

# Online Safety

Mark Brewer : Computing Subject Leader



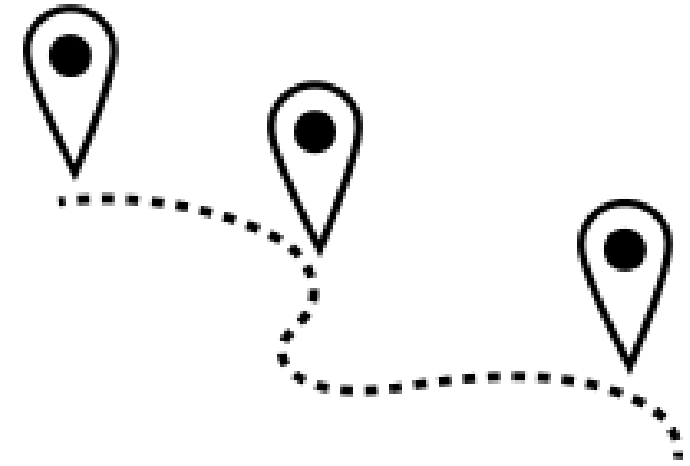
Online Safety 2018

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# Coverage

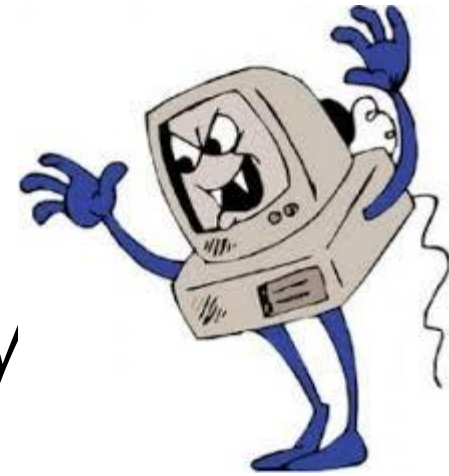
- The need for online safety
- What are the risks? Managing the risks.
- Gaming
- Social Media and YouTube
- Practical Measures
- How safe are you?
- Reporting an issue



Please ask questions as we go along!



# The need for Online Safety



# Social Media Usage by Age

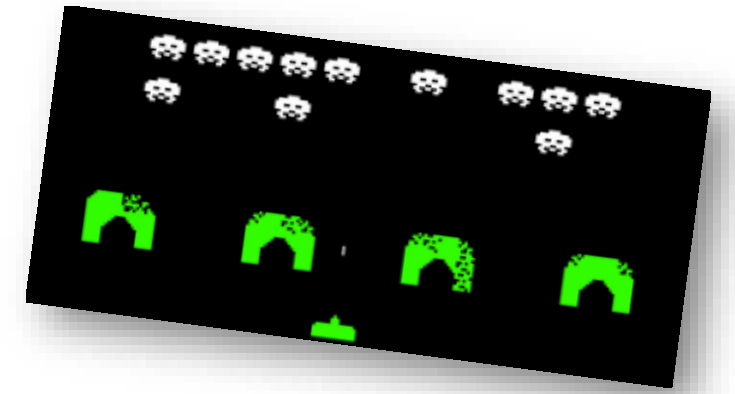


- **74% of 12-15 year olds** have a profile on a social media or messaging site.
- **3% of 5-7s** have a profile on a social media or messaging site.
- **23% of 8-11s** have a profile on a social media or messaging site.
- Favourite apps are Whatsapp and Snapchat, with Facebook being less popular. Musical.ly is more popular with the girls.

Source: OFCOM Children and Parents: Media Use and Attitudes Report 2017



# Online Gaming

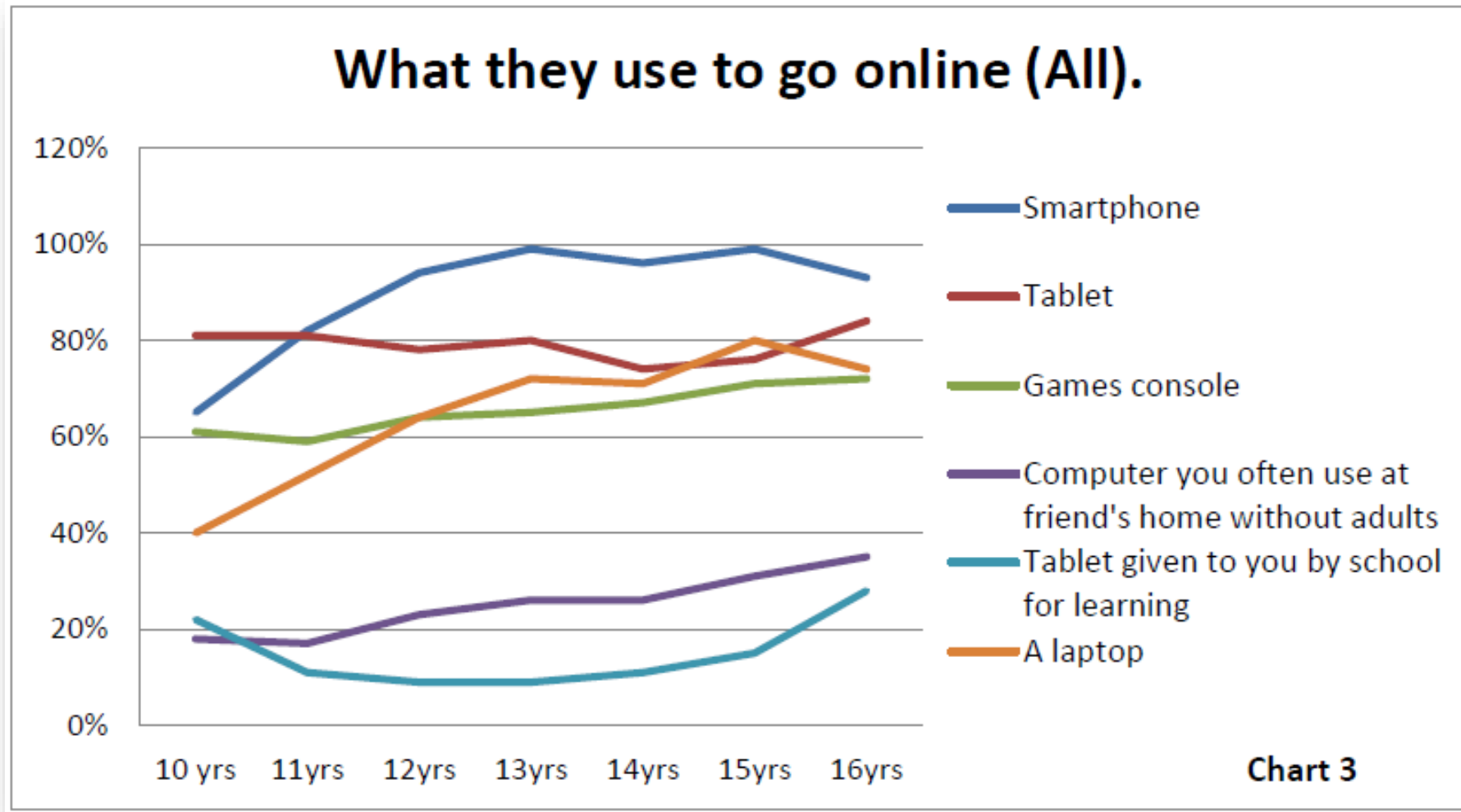


- **56% of 8-11s** play games online.
- **13% of 8-11s** say they play games online with people they have never met.
- **15% of 8-11s** use chat features within the game to talk to people.
- Online gaming is higher among boys than girls for 8-11s (78% vs.57%)

Source: OFCOM Children and Parents: Media Use and Attitudes Report 2017



# Device access



Source:  
Suffolk Cyber  
Survey 2017



# More ways to share...



**Do you know  
what any of  
these apps are?**



**Do you know  
the age  
restrictions?**



# Social media usage stats

Images and videos get 8,500 likes and 1,000 comments per second on Instagram

400 million snaps are sent on Snapchat each day

On Instagram, photos showing faces are 38% more likely to get 'likes' than photos without faces

The equivalent of 110 years of live video is watched on Periscope every day.

300 million photos are uploaded to Facebook every day

Source: UK Safer Internet Centre





# So is all this *bad news*?



Almost one in five children and young people age 10-16 say they are online **5 or more hours per day**.

So the evidence tells us children are digital users in a big way.

Of course it's not all bad news, but...

Source: Suffolk Cyber Survey 2017



What are the risks?





### Potential risk situations online. By age

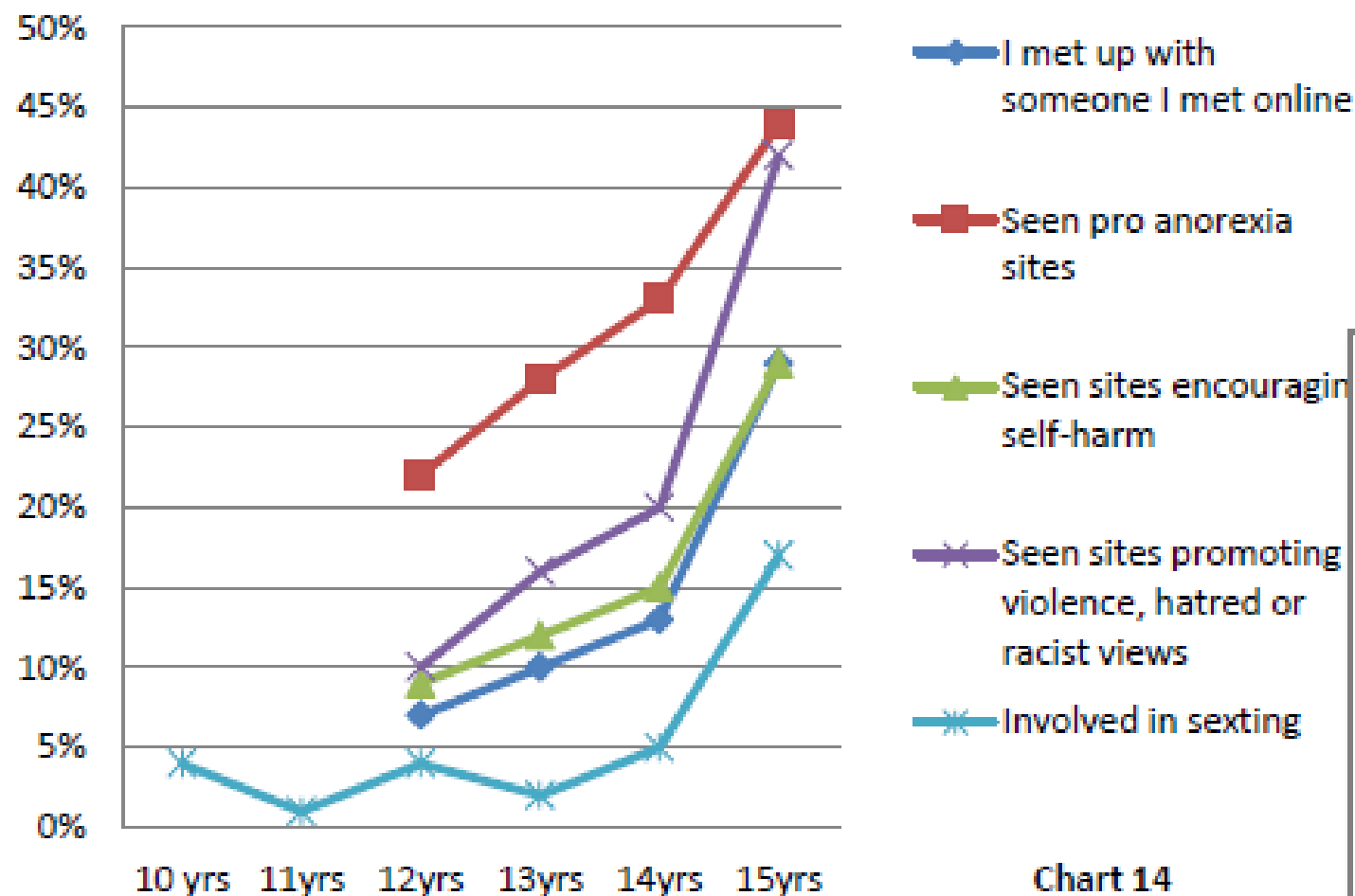


Chart 14

There is a marked increase in sexting, viewing pro anorexia sites, self-harm content and sites promoting violence, hatred or racist views in ages 14-15

Source: Suffolk Cyber Survey 2017



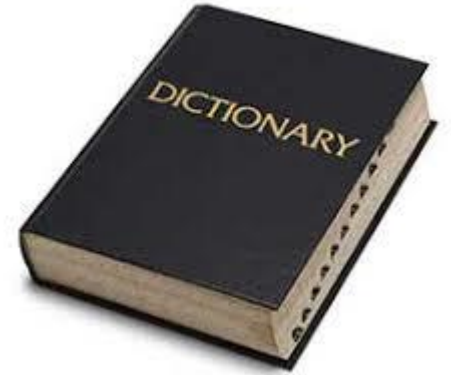
# Risks and definitions

- **Sexting:** Sending/receiving explicit or pornographic images. It is illegal and a prosecutable offense to send/receive images of a minor (under 18). You can be prosecuted from the age of 10 in the UK, the age of criminal responsibility.
- **Grooming:** Gaining a persons trust for the purpose of physical abuse. Often the person grooming will pretend to be someone the victim will associate with.



# Risks and definitions

- **Cyberbullying:** To use technology to bully someone. This could be through messaging a person directly or using posts to cause distress within a group or public context.
- **Trolling:** To add malicious or deliberately inflammatory comments online for the purpose of causing upset or distress.



# Reducing the risks as a Parent



- Talk to your children. The internet is not going away, it is available at places/on devices that are outside of your control.
- Keep devices in shared areas of the home.
- Keep devices out of bedrooms after bedtime.
- Negotiate sensible duration of screen time.



# Reducing the risks as a Parent



- Play your children's games (no matter how painful that might be).
- Watch out for younger siblings being in the room when age inappropriate games are being played.
- Set appropriate security settings on your devices.
- Report anything you think isn't right.



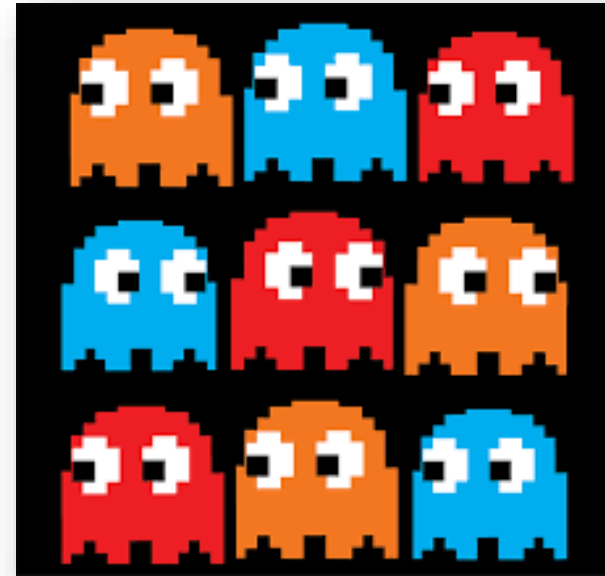
# Key Messages for Children

- Know who you are talking to – people aren't who they say they are.
- Learn how to use and set security settings.
- Keep your personal information private.
- Talk to your parents/trusted adults.
- Know how to report on sites you are using.





# Gaming



# Gaming



- No email required to setup login (under 13s can play)
- Online chat is available (text only)
- Restrictions to only allow certain 'curated' games to be accessed.
- Parent email option in account settings allows settings to be locked via a pin.
- Chat can be turned off.
- Swear words and numbers are hash tagged out.
- If the system detects that a user's avatar is not wearing any shirts or pants, it will automatically assign a default set of clothes for him/her.
- In game currency 'Robux' purchase with real money.



# Gaming



- Epic Games say it is aimed at over 13yrs (requires email address to sign up)
- Online chat is available (text and audio)
- All chat is unfiltered and unmoderated.
- There are no parental controls.
- The game is full of violence, however the damage inflicted and death of the character are not graphic in nature.
- Games last 20mins each.
- In game currency 'v-bucks' purchase with real money.



# Gaming



- Players can be under 13.
- If you play a multiplayer option, online chat is available. It can be text based, but depending on your platform it can also be audio based.
- Chat can be turned off.
- There are no parental options.
- Make sure you are downloading official versions to avoid viruses.
- Mods on PC version carry a high risk of containing viruses.



# Gaming



- Aimed at children, adult needs to setup.
- Online chat is available, however Club Penguin has limited chat options from safe mode to ultimate safe mode.
- Animal Jam and Moshi Monsters have heavily filtered text chat options.
- All chat is moderated.
- They allow you to collect points to purchase items for your character.



# PEGI ratings



## PEGI 3

The content of games given this rating is considered suitable for all age groups. Some violence in a comical context (typically Bugs Bunny or Tom & Jerry cartoon-like forms of violence) is acceptable. The child should not be able to associate the character on the screen with real life characters, they should be totally fantasy. The game should not contain any sounds or pictures that are likely to scare or frighten young children. No bad language should be heard.



## PEGI 7

Any game that would normally be rated at 3 but contains some possibly frightening scenes or sounds may be considered suitable in this category.



## PEGI 12

Videogames that show violence of a slightly more graphic nature towards fantasy character and/or non graphic violence towards human-looking characters or recognisable animals, as well as videogames that show nudity of a slightly more graphic nature would fall in this age category. Any bad language in this category must be mild and fall short of sexual expletives.



## PEGI 16

This rating is applied once the depiction of violence reaches a stage that looks the same as would be expected in real life. More extreme bad language, the concept of the use of tobacco and drugs and the depiction of criminal activities can be content of games that are rated 16.



## PEGI 18

The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence and/or includes elements of specific types of violence. Gross violence is the most difficult to define since it can be very subjective in many cases, but in general terms it can be classed as the depictions of violence that would make the viewer feel a sense of revulsion.

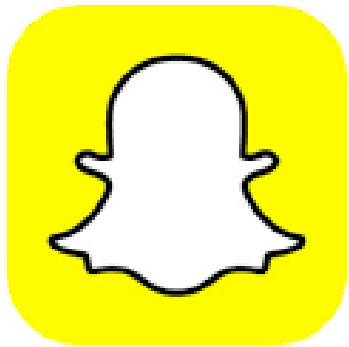
# Social Media and YouTube



# Social media and YouTube



- Musical.ly, Snapchat and Facebook have an age rating of 13 and over. Musical.ly asks that under 18 have parental consent to create an account.
- Content is not filtered.
- Comments/images/songs can be shared and commented upon.
- There are no parental controls.





# Social media and YouTube



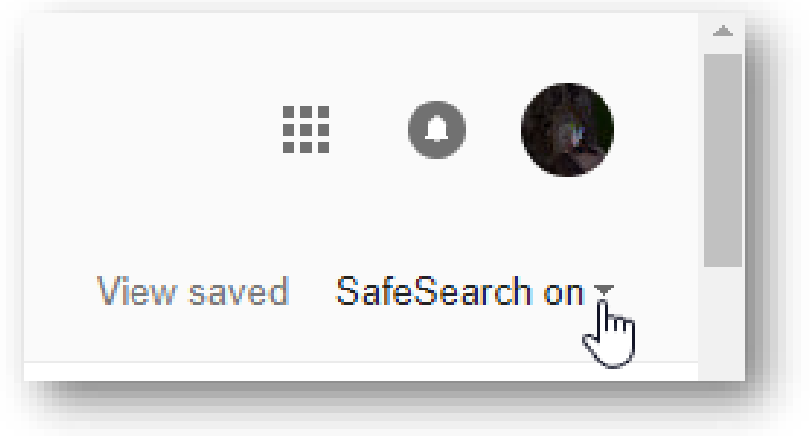
- Age 13 to have an account.
- Videos can contain explicit content. There is a restricted mode.
- Game walk throughs for 18 rated games are just as inappropriate as playing the game.
- Suggested videos or run-on videos may not be appropriate even if the initial video watched is.
- Comments on videos are often highly inappropriate for children to be reading.
- YouTube kids is better option, although not perfect. This has parental controls too.



# Social media and YouTube...and Google



- Take care with key words, even innocent searches can reap inappropriate search results.
- Be aware that image searches are not as easily filtered as text searches.
- Turn on 'Safe Search'
- Try an alternative search engine such as Kiddle:
- [www.kiddle.co](http://www.kiddle.co)



# Practical Measures



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# Restricting time on computers



- Monitoring and having time restrictions are a good thing for many reasons.
- The Education Policy Institute study said restricting usage can prevent children gaining the digital skills and emotional resilience to keep them safe.
- The report said restricting a child's use of the internet reduces the chances of children meeting difficulties online, but does not give them the skills to deal with problems they may run into at a later date.



# Parental tools



# Built in protection



## Internet Service Provider e.g. [BT](#), Sky, Virgin etc.

- Filter tools
- Block list
- Allow list
- Timings when these filters apply



# Built in protection

## Device Tools

- iOS Prevent installation of apps, access to content, prevent setting up accounts etc.
- Kindle Fire has very similar restrictions, but includes time restrictions.
- Google play store can restrict content viewable and downloadable to children.
- Google Family Link for android works like the third party apps mentioned before including time restrictions.
- Nintendo Switch 'Parental Control' app (android/iOS) allows time restrictions, age restrictions, social media posting and reporting about this.



# Kindle Fire Parental settings

1. From the **Parent Settings** screen, tap **Daily Goals & Time Limits**.
2. Enter your Parental Controls password, and then tap **OK**.
3. Select the profile you want to update, and then tap **On Weekdays / Weekends** - Choose different educational goals and time limits for the weekend or weekday.
4. **Bedtime** - Set a time limit for when your child can use Fire for Kids during the day. Tap **Turn off by** to set the time when Fire for Kids is turned off. Tap **Stay off until** to set the time when Fire for Kids can be used again.
5. **Educational Goals** - Set goals for interacting with educational content. Use the dropdown menus to select the amount of time you want your child to view the content. If you'd like to filter non-educational content from being used until your child's goals are met, tap the **Learn First** checkbox.
6. Use the slider to adjust total screen time for either of the following:  
**Total Screen Time** - Limit the total time your child can spend in Fire for Kids.
7. **Content Activity Time** - Specify individual time limits specific activities, such as reading books. For unlimited time, slide the bar all the way to the right. To block access to a content type, slide the bar all the way to the left.





# How safe are you?

- Payment restrictions on app stores
- Phones password protected.
- Do you post holiday pictures on social media while you are away?
- Is your social media limited to your friends only?
- Will your children appreciate the digital footprint you are creating for them?
- When you install apps do you know what you are giving access to?



# An example of permissions for 1 app:

This app has access to:

## Identity

- find accounts on the device
- add or remove accounts
- read your own contact card

## Contacts

- find accounts on the device
- read your contacts
- modify your contacts

## Location

- approximate location (network-based)
- precise location (GPS and network-based)

## SMS

- read your text messages (SMS or MMS)
- receive text messages (MMS)
- receive text messages (SMS)
- send SMS messages
- edit your text messages (SMS or MMS)

## Phone

- directly call phone numbers
- reroute outgoing calls
- read call log
- read phone status and identity

## Photos / Media / Files

- read the contents of your USB storage
- modify or delete the contents of your USB storage

## Storage

- read the contents of your USB storage
- modify or delete the contents of your USB storage

## Camera

- take pictures and videos

## Microphone

- record audio

## Wi-Fi connection information

- view Wi-Fi connections

## Device ID & call information

- read phone status and identity

## Other

- download files without notification
- receive data from Internet
- view network connections
- create accounts and set passwords
- read battery statistics
- pair with Bluetooth devices
- send sticky broadcast
- change network connectivity
- full network access
- change your audio settings
- control Near-Field Communication
- read sync settings
- run at startup
- draw over other apps
- control vibration
- prevent device from sleeping
- toggle sync on and off
- install shortcuts
- read Google service configuration



# Example from a weather app

## Location

- approximate location (network-based)
- precise location (GPS and network-based)

## Phone

- read phone status and identity

## Photos/Media/Files

- access USB storage filesystem
- read the contents of your USB storage
- modify or delete the contents of your USB storage

## Storage

- read the contents of your USB storage
- modify or delete the contents of your USB storage

## Wi-Fi connection information

- view Wi-Fi connections
- Device ID & call information
- read phone status and identity

## Other

- view network connections
- full network access



# Reporting an Issue



- CEOP Reporting tool [www.ceop.police.uk](http://www.ceop.police.uk)
- National Bullying Helpline [www.nationalbullyinghelpline.co.uk](http://www.nationalbullyinghelpline.co.uk)
- Police 101 (if not an emergency!)
- School



# Any questions?

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# References & Resources

- OFCOM Children and Parents: Media Use and Attitudes Report 2017
- Suffolk Cyber Survey 2017
- Setting ISP Parental controls:  
<https://www.saferinternet.org.uk/advice-centre/parents-and-carers/parental-controls-offered-your-home-internet-provider>
- Summary of apps/games and parental information regarding these:  
<https://www.common sense media.org/>

