Holy Family P.S Aughamullan

Online Safety Newsletter: November 2018

Online Safety Survey findings

40,000 pupils (aged 7 – 16 from 480 schools) took part in this year's *LGfL DigiSafe pupil online-safety survey* about their online lives which concluded in a new report, 'Hopes & Streams'. The results found that an impressive 73% of children trust their parents on online safety but only half of parents talk about online safety with them more than once a year. Worryingly, **2 in 5 pupils have never told anyone about the worst thing that has happened to them online**.

It's important to talk about our children's online life with them on a regular basis. Go online with them and look at apps together, look at the many positives of being online but if there is anything that you see that you are uncomfortable with them doing online then explain to them why. If your child is on social media then show them how to use the privacy settings, reporting functions and how to block people. Also, make sure your child understands that if anything is ever worrying them they can speak to you about it.

The report also found that **nearly 1 in 3 pupils find it difficult to stop using their devices** to have a break probably due to the addictive and immersive nature of some games and social media. This is why it is important to set rules that are agreed by all the family in order to balance screen time with other activities as well as set device free times (e.g. meal times). Ensure your children are:

- seeing friends in 'real life' and spending time with family
- no devices 1 hour before bedtime
- going to sleep at a suitable time (and devices should not be kept in their bedroom)
- getting outside/physical activity
- keeping up with school work/homework

You can read the full report here: https://www.lgfl.net/online-safety/hopesandstreams

suggested apps

A.L.E.X.
Free (iOS)

Lightbot
Free (iOS)
Free (Google)

Tynker
Free (iOS)
Free (Google)

This is another *Minecraft* style game *...*
It's an online multiplayer game, in which a group of students are forced to fight to the *...* *...* they then try to kill each other until they are the only remaining player.

This is another game that can become addictive and you need to be aware that due to the live chat, **inappropriate or offensive language** may be heard.

Do you overshare?

Just as in real life, we need to show by example how our children should behave online and set clear expectations. **You need to be their role model.** Are you guilty of oversharing/not thinking before you post? If you do post online, try following these basic rules:

✓ Don't post any photos of your child that show their school logo or recognisable places by where they live that can make it easy for people to find out their location.

✓ Never include your child's full name.

✓ Are there any other children in the pictures you share online? If yes, do you have permission from their parent/carer to upload it?

✓ Would your child be happy for your comment/photo about them to be online – remember what might be 'cute' now may be embarrassing to them in the future.

✓ Make sure your privacy settings are on.

✓ Don't overshare! If you share everything or private information online then will your child want to chat to you about things that are concerning them as they may worry that it will be posted online?

Safety tip

When gaming, usernames can be seen by other players so teach your children that user names need to be non-identifying too so don't include your age, year of birth, full name, location etc.

Granny App

We've had reports that Primary children are playing this game, it has been rated 12+by PEGI which means they deem it as **not suitable for children under 12 years**.

Being a horror game it is intense with a scary/ghost like granny suddenly appearing with a bat to hit you, blood splatters then appear. If your child asks to play it, play it first so you can determine if it is suitable. If you decide it is not appropriate explain why to your child.