



#### Content

- Current apps, games and websites
- Risks from using online platforms, including context
- How schools, police and other professionals deal with online safety issues, including laws relating to online safety
- Considering vulnerable young people
- Designing an one safety education programme
- Information and support

# PARENTS ASK THEIR KIDS ABOUT INTERNET SECURITY

#### **Internet Watch Foundation**

For Jul-Dec 2018

- Over 73000 images were assessed by the IWF
- 78% of these depicted girls aged 11-13 years old
- Around 25% of these were self-generated, mostly via livestreaming services
- Of the self-generated imagery, 94% depicted children 13 or under



- content
- · Public/private accounts
- Subscribers
- Livestreaming · Comments now being removed from



- · Not all games are appropriate for
- young children e.g. zombies
- Text and voice chat · Multiplayer modes
- · Parental controls have PIN and can filter chat



- Viewing and sharing inappropriate content
- Public/private accounts
- Fans
- Parents can control screentime for U13s
- · May be able to livestream



- · Last man standing 'killing' game · Multiplayer with text and voice chat
- In app purchases skins, emotes, battle passes
- Addictive nature of game



- · Age appropriate content, but available as multiplayer online
- Text and voice chat
- Also can communicate via signs
- Parental consent required for U13s



- · Livestreaming of games
- · Even if children are not allowed to use 18+ games they can view them · Also YouTube Gaming



- · Viewing and sharing inappropriate content
- · Livestreaming Private messaging/Group chat
- Location Online friends



Adult live video chat



- · Viewing and sharing inappropriate content
- Livestreaming
- Private messaging/Group chat
- Location
- · Online friends



- · Viewing and sharing inappropriate content
- Snapmaps
- · Memories My eyes only · Online friends/Group chat
- Discovery
- Snapstreaks
- · Gaming text, video and voice
- chatting • 1-2-1, private group or public
- Gaming communities online friends
- Explicit content filter
- · In Google Play store PG rating

# Context is key when assessing

risks to children

# Content





Risks to children from online platforms





#### Child development

#### Online safety risk assessment tools



- Originally designed for social care but useful for different practitioners
- Assists practitioner to assess risk based on child development, parenting capacity and family and environmental factors
- Based on questioning young person, parents/carers and observations
- Can be used for multiagency assessments of strengths and concerns

#### Role of schools in dealing with incidents

Viewing and sharing inappropriate content Online bullying

Youth produced sexual

Radicalisation

Consider underlying issues other issue?

#### Role of SSCT/police in dealing with incidents

inappropriate content

Online bullying

Youth produced sexual

Radicalisation

#### Other services that can help







#### Designing an educational programme



#### New educational resources





# 'One size fits all' education is unlikely to work for vulnerable young people

#### INTENSIVE

Self-harm, anorexia, mental health problems suicidal thoughts, extremist views, crime

#### ARGETED

Vulnerable children; victims of serious cyberbullying and online aggression; children with emotional health difficulties; children with SEND

#### UNIVERSAL

Online safety education and support to address cases that not involve vulnerable children or not deemed serious

#### **National** events







## Parental engagement







## Information and support











# Responding to a scare story





Check whether the story is true on sites like NSPCC and ParentZone



Do not share the story as this is likely to cause panic



Give generalised advice to parents and young people – do not push them towards the site