

Parent Internet Safety Session

Shacklewell Primary School

10th February 2025

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?

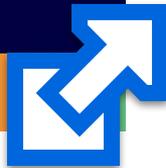
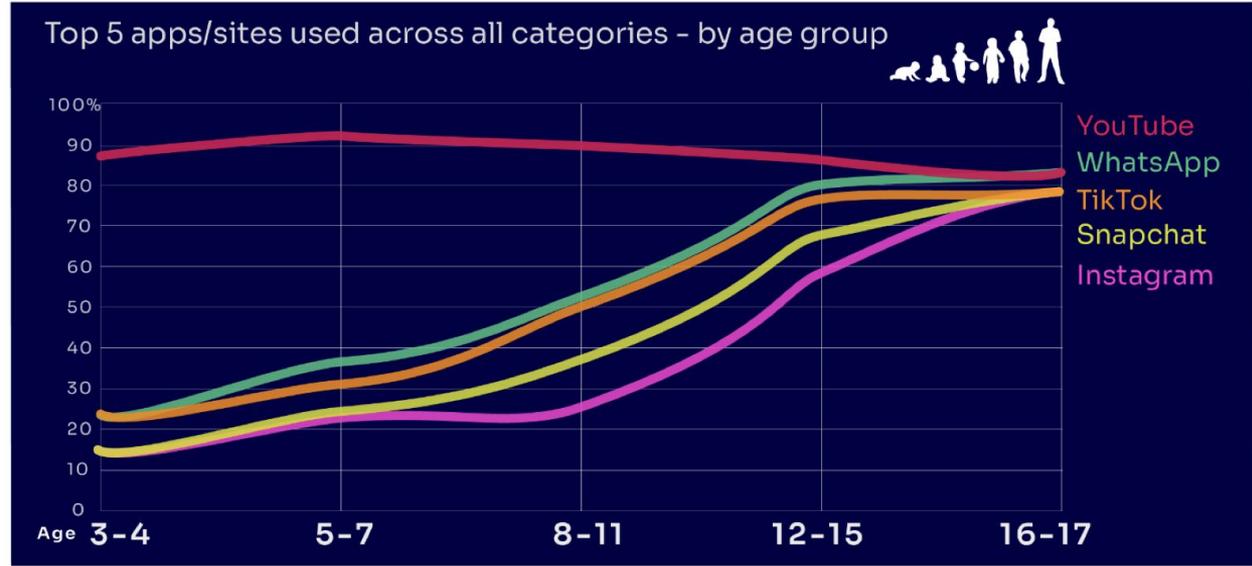
How are children using the internet?



Children and Parents: Media Use and Attitudes Report

Published 19 April 2024

[Welsh language summary available](#)

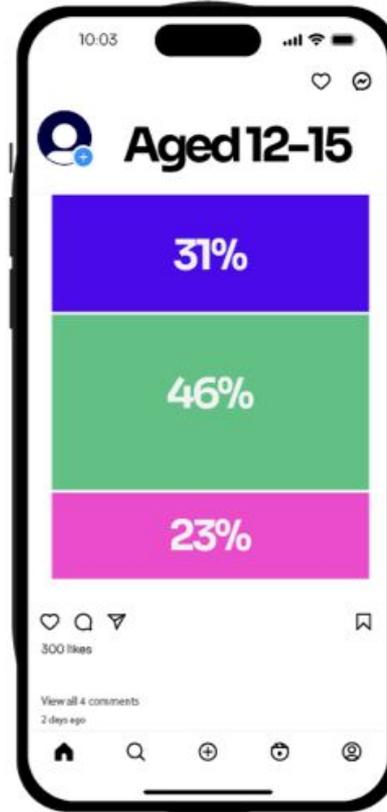
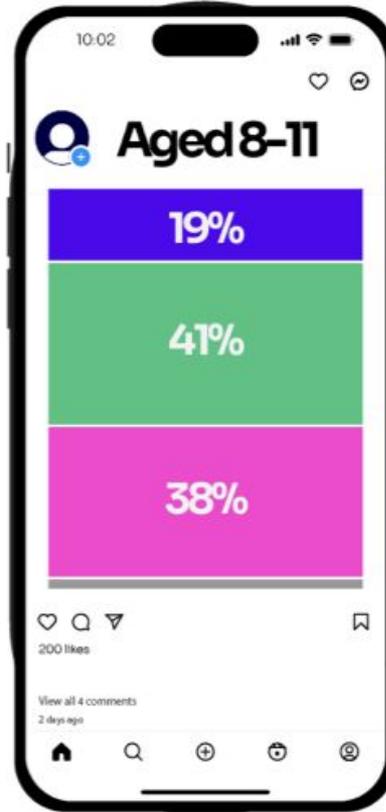


How are children using the internet?

Share, comment or post things

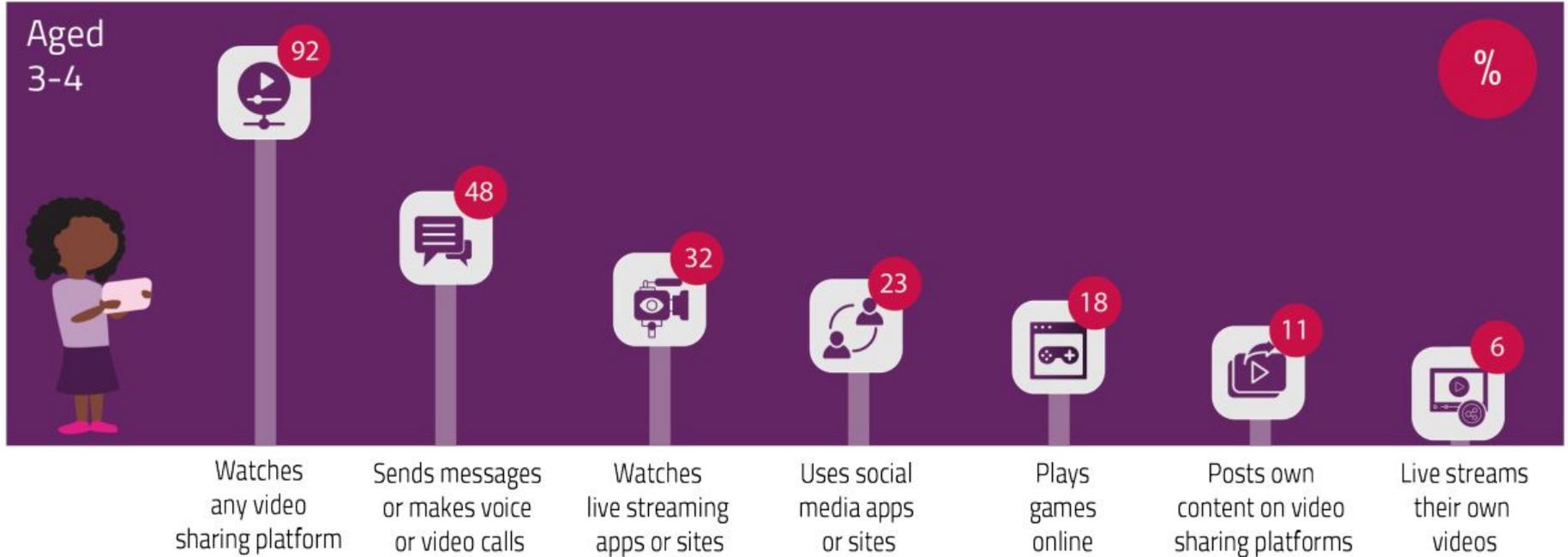
'Like' things and follow accounts,
but don't share, comment or post

Only really read or watch things



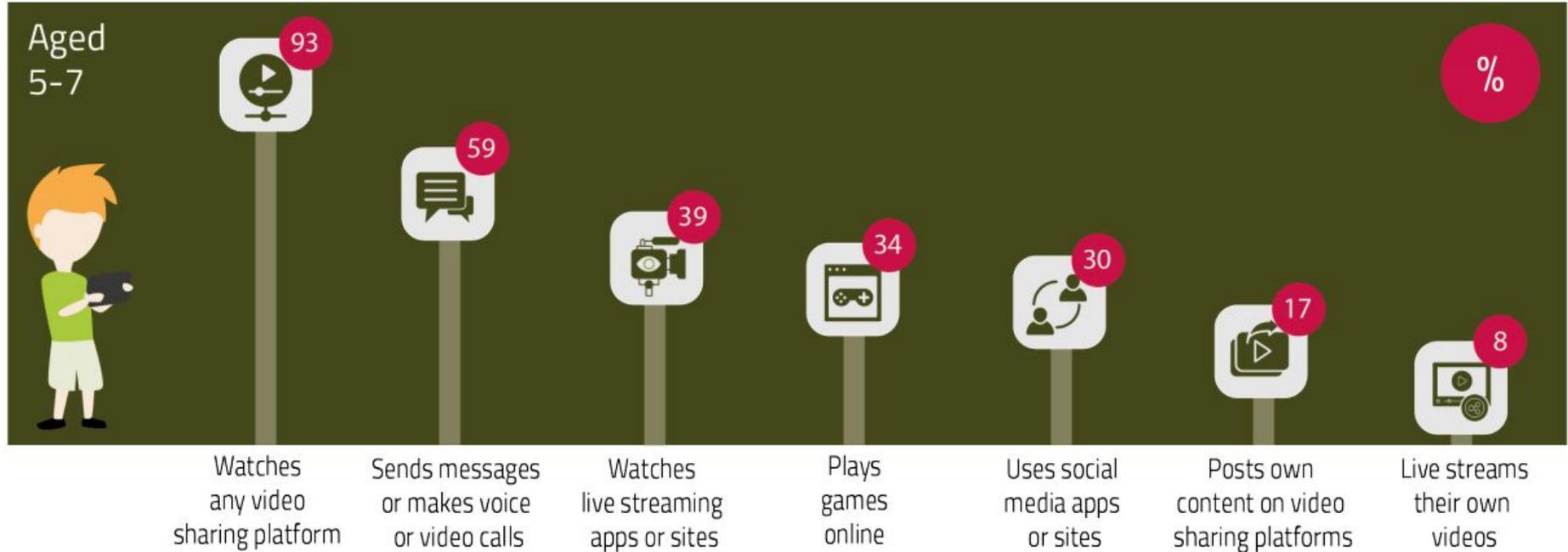
How are children using the internet?

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?

Aged
8-11



Watches
any video
sharing platform



Sends messages
or makes voice
or video calls



Plays
games
online



Uses social
media apps
or sites



Watches
live streaming
apps or sites



Posts own
content on video
sharing platforms

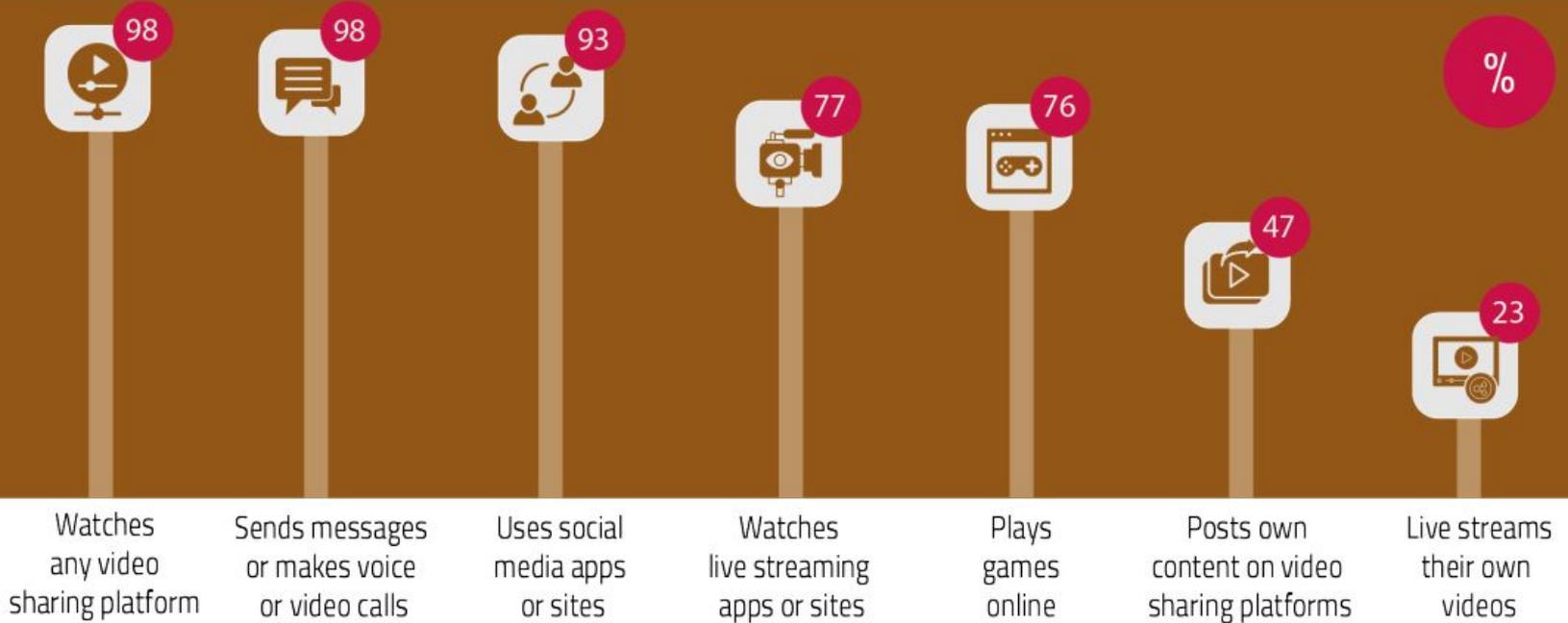


Live streams
their own
videos

%

How are children using the internet?

Aged
12-15



How are children using the internet?

2022

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?

2023

Online Gaming: 8-17s

Playing games with others



74%

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



32%

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

In-game chat (messaging or headset)

64%

Chat to people **they know**



31%

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



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



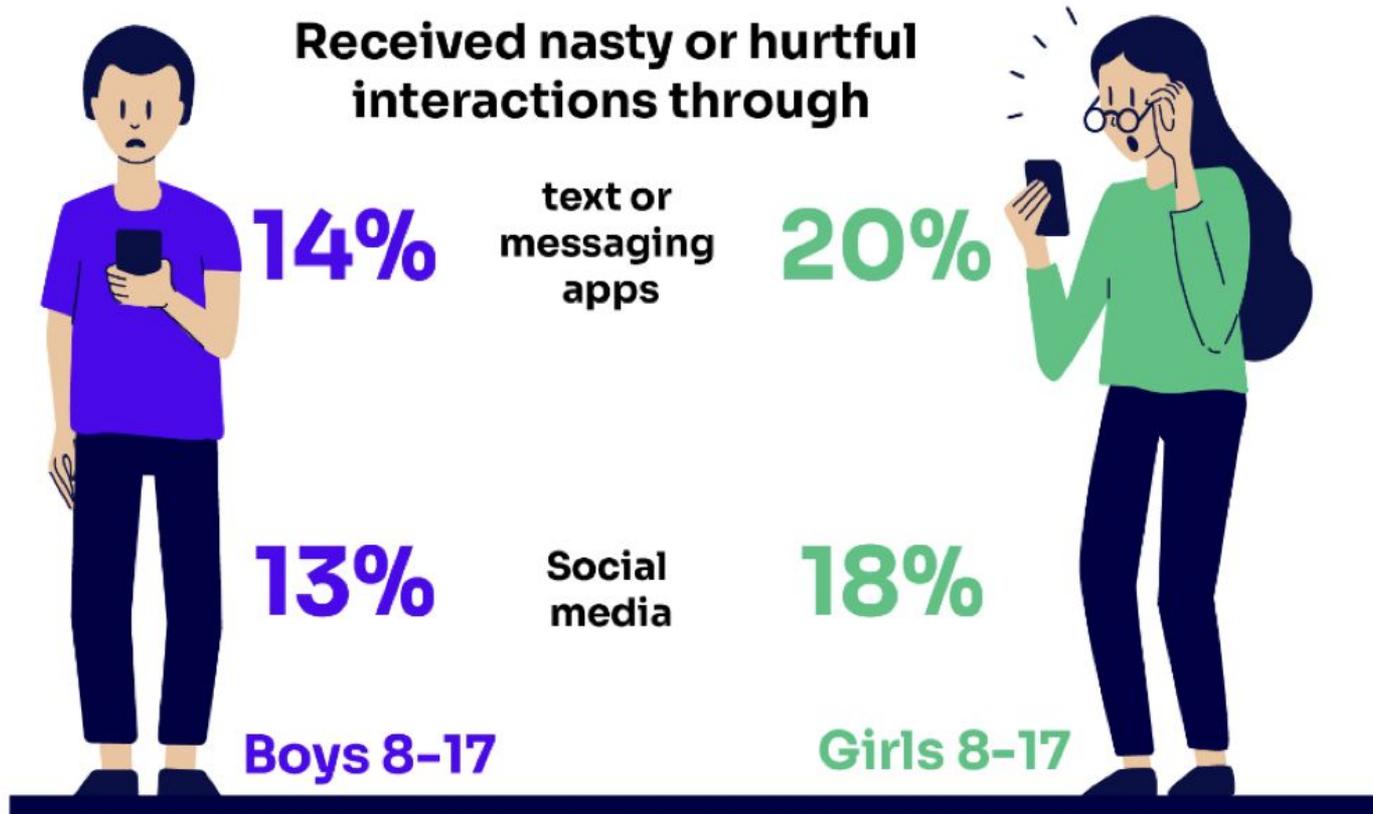
Boys aged 3-17

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

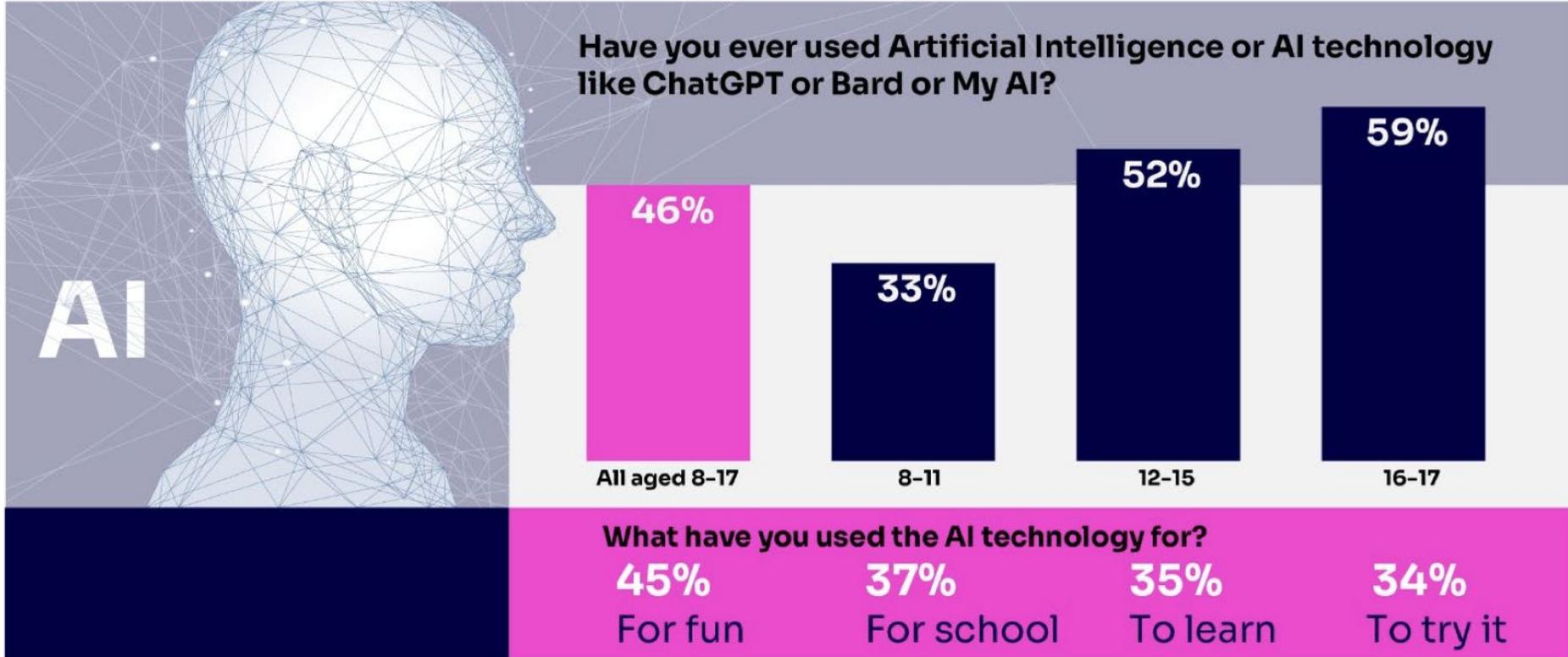


Girls aged 3-17

How are children using the internet?



How are children using the internet?

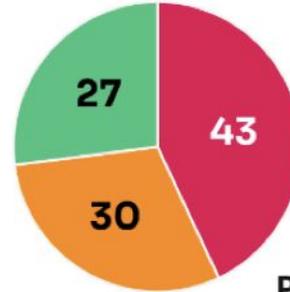


How are children using the internet?

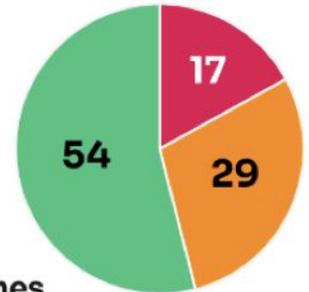


The benefits to my child outweigh the risks

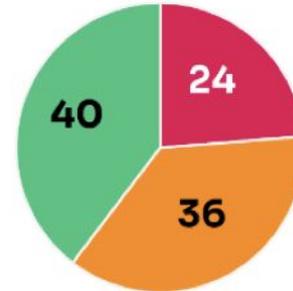
Social media, messaging and video sharing



Gathering information online



Playing games

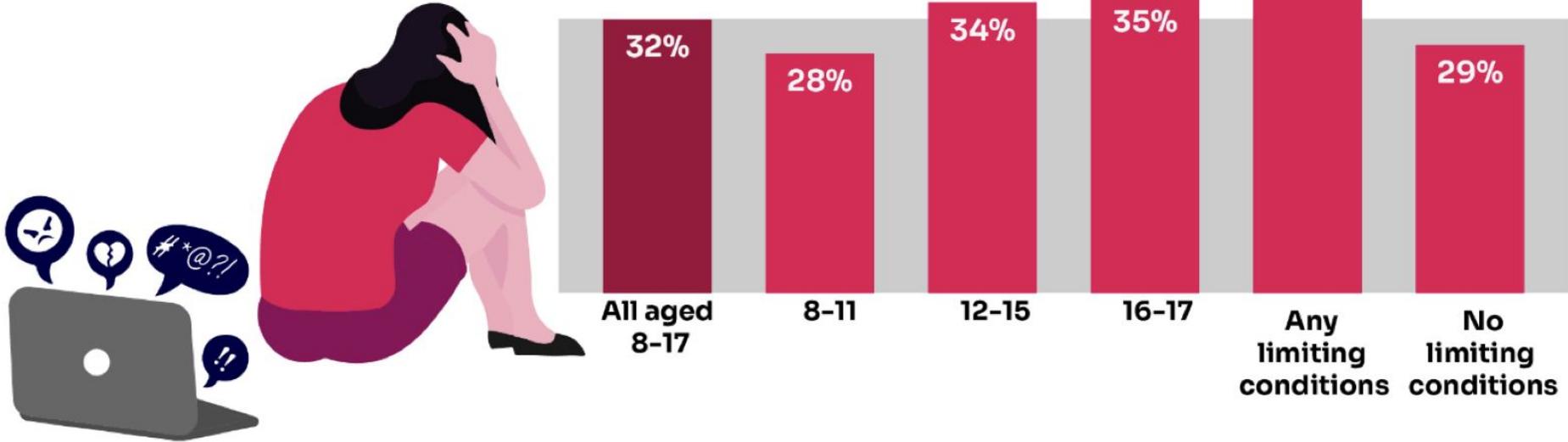


Agree
Disagree
Neither/DK

% of parents whose child aged 3-17 goes online

How are children using the internet?

In the past 12 months, have you seen anything online that you found worrying or nasty in some way that you didn't like?



Technology in school



Our Curriculum

The image shows the cover of a curriculum handbook. It features a teal background on the left side with a white curved shape that transitions into a white background on the right. The text is positioned in the white area.

**New Wave Federation
Curriculum Handbook**

September 2024



Computing



PSHE



**Knowledge &
Understanding of
the World**

Our Staff Training



Department
for Education

Keeping children safe in education 2024

Statutory guidance for schools
and colleges

2 September 2024

new wave
federation

Safeguarding Policy 2024-2025



Kindness



Focus



Creativity



Responsibility



Collaboration

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

Technology at home - consoles



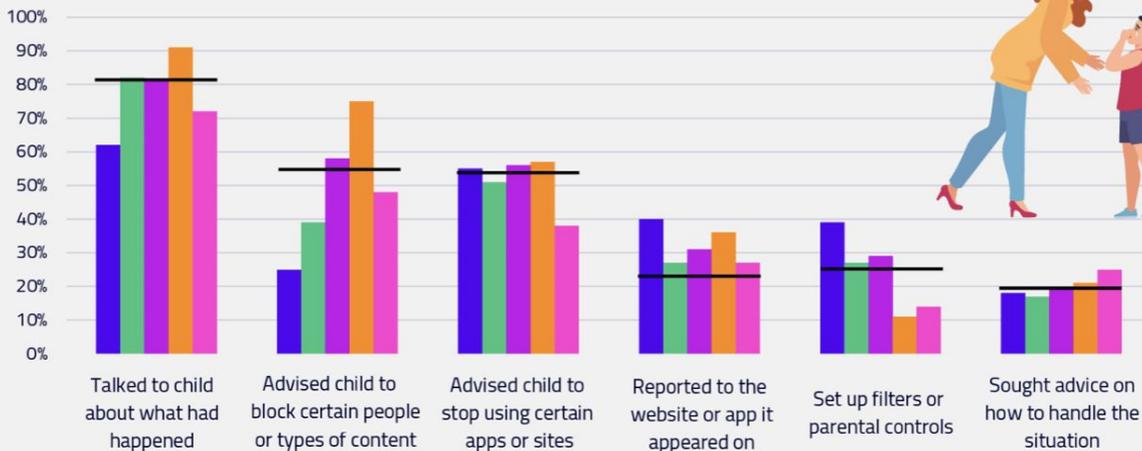
Technology at home - apps



Technology at home - support

1 in 5 parents said their child told them about something they'd seen online that scared or upset them

Action taken (%)



— All (aged 3-17)

■ Aged 3-4

■ Aged 5-7

■ Aged 8-11

■ Aged 12-15

■ Aged 16-17

Technology at home - support

 UK Safer Internet Centre



Technology at home - support

NSPCC



Technology at home - support

internet
matters.org



Questions?



NSPCC



UK Safer Internet Centre