, or drug use (encouragement).

18: Suitable for ages 18 and older. May contain graphic violence, including "violence towards defenceless people" and "multiple, motiveless killing", strong language, strong sexual content, gambling, drug use (glamorisation), or discrimination.

Content Descriptor Gaming

Icon	Content Descriptor	Explanation	Corresponding Age Ratings
	Violence	May contain scenes of people getting injured or dying, often by use of weapons. Also may contain gore and blood-letting.	7 12 16 18
	Bad Language	May contain profanity, sexual innuendo, threats, and all manner of slurs and epithets.	12 16 18
	Fear / Horror	May contain scenes that are considered too disturbing or frightening to younger players.	7 12
	Sex	May contain references to sexual attraction or sexual intercourse. Also may contain nudity and characters dressed in suggestive clothing.	12 16 18
	Drugs	May contain references to illegal drugs or a fictional substance that has parallels to real-life illegal drugs (in use, possession, or sale).	16 18
	Gambling	May contain elements that encourage or teach gambling.	12 16 18
	Discrimination	May contain cruelty or harassment based on race, ethnicity, gender, or sexual preferences.	18
	Online	Contains an online game mode.	3 7 12 16 18

e-Safety Quiz

HMDYK

How Much Do You Know

e-Safety Quiz

What is the lower age limit to have a Facebook account?

A. 10

B. 12

C. 13

D. 16

e-Safety Quiz

Which of the following best describes Tinder?

A.   A Dating App

B.   A friendship finder

C.   A music download service

D.   A location based area guide

e-Safety Quiz

Which of the following best describes Ask.fm?

A. A Radio Station

B. An anonymous social networking website where users can ask other users questions

C. A website which answers common questions on different topics

D. A podcast service

e-Safety Quiz

Which of the following best describes Snapchat?

A. A dating app where users are matched

B. A gaming app where users match up images

C. A messaging application for videos and images

D. A quick text messaging service for close friends

e-Safety Quiz

Which of the following is a fake social networking site or service?

A. Mateswappr

B. Tinder

C. Chatroulette

D. Friendfinder

e-Safety Quiz

Who can your child send messages to on Chatroulette?

A. Only their Facebook friends

B. Those within their social network

C. Anyone with a webcam

D. Registered users over 18

e-Safety Quiz

According to a survey (Knowthenet), which site is being used most by 11 year olds?

A. Facebook

B. Instant messaging

C. WhatsApp

D. AskFM

e-Safety Quiz

What proportion of children sign up to WhatsApp underage?

A. Less than 10%

B. 11% - 30%

C. 31% - 50%

D. Over 50%

A whole new world – online and offline.

"…when we change the way we communicate, we change society."

(Here comes Everybody)

Clay Shirky

e-Safer Suffolk

Even parenting has changed...

"GOOD NIGHT, DEAR. TEXT ME IF YOU NEED ANYTHING."

Early Exposure

- When children at very early ages get their first mobile phone it is generally a SMART-Phone

- Grooming, Sexting, chain-letters, threats, homophobic insults, coercion, scary messages, sharing pictures, games and music, apps, shopping, data collection risk etc. all become a reality.

Smartphone & Tablet ownership growth over three years in one county. Ages 10-11 & 14-15.
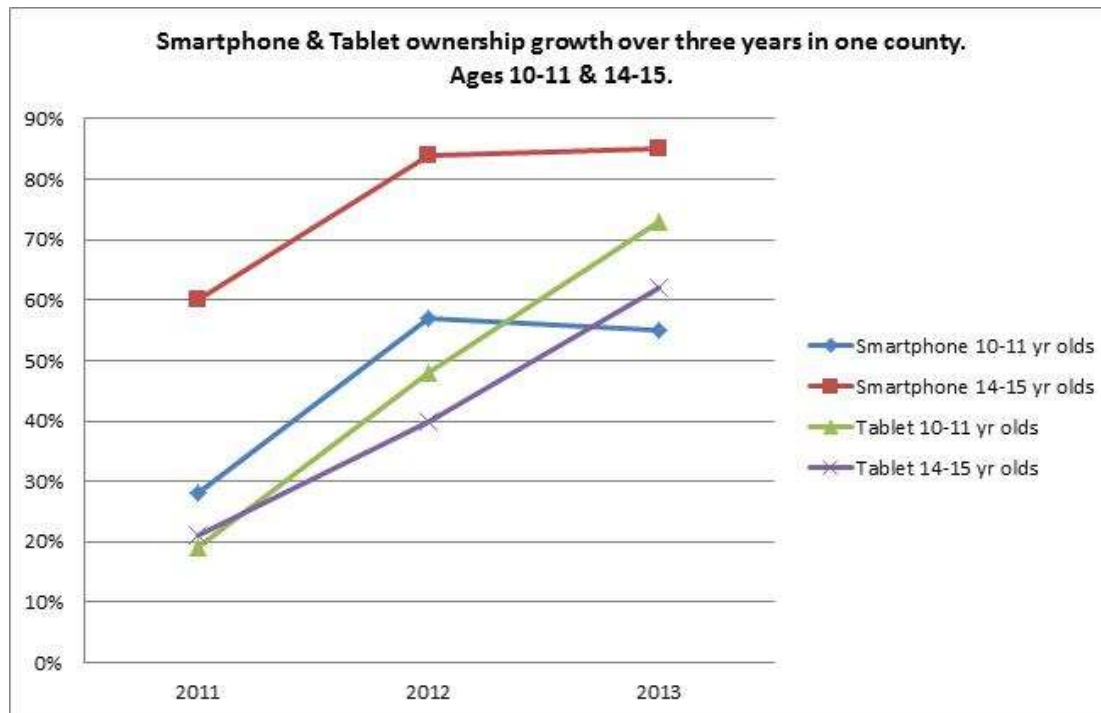
CYBERBULLYING

Key Messages for Children

- There is a ZERO tolerance on Cyberbullying

- Sexting is illegal.

- If it happens report it.

- If someone tells you about it, don't ignore it, do something about it.

- Suitability of Games and Apps must be taken seriously.

Our Strategy

Raising Awareness

AIM: That everyone including children and young people, their families, vulnerable adults and those who work with them are aware of the potential safeguarding issues and know where to go for advice, information and support.

AIM: To create e-Safer communities where e-Safety is embedded in everyone's policies, commissioning and planning activities, in order to prevent and appropriately respond to safeguarding matters.

Building e-Safety Skills

AIM: To ensure all children and young people and vulnerable adults in Suffolk remain safe and act responsibly whilst using developing technology including the internet and online gaming facilities.

Raising Awareness

Creating e-Safer Communities

Building e-Safety Skills

Group Exercise

PCRS

Parents Can Read Slang

PCRS – The Challenge

LOL   88   9   99   ?^

ADIDAS   MIRL   MIH   RUS   TTG

PCRS – The Challenge - Answers

	TXT	It Actually Means		TXT	It Actually means
1	LOL	Lots of Laugh Laugh Out Loud	**2**	88	Hugs and Kisses
3	9	Parents Are Watching	**4**	99	Parents No Longer Watching
5	?^	Hook Up	**6**	ADIDAS	All Day I Dream About Sex
7	MIRL	Meet In Real Life	**8**	MIH	Make It Happen
9	RUS	Are You Serious	**10**	TTG	Time To Go

e-Safer Suffolk

Everyone's Responsibility…

e-Safety is everyone's responsibility

Please complete your evaluation forms

Thank You

Key Contacts:

Lorna Jackson

Suffolk e-Safety Designated Lead Officer

Nathan Simmonds

SLQA Training Manager e-Safety

Fran Southwell

SLQA Peer Ambassador

Jana Bednarova

Business Support e-Safety

Heather Rawden

Business Support Co-ordinator – e-Safety

esafer@suffolk.gov.uk

www.esafersuffolk.org

helping you and your children make the most of the internet

Practical e-Safety advice, information and guidance

www.esafersuffolk.org