

Parent Internet Safety Session

Shacklewell Primary School

01.02.24

Today's session

The data

What are children doing online?

The school's role

What do we do to manage internet safety?

Tech at home

How can you help at home?

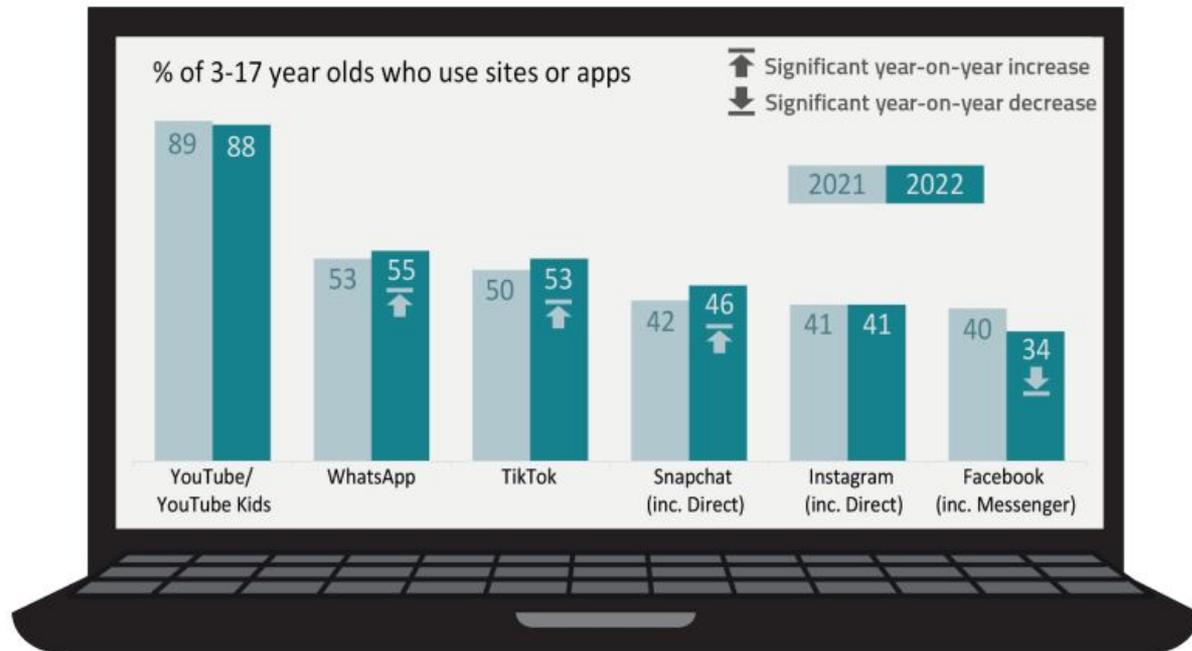
How are children using the internet?



Children and Parents: Media Use and Attitudes

Published 29 March 2023

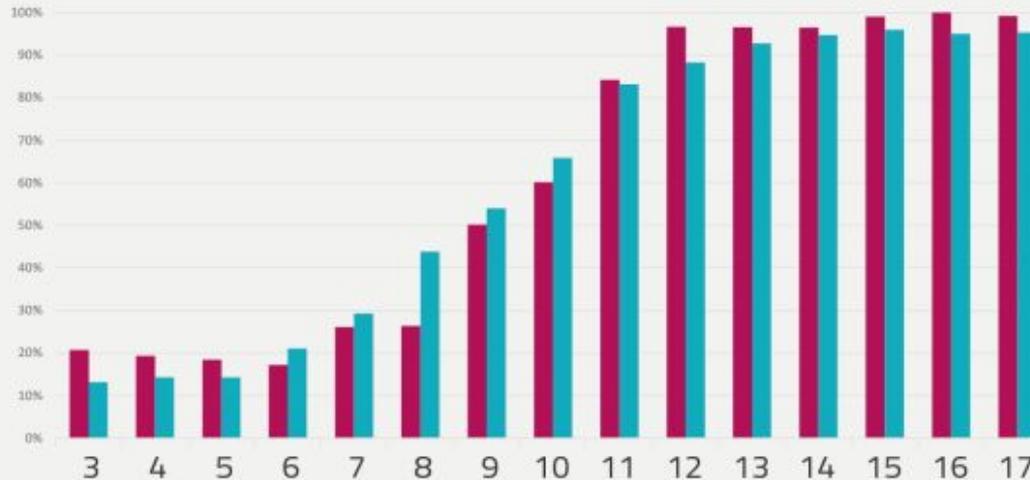
Welsh version available



How are children using the internet?

Has profile on an app or site vs. Has own mobile phone, by age

Excluding YouTube/YouTube Kids



| | | | | | | | | | | | | | | | |
|-----------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|
| Has own mobile phone | 21% | 19% | 18% | 17% | 26% | 26% | 50% | 60% | 84% | 97% | 97% | 97% | 99% | 100% | 99% |
| Has online platform profile | 13% | 14% | 14% | 21% | 29% | 43% | 54% | 66% | 83% | 88% | 93% | 95% | 96% | 95% | 96% |

How are children using the internet?

Online Gaming: 8-17s

Playing games with others



55%

Played against or with someone else **they know**



25%

Played against or with someone **they don't know** outside game

In-game chat (messaging or headset)

47%

Chat to people **they know**



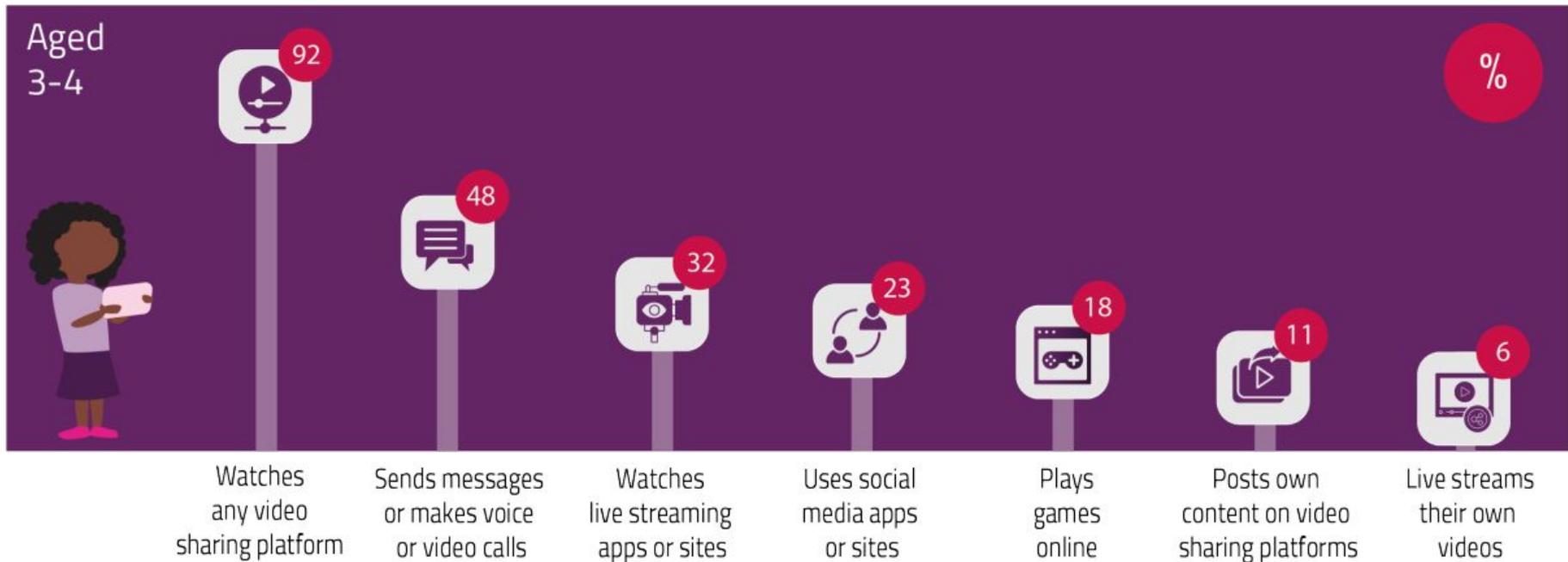
22%

Chat to people **they don't know** outside the game



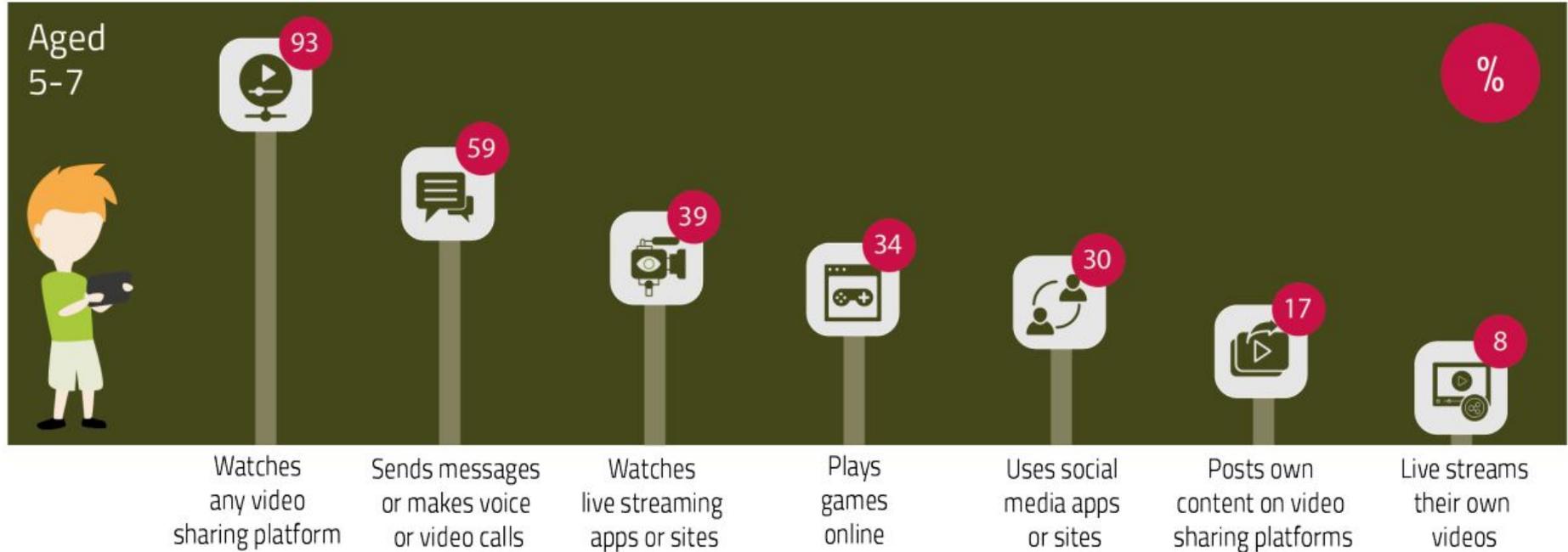
How are children using the internet?

Online activities of 3-4-year-olds

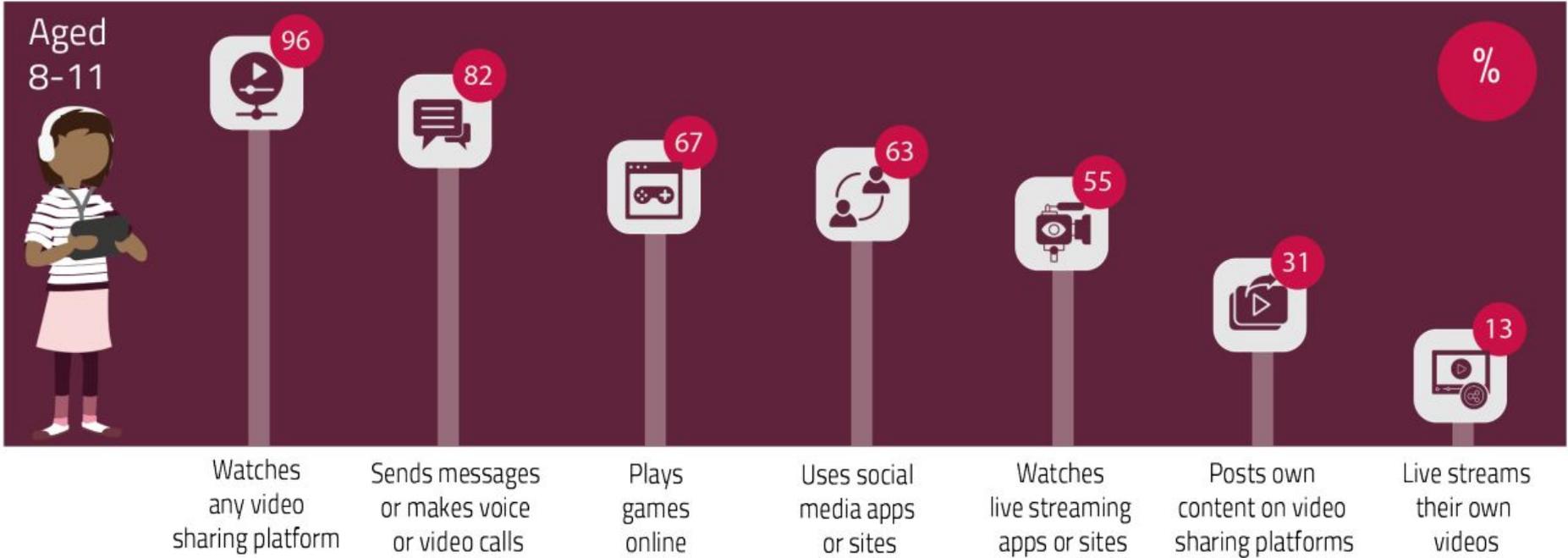


How are children using the internet?

Online activities of 5-7-year-olds

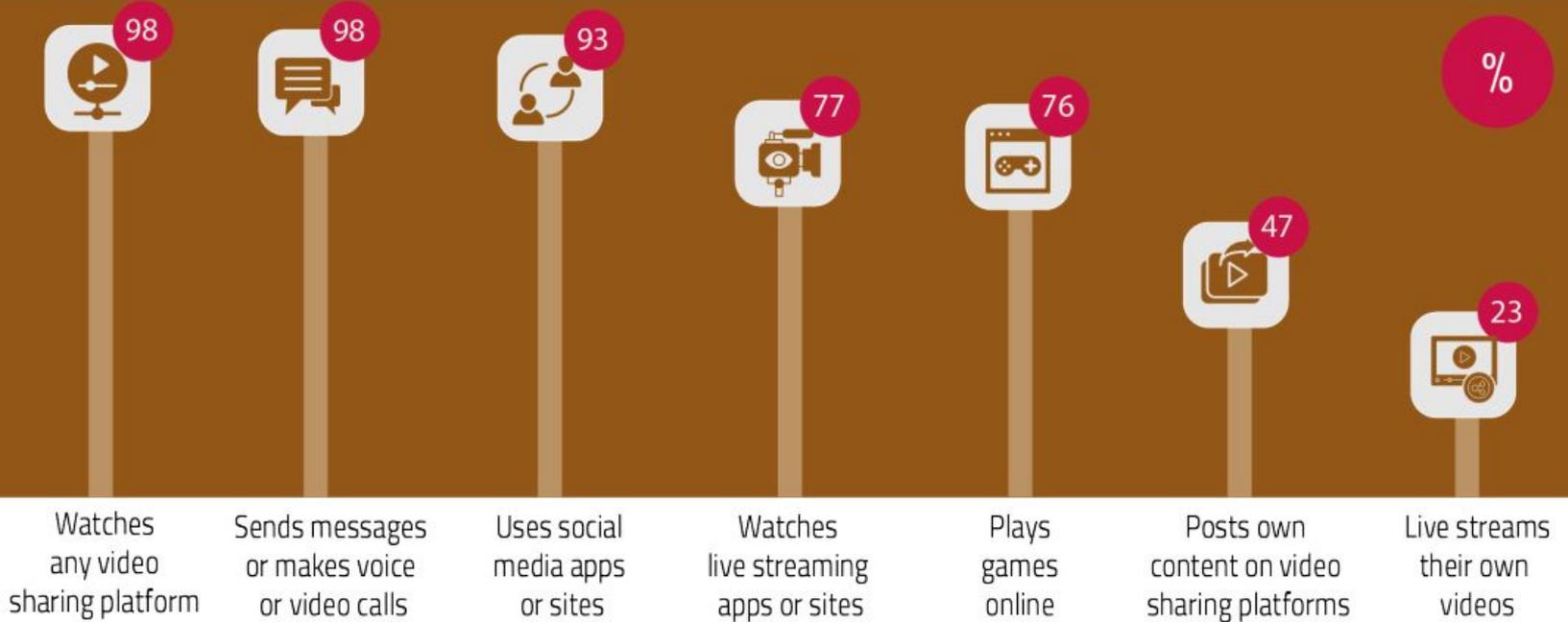


How are children using the internet?



How are children using the internet?

Aged
12-15



How are children using the internet?

1. **Creative and building games – 47%**
e.g. Roblox, Minecraft
2. **Multiplayer games – 45%**
e.g. Fortnite, Among Us
3. **Action/adventure – 39%**
e.g. Super Mario Odyssey, Subway Surfer
4. **Shooters – 38%**
e.g. Star Wars:Battlefront, Call of Duty
5. **Sports – 37%**
e.g. FIFA, NBA
6. **Playing in a virtual world – 28%**
e.g. Animal Crossing, The SIMS



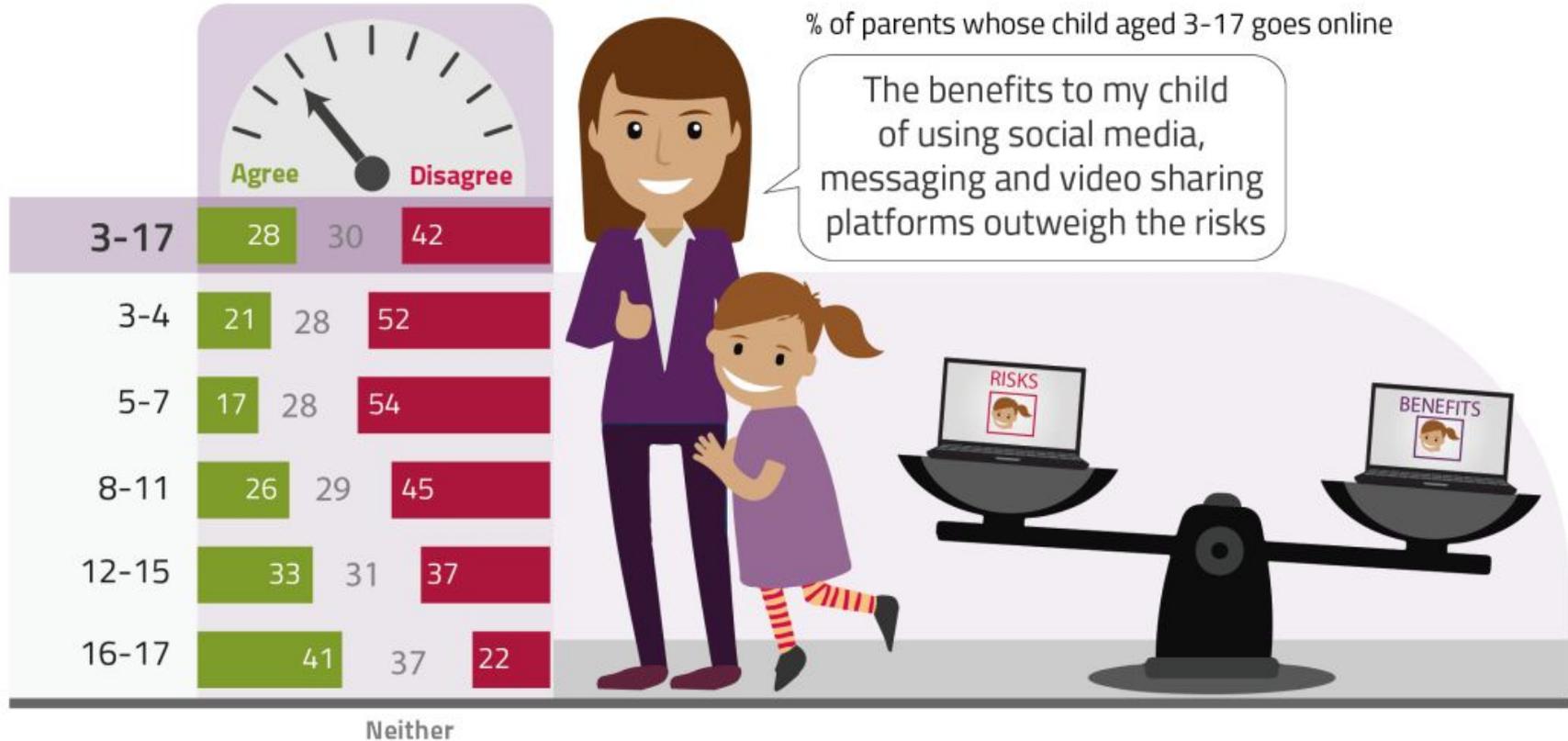
Boys aged 3-17

1. **Creative and building games – 46%**
e.g. Roblox, Minecraft
2. **Puzzles or quizzes – 40%**
e.g. Trivia 360, Candy Crush
3. **Playing in a virtual world – 33%**
e.g. Animal Crossing, The SIMS
4. **Multiplayer games – 28%**
e.g. Fortnite, Among Us
5. **Action/adventure – 27%**
e.g. Super Mario Odyssey, Subway Surfer
6. **Makeovers – 25%**
e.g. Glamm'd, Homescapes



Girls aged 3-17

How are children using the internet?



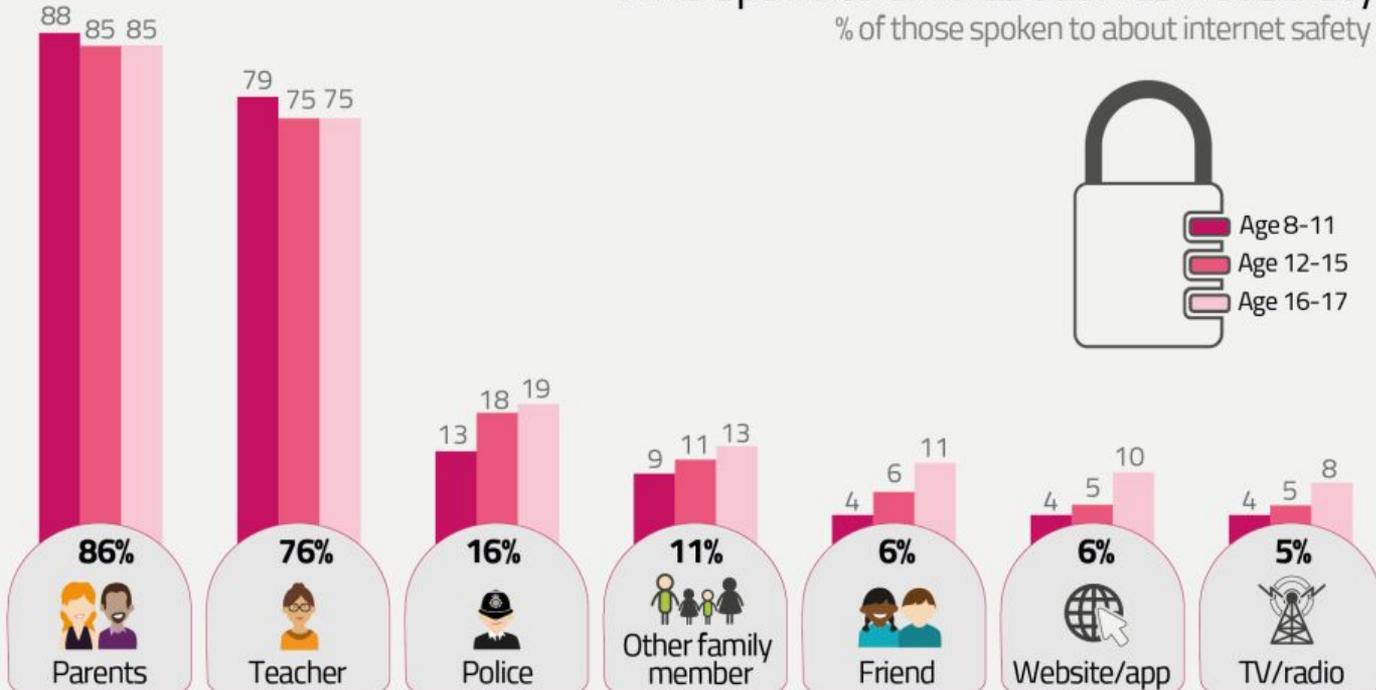
How are children using the internet?

Who spoke to child about internet safety

% of those spoken to about internet safety



Age 8-11
Age 12-15
Age 16-17



Technology in school



Our Curriculum



**New Wave Federation
Curriculum Handbook**

January 2023



Computing



PSHE



**Knowledge &
Understanding of
the World**

Our Staff Training



Keeping children safe in education 2023

Statutory guidance for schools and colleges

The 2022 version of the guidance is currently in force. The 2023 version will come into force on 1 September 2023.

new wave
federation

Safeguarding 2023



Kindness



Focus



Creativity



Responsibility



Collaboration

- Annual review
- Half termly training
- Teaching and learning reviews
- External support
- Filtering and firewalls

Technology at home - consoles



Technology at home - apps



Technology at home - support



Technology at home - support

NSPCC



Technology at home - support

internet
matters.org



Questions?



NSPCC



UK Safer Internet Centre