

Safeguarding Newsletter

Safer Internet Day 2019

Safer Internet Day 2019 will be celebrated globally on Tuesday 5 February 2019 with the theme: Together for a better internet.

The aim of Safer Internet Day is to inspire a national conversation about using technology responsibly, respectfully, critically and creatively.

Coordinated in the UK by the UK Safer Internet Centre the celebration sees hundreds of organisations get involved to help promote the safe, responsible and positive use of digital technology for children and young people.

The campaign encourages young people to explore how the internet works, who owns the information that is shared on it, and how they can actively take ownership of digital spaces. We want SID 2019 to empower young people to take control of their online lives and to feel that they can harness and use the positive power of the internet for good.

For SID Packs, please visit the [ATT Safeguarding Portal](#).

No Tech 4 Breck

Can you survive 24 hours without internet use?

No Tech 4 Breck is the perfect opportunity to engage with real-life activities and relationships, reminding use of the difference between our real-life friends and the people we meet online, who may not always be who they say they are.

Join The Breck Foundation on Safer Internet Day for a NoTech4Breck Day to raise awareness and educate about online safety using Breck's real story.

For more information about NoTech4Breck, please follow this link to [The Breck Foundation Website](#).

Please don't forget to let Amy Hodgkins at ATT Central know what activities you are doing within your academy and please remember to take photos throughout the day share them with us, so these can be published in the next ATT Safeguarding Newsletter. Amy's email address is Amy.Hodgkins@academytransformation.co.uk



Safer Internet Day 2019
Together for a better internet | **Tuesday**
5 February

Calls to tackle cyber-bullying following teen suicide

Prime Minister Theresa May has been called upon to do more to tackle cyber-bullying following the suicide of a Scottish teenager who killed himself after receiving cruel online threats and bullying.

Paul Masterton, Conservative MP for East Renfrewshire, raised the issue of the tragic death in October of Ben McKenzie, a 13-year-old pupil at Eastwood High School, during Prime Minister's Questions, as he called on the government to do more to tackle cyber-bullying. He said measures were not only necessary to support victims of online abuse, but also to help bullies to understand the consequences of their actions.

Mr Masterton said: "A few weeks ago, Ben McKenzie from Neilston, a pupil at Eastwood High School, took his own life, having been the victim of cruel online threats and bullying on social media and his mobile phone; he was just 13-years-old. Nearly £10,000 has been raised in his memory for Beautiful Inside and Out, a Scottish charity that supports families of victims of child suicide. Can the Prime Minister set out what this government is going to do to tackle cyber-bullying, not just to support and empower victims, but to deter and prevent children who might be engaging in these acts without realising the consequences they can have?"

For more information and the full article from TES, please follow this [link](#).

Teenage Sexting: we're letting young people down

Sexting among young people has become a hotly debated topic over the past few years. Over the same period, our understanding of Sexting has evolved. What was originally understood as sending naked or semi-naked images has now expanded to also include videos and text messages of a sexual nature.

Statistics are extremely varied but generally indicate that Sexting is widespread among young people. Reports estimate that between 15% and 40% of them participate in this sexual behaviour. While the prevalence of Sexting among young people seems to be growing, very little progress has been made on implementing efficient and effective ways to monitor it outside the legal system.

Reports have found that young people start Sexting at a younger age than they used to. Therefore, children need to be able to identify potentially harmful sexual behaviours, including Sexting, from a young age. These conversations can be had with sensitivity and the content can be tailored to accommodate specific age ranges (e.g. [Talk PANTS](#) campaign by NSPCC).

Consent is also a key issue. Children need to know about the varying age limits attached to different sexual activities. For example, in the UK, the age of sexual consent is 16, whereas the age you can legally send a naked image is 18.

For more information and the full article, please follow this [link](#).

Fed-up teachers are quitting over classroom disruption

Rowdy pupils are pushing exasperated teachers out of the profession, with mobile phones in the classroom fueling serious levels of disruption, a report claims.

Almost two-thirds of teachers say they have considered abandoning their career because of poor behaviour, and that mobile phones and access to social media in the classroom are a particular problem.

The report, *It Just Grinds You Down* by the Influential Policy Exchange think-tank, claims 78% of teachers experience pupils misbehaving with mobile phones at least once a week, with 17% stating it occurs every lesson.

Report author, Dr Joanna Williams said: "Inappropriate mobile phone use disrupts teaching and learning. It is vital that schools take this issue far more seriously".

While many schools ban mobiles from being used during the day, one London teacher said their school is 'pro-device' and actually encourages children to use them during lessons to carry out research online, but this how now become out of hand.

Education Secretary Damian Hinds said, he backs heads who forbid mobiles. However, he ruled out copying France and imposing a law banning them from classrooms.

For the full article, please follow this [link](#).

A parents' guide to game streaming services

Game Streaming services have become increasingly popular over the years and with even more big developments expected it is set to become one of the main ways your children and grandchildren will play video games, below are answers to your questions.

What is game streaming?

Game streaming can mean one of two things. **Streaming games** is where a person playing a regular video game broadcasts their gameplay over the internet, live for other people to watch. This can be done using a dedicated platform like Twitch or YouTube. **Game Streaming** is where you play a video game directly over the internet without having to download it or buy a physical disc. You don't even need specialist equipment like an expensive gaming computer. Red Dead Redemption and Uncharted are two popular examples of this type of game.

What ways can my child play games?

- Buy the physical disc
- Download the game
- Subscribe to a games collection

What game streaming services are available?

- Playstation Now
- NVIDIA GeForce Now
- Shadow

What are the risks?

Many of the risks for children found in normal gaming are replicated in game streaming, the only difference is the way that they're accessing the games, [Internet Matters](#), an e-safety organisation supported by BT, has lots of useful advice on safe gaming. The risks include:

- Cyber-bullying
- Strangers may be able to talk to your child(ren)
- There may be hidden costs involved with these games
- Game suitability

Advice on how to stay safe

According to Internet Matters, some 65% of children aged 11-16 are actually in favour of having parental controls on their games console, yet many parents are put off from adding them because they don't understand how they work. Below are some ways you can keep your child(ren) safe:

- Communicate with your child
- Set parameters
- Learn how games work
- Use parental controls
- Help them protect themselves

For more information and the full article from BT, please follow this [link](#).

Keeping Children Safe Online – NSPCC Course

An online introductory course for anyone who works with children.

Learn how children use the internet and how you can keep them safe from abuse.

Working at your own pace, this e-learning training course will help you gain the skills to act appropriately and confidently to protect the children you work with.

The course is an online training session, that costs £30 per person.

If you are interested or want some more information, please follow this [link](#).

Touchscreens can benefit toddlers, but choose apps wisely

Young children learn through play. That's why it's the basis for early education in the UK. But with more and more young children now spending a lot of time in front of screens, a big question for many parents is whether time spent on touchscreens is good or bad for a child's play and development. Data shows British three and four-year-olds spent around four hours a day on screen time, including at least one hour on games.

Time well spent?

Some research shows touchscreens have direct benefits for play itself. A study that followed a group of six preschoolers in their homes, covering a total of 17 hours of video footage, found that children showed 15 different types of play when interacting with touchscreen apps. They communicated, explored and imagined, among other types of play. This suggests using touchscreen apps is play itself.

The children in the study also used apps as the basis for traditional play, for instance, by acting out scenes from the popular show, Paw Patrol in the real world. Research has also shown how apps can benefit preschoolers with Autism.

Experimental research also shows playing with apps can have positive benefits on learning. Another study found that when preschoolers were given maths and language apps they enjoyed engaging and their scores on maths and language tests improved.

For more information, please follow this [link](#).

Young people are risking their future online safety

Nearly half of young people in the UK are risking their future online safety thanks to a rising trend of 're-data ships'. The stark warning comes after a survey by a Government-funded cyber security programme found that young people have regularly shared their passwords or PINs with boyfriends or girlfriends. To prevent these 're-data ships', the programme has put together a list of tips (below) to encourage young people to protect their personal information.

Other research has also revealed that one in five 18-24-year-olds said they would feel comfortable sharing their date of birth with an organisation they didn't know anything or very little about. And 36% would share some personal data with an organization they didn't know anything or very little about when asked. The study also found that 57% of people would trust friends and family with their personal data.

Cyber Discovery's 5 rules for young people are:

1. Do not share personal information with friends or partners
2. Do not use known information about yourself as a password (e.g. pets name, your birthday etc.)
3. Have different passwords for different sites
4. Use a complex password
5. Change your password regularly

For more information and the full article, please follow this [link](#).

Supporting your child online – pointers for parents

Developing advanced digital skills

The instances where children appear to develop the most advanced digital technology practices all shared the following characteristics:

- Access to digital devices that are connected to the internet
- Pursuing an interest that they have – they are doing something that is personally important
- Their parents actively support their child in pursuing that interest
- Allowed to communicate with 'trusted others' over the internet who shares their interest

Value the learning they gain

Here are the top suggestions about how to support your child's learning with digital technology outside school:

- Start young
- Agree family rules
- Talk openly with your child

For more information and the full article from LSE, Department of Media and Communications, please follow this [link](#).