

Online Safety News



Summer 2020 | PARENT | CARER

Keeping under-fives safe online

Young children are spending more time online today and this includes watching videos and playing games on their devices. An article published on the 'Think U Know' website looks at the benefits of children accessing the internet, and shares advice about how to make sure your child has a safe experience online.

'There are many benefits of children engaging with technology from an early age. The internet provides children with opportunities to learn, connect with family, develop creativity, as well as have fun. Apps, games and websites designed for under 5s help children to improve their literacy and numeracy skills, and supports them to develop their fine-motor skills (such as their ability to move fingers independently by pointing and pushing buttons, and improving hand-eye coordination).

A number of families use video chat and messaging services as a way to connect with family and friends, which allows young children to maintain relationships with relatives.'

You can access the whole article here: [Thinkuknow | Keeping under-fives safe online](#)

'Young Children and screen time - a good start'

A really useful guide has been created by SWGfL, Childnet and the Internet Watch Foundation which offers advice, tips and checklists to help parents and carers support children's online activity and get them off to a good safe start in the online world.

- The guide includes advice on:
- using devices together
 - setting rules for media and technology use at home
 - finding the right settings and parental controls
 - being a good role model

Access the guide here: [Childnet | Young Children and screen time - a good start](#)

Free Online Safety Guide from National Online Safety (NOF):

What Parents Need to Know About FIFA 20

FIFA is a popular series of football video games for young people, enabling players to take on the role of their favourite players and compete against others, both offline and online. The NOF has created a useful guide to help parents and carers understand exactly what FIFA has to offer and what makes it so popular.

Access the free guide: [NOF| FIFA 20 Online Safety Guide](#)

The [NOF website](#) also has guides on many other apps and gaming platforms including STEAM, Minecraft, Facebook and Omegle.

'The Internet of Things!'

How can I make my connected home more secure?

The Internet of Things (IoT) are everyday objects that connect to the internet including devices such as smart speakers, smart home controls, Bluetooth enabled toothbrushes and fitness trackers. There are also toys that have internet connectivity.

There are potential risks associated with the 'IoT' such as devices collecting too much personal information, children accessing age inappropriate content, in app purchases and the opportunity for hackers to access our information.

The Think U Know web team have put together a useful list of what you can do to help make your connected home safer for your child.



Thinkuknow | What is the Internet of Things?

For help setting up parental controls or reviewing the privacy settings of a connected device or toy, you can get also advice by calling the free NSPCC - 02 Helpline on 0808 800 5002 available Monday – Friday's 9:00am – 7:00pm

TikTok

TikTok is a social networking app where young people make and share their own short videos which they can share. The app is rated as 12+ on the app store.

There is the ability to livestream and directly interact with others through the chat and live video links. Profiles on TikTok are automatically set to public, so that any content posted can be seen by anyone within the app.

Below are two comprehensive guides to help parents and carers understand exactly what TikTok is all about and the best ways of keeping safe on the app including setting privacy and parental controls.

[Net Aware | TikTok](#)

[Parent Zone | TikTok: everything you need to know about the video production app](#)



Staying safe on the X Box and PlayStation



The South West Grid For Learning (SWGfL) has created '5 in 5 safety check-ups', guides to help young people stay safe when playing PlayStation or Xbox. You can see the guides here:

[SWGfL | Staying safe on Xbox – 5 in 5](#)

[SWGfL | Staying safe on PlayStation – 5 in 5](#)

Joe Clark from SWGfL explains that:

"Gaming has changed a lot in the last decade or so. Games are now primarily designed to be played online, in-game purchases and micro transactions are commonplace, and skins and customisation have given players even more to love about their gaming experiences. Gaming can form a significant part of people's identity and it's important that we find ways to protect and encourage the healthy parts of it while being mindful of the associated risks."

The information in the newsletter is given to help promote the safety of children and young people online.

Every care has been taken to ensure the information and any recommendations in the newsletter are accurate at the time of publishing. Schools must make their own judgements when sharing our recommendations with parents and carers and, where appropriate, always risk assess with their pupils and whole school community in mind.

This newsletter is brought to you by the Herts for Learning Wellbeing team as part of their online safety support for schools and settings in Hertfordshire.