Online Safety

Gaming

Coronavirus lockdown will mean that children and young are likely to be spending more time online while at home. Online games can be a great way for them to keep busy and stay in touch with friends and family but it's important that children play safely.

If you have more than one child in your home, remember that games suitable for one child to play or watch, may not be suitable for another.

Gaming is a great way for young people to relax, socialise with their friends and have fun. Children can play on games consoles, apps or websites, mobiles, tablets, PCs, or through smart speakers and virtual reality headsets. They can also chat to other players using messaging platforms for gamers, or watch livestreams of well-known gamers.

Griefers are gamers who deliberately try to ruin the game for other players. This can be called trolling. Players may also try to trick or scam young people into giving up 'skins' or other in-game items by offering them money or by hacking their account. Skins are a cosmetic feature that let players personalise their character and in-game items. Some skins are extremely rare and valuable so losing them can be as upsetting for a child as losing a favourite toy or possession.

Some games are designed to be played in teams or against other people, and sometimes players can be based in different locations. This means young people can easily play with people they don't know and haven't met. They can communicate using voice, video or text chat. Some gamers use voice chat to discuss tactics and many games have a chat room.

Young people can also use other platforms, like Discord and Reddit, to learn tips about the games they play and speak to other players with similar interests. Many popular games have official channels with thousands of members. There's a risk of young people being groomed on these platforms.

Help your child play online games safely

Most games have an age rating based on their themes. Games with violent and sexual content will have a higher rating. The age rating system is provided by PEGI and gives an overview of individual games which can help you to decide if it's appropriate. The ratings don't include communication features, so a game with a low age rating may let children speak to people they don't know.

It can be difficult to keep up with the privacy and security settings of the latest games, but some games let players turn off communications features, mute voice chat and report other plays who behave inappropriately. All major games consoles have settings that prevent children from finding inappropriate games. You can set limits on how long a young person can play, and prevent them from speaking to unknown players. It's a good idea to explore these settings before your child plays the game ..

Talk to your child about staying safe online. Take an interest in the games they're playing and see if you can play them together and agree which ones are appropriate. If you're going to set limits on the amount of time a child can spend playing games, make sure these are clear and that you agree them together. You could try agreeing the number of rounds your child plays instead of a length of time.

Snapchat

Snapchat is now one of the most popular social media apps for younger adults. They use it because it's a fun, visual way to communicate that lets them be silly without worrying about what comes next.

The minimum age is 13 to sign up. Remember to be be kind and respectful to other Snapchatters. Be thoughtful about what you Snap, and don't send people anything they wouldn't want to receive.

Snaps disappear, but...: remember, even though Snaps are designed to disappear, a friend can still grab a screenshot or take a picture with another device.

You should also make sure that the map functionality is not actvated as this will tell other users where you are at all times and this is obviously quite dangerous.

Parents should also make sure their kids' privacy settings are set to "My Friends" only to jeep them safe.
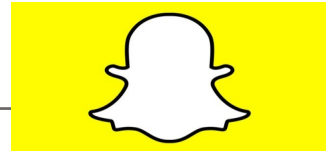
Under Age Social Media Use

It is so tempting to allow your child to enter a false date of birth to allow them earlier access to social networking sites. This means that by adjusting their age by 2 years for example any targeted advertising is now aimed at above their actual age. These sites display ads from dating services, alcohol and gambling companies, and ads offering subscriptions services. Evidence shows a clear link between alcohol and cigarette ads and heavier underage initiation. It also indicates to other users on the site that the account holder is of legal age when they are not. These can lead to unwelcome advances and could increase the risk of grooming. Be firm and stick to the rules!

Make a Pledge

The Tech Pledge

As we approach the summer holidays, we feel that it is important to talk about how we are going to spend that time, as let us face it, many of us will spend a large proportion of it online or using technology, whether it be for entertainment or communication. In our lessons we have spent time learning about how to ensure that we act responsibly and how to keep ourselves safe when using the internet or mobile technology to communicate. As part of our British Values programme, we have learned about our right to have our say but have also looked at examples of where content that we see, or post can be harmful or upsetting to others. Before we finish for the summer term, the IT department would like to invite students and staff, and indeed parents to ensure they have a healthy relationship with technology and to protect their online reputation, by making a pledge to leave a positive digital footprint. This could be to reduce screen time, have a conversation with a parent / child about how they use the internet, only post content you would be happy for a grandparent to see or to report anything that makes you uncomfortable. The link below will take you to our Padlet page, where you can add your own pledge. We look forward to reading the promises made and wish you a happy and safe summer.
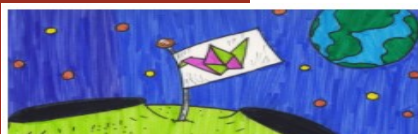
My Digital Pledge
My promise to leave a positive digital footpr
padlet.com

Safeguarding Myth-busting Guide to Information Sharing

Sharing information enables practitioners and agencies to identify and provide appropriate services that safeguard and promote the welfare of children. Below are common myths that may hinder effective information sharing.

Data protection legislation is a barrier to sharing information
No – the Data Protection Act 2018 and GDPR do not prohibit the collection and sharing of personal information, but rather provide a framework to ensure that personal information is shared appropriately. In particular, the Data Protection Act 2018 balances the rights of the information subject (the individual whom the information is about) and the possible need to share information about them.

Consent is always needed to share personal information
No – you do not necessarily need consent to share personal information. Wherever possible, you should seek consent and be open and honest with the individual from the outset as to why, what, how and with whom, their information will be shared. You should seek consent where an individual may not expect their information to be passed on. When you gain consent to share information, it must be explicit, and freely given. There may be some circumstances where it is not appropriate to seek consent, because the individual can-

not give consent, or it is not reasonable to obtain consent, or because to gain consent would put a child's or young person's safety at risk.

Personal information collected by one organisation/agency cannot be disclosed to another
No – this is not the case, unless the information is to be used for a purpose incompatible with the purpose for which it was originally collected. In the case of children in need, or children at risk of significant harm, it is difficult to foresee circumstances where information law would be a barrier to sharing personal information with other practitioners.

The common law duty of confidence and the Human Rights Act 1998 prevent the sharing of personal information
No – this is not the case. In addition to the Data Protection Act 2018 and GDPR, practitioners need to balance the common law duty of confidence and the Human Rights Act 1998 against the effect on individuals or others of not sharing the information.

IT Systems are often a barrier to effective information sharing No – IT systems, such as the Child Protection Information Sharing project (CP-IS), can be useful for information sharing. IT systems are most valuable when practitioners use the shared data to make more informed decisions about how to support and safeguard a child.

> **"The common law duty of confidence and the Human Rights Act 1998 prevent the sharing of personal information"**

Think You Know

Since 2006, Thinkuknow has been keeping children and young people safe online Thinkuknow is unique. It is underpinned by the latest intelligence about child sex offending from CEOP Command. Thinkuknow aims to ensure that everyone has access to this practical information – children, young people, their parents and carers and the professiona who

work with them.
Alongside the Thinkuknow website the programme provides educational resources, including films, cartoons and lesson plans, to help professionals raise young people's awareness.

Find out more at https://www.thinkuknow.co.uk/

ST JOHN HENRY
NEWMAN
CATHOLIC SCHOOL

Scalegate Road
Carlisle
CA2 4NL

Phone: 01228 404942

E-mail:
Office@newman.cumbria.sch.uk

Safeguarding Lead—
Mrs McAree

Online Safety Co –
Ordinator Miss J
Brough

https://
www.newman.cumbria.sch.uk
/students/e-safety

We regularly update our e safety page—check out our page online. This page has information for parents and students. There are lots of advice and tips to keep safe online.

COR AD COR LOQUITUR

TikTok

On 10th March new tools to promote kindness were released in their goal to help foster kindness in the TikTok community. There are two features: the first gives users control over the comments on their videos and the second prompts people to reconsider posing unkind or inappropriate comments. Within Review Comments, you have the option to filter all comments, filter soap and offensive comments or filter your own keywords.

There are also tightened options for video comments where users can choose Friends or No One. The Everyone comment setting has been removed. Only users over 16 can send DM's (private messages) and live streams, and only users 18+ can buy, send or receive virtual gifts.

TikTok has completely overhauled their Safety Centre which now has user guides, parent guides and much more. https://www.tiktok.com/safety/en-gb/

Reminder that you have to be over 13 to use most Social Media Applications

Further sites which offer online advice

https://www.nspcc.org.uk/keeping-children-safe/online-safety/

https://www.ceop.police.uk/Safety-Centre/

https://www.saferinternet.org.uk/advice-centre/parents-and-carers

https://www.thinkuknow.co.uk/parents/

https://www.gov.uk/government/publications/child-safety-online-a-practical-guide-for-parents-and-carers/child-safety-online-a-practical-guide-for-parents-and-carers-whose-children-are-using-social-media

https://www.childnet.com/parents-and-carers