



Parent EYFS Meeting: Online Safety - Digital Citizenship

Bolton SICT ©

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Online Safety - Digital Citizenship EYFS

- More and more pre-schoolers are using their parents' computers, smartphones or tablets to play games, use apps, and watch their favourite TV shows



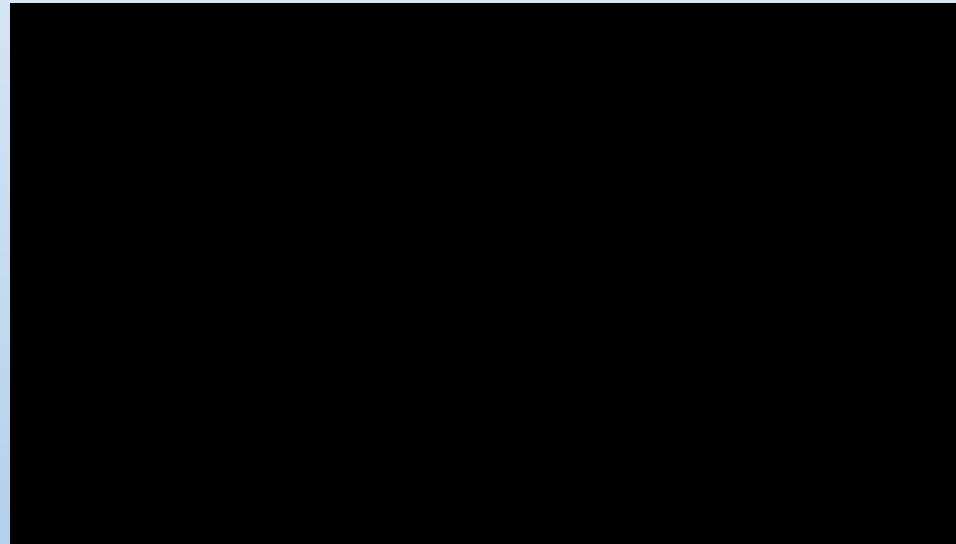
What are your children accessing?



Esafety tips for Parents: Under 5s

internet
matters.org

In partnership with



Esafety tips for Parents: Under 5s

Internet safety checklist for pre-school children

- Explore together

Talk to your child about what the internet is and explore it together so you can show them all the great fun and educational things they can do.

- Put yourself in control

Install **parental controls** on your home broadband. Most internet-enabled devices also allow you to set parental controls so you can manage what content your child can see and how they interact with others online.

- Use passwords

Keep your devices out of reach and set passwords on all your internet-enabled devices and don't share them. Then you'll know when and where your child is accessing the internet. You can also make sure they're not making additional purchases when they're playing games or using apps.

- Search safely

Use safe search engines such as **Swiggle** [↗](#) or **Kids-search** [↗](#). You can save time by adding these to your 'Favourites'. Safe search settings can also be activated on **Google** and other search engines, as well as **YouTube**.

- Be involved

Encourage them to use devices in a communal area like the lounge or kitchen so you can keep an eye on how they're using the internet and also share in their enjoyment.

- Manage access

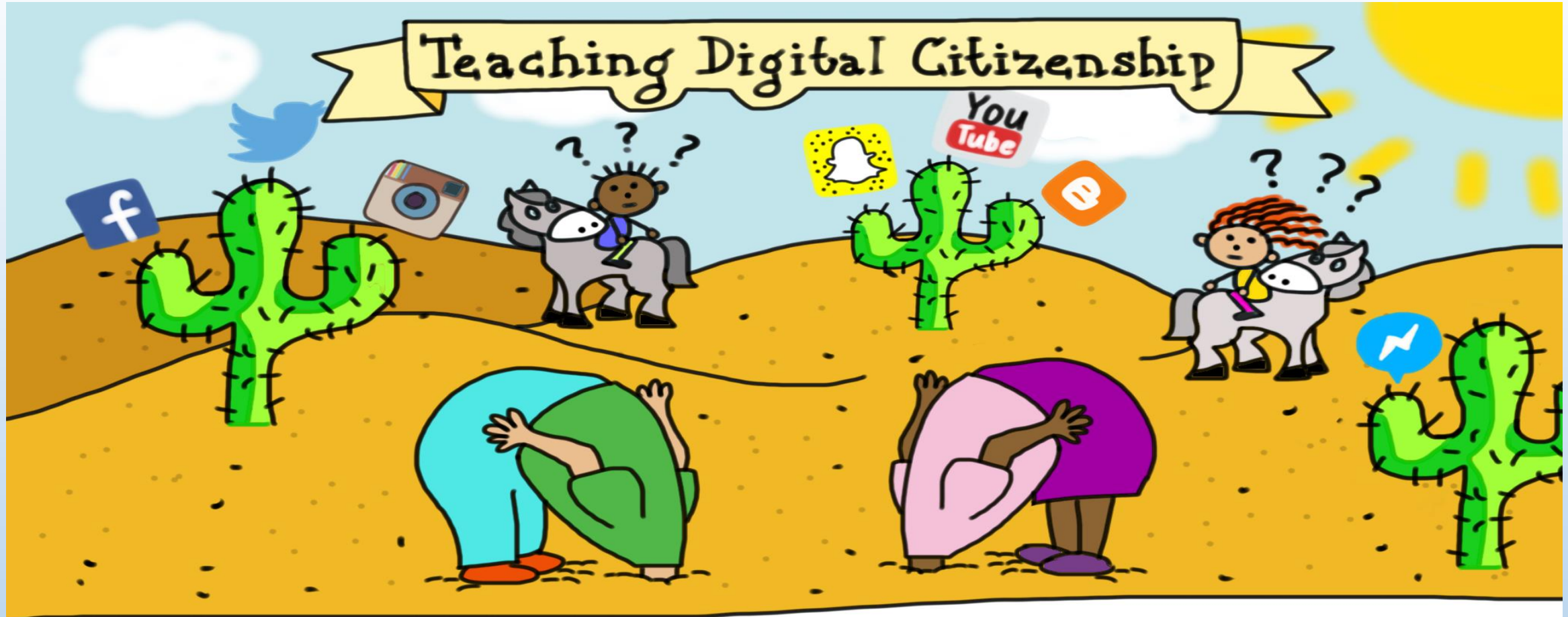
Set your homepage to a child-friendly site like **CBeebies** [↗](#) and create a user account for your child on the family computer or device which only allows access to sites you've chosen.

- Help them learn through games

You can choose safe, fun and educational online games to play with your child and that you'll be confident about them exploring. You can find good free of charge examples from companies like Disney Junior, Nick Jr and Fisher Price.

- Set boundaries

It's never too early to start setting boundaries. Set some rules about how long your child can spend online.



We can't tell our students "Not to" use social media, or "Be careful" and then put our heads in the sand. Instead, we need to **teach** them how to be safe & responsible digital citizens (because they're going to be using it anyways.) @sylvia duckworth

Keeping children safe in education

Statutory guidance for schools and
colleges

September 2018

- Safeguarding and promoting the welfare of children is **everyone's** responsibility. **Everyone** who comes into contact with children and their families and carers has a role to play in safeguarding children.
- In order to fulfil this responsibility effectively, all professionals should make sure their approach is child-centred.
- This means that they should consider, at all times, what is in the **best interests** of the child.

Summary of key changes

The updated guidance includes a new section (Part 5) on Child on child sexual violence and sexual harassment.

This section covers in detail:

- how schools should respond to incidents of sexual violence and sexual harassment, emphasising the need for effective training and policies in schools and colleges
- the need for risk assessments in school following reports of incidents of sexual violence or sexual harassment
- the action needed to take to support victims and alleged perpetrators of sexual violence or harassment.

The guidance adds further information on the management of safeguarding in a school, including emphasising that staff need to act immediately if they have a concern about a child.

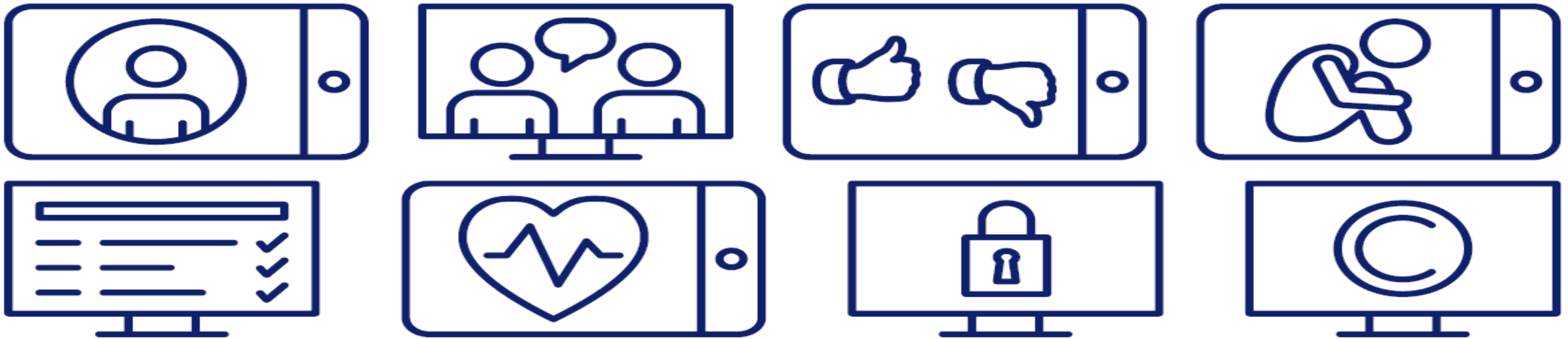
The guidance includes new or more detailed information on safeguarding issues including:

- child criminal exploitation: children being used to carry drugs or money from urban to rural areas
- homelessness
- domestic abuse
- child sexual exploitation
- children missing from education.

Digital Citizenship Online Safety / PSHE

Education for a Connected World

A framework to equip children
and young people for digital life





Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and how media impacts on gender and stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.



Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.



Online reputation

This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles.



Online bullying

This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.



Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation and ethical publishing.



Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.



Privacy and security

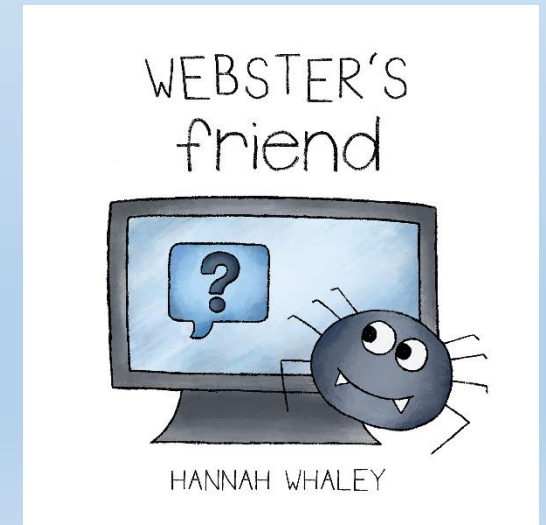
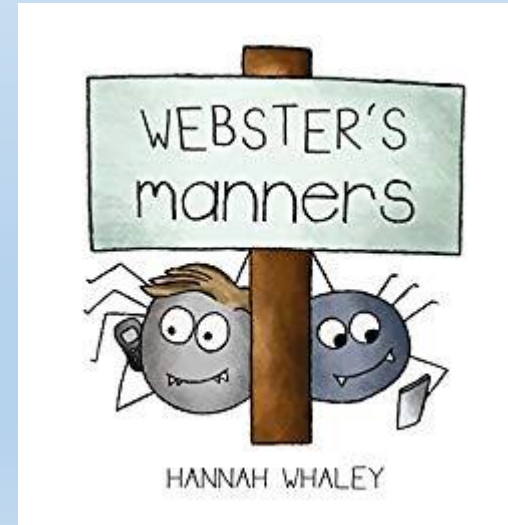
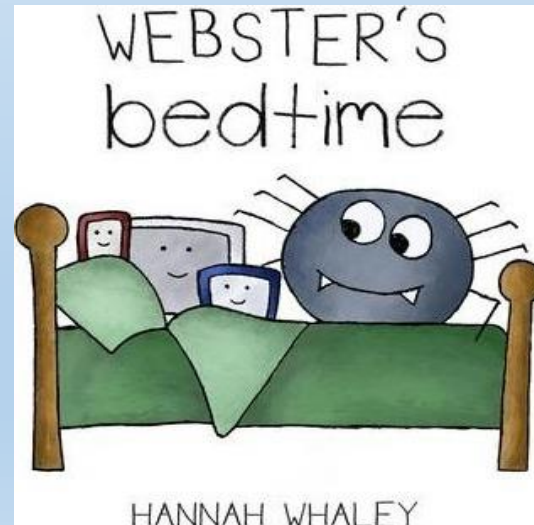
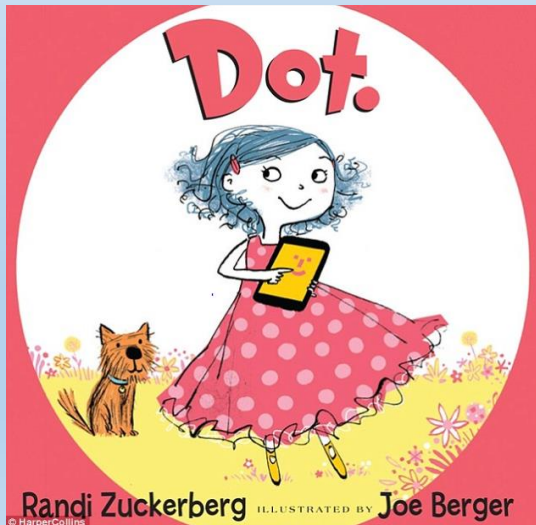
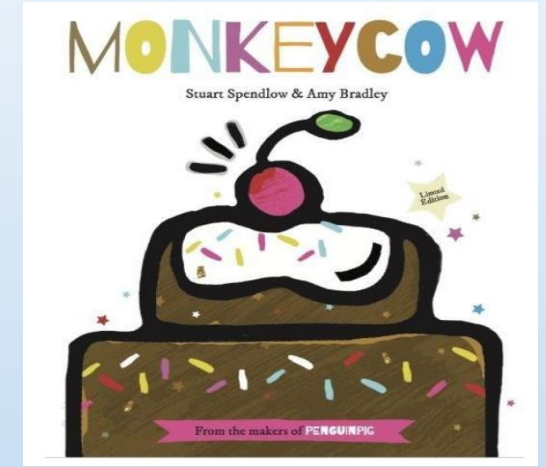
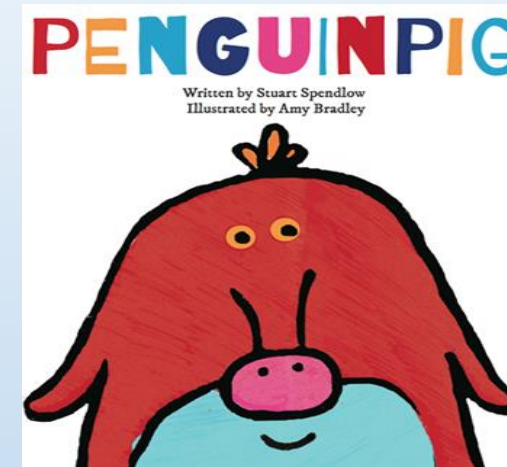
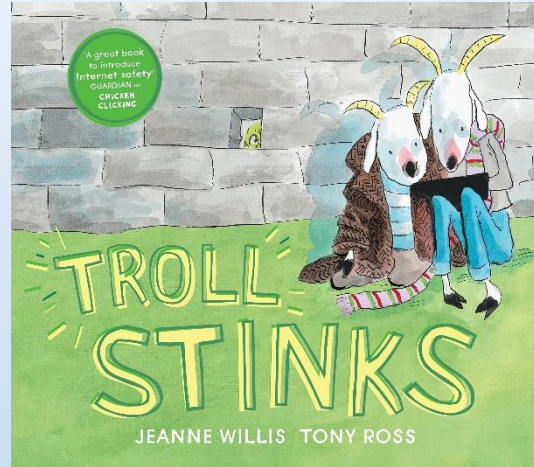
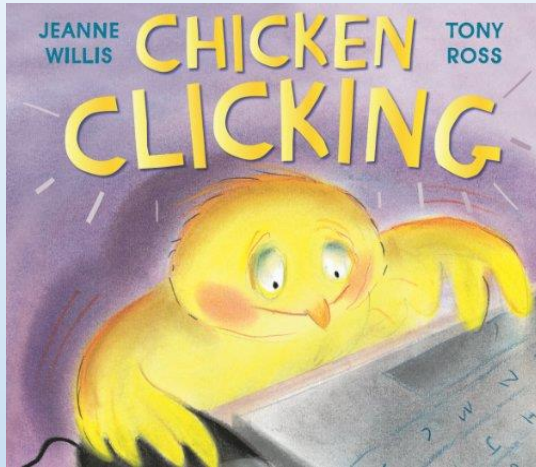
This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.



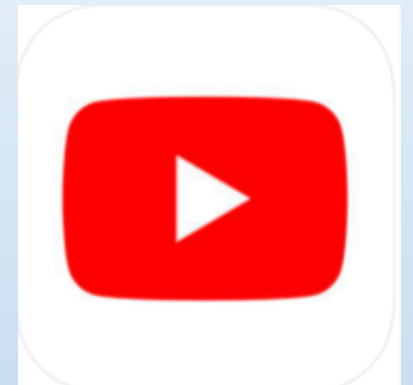
Copyright and ownership

This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

Computing and English



How well do you know your apps?



What do the experts say?



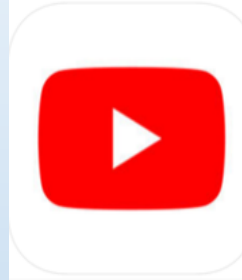
Roblox

[Gaming](#) | [Messaging](#)

7+

Minimum age according to Roblox

This is PEGI's minimum age. What do you think is the right age for this game? [Share your thoughts](#)✓



YouTube

[Photo / video sharing](#) | [Messaging](#) | [Live streaming](#)

13+

Minimum age according to YouTube

This is YouTube's minimum age. What do you think is the right age for this network? [Share your thoughts](#)✓



Instagram

[Photo / video sharing](#) | [Content sharing](#) | [Messaging](#) | [Live streaming](#) | [Location sharing](#) | [Online relationships](#)

13+

Minimum age according to Instagram

This is Instagram's minimum age. What do you think is the right age for this app? [Share your thoughts](#)✓



Frv

[Gaming](#)

3+

Minimum age according to Friv

This is PEGI's minimum age, Friv does not provide a minimum age. What do you think is the right age for this site? [Share your thoughts](#)✓



Snapchat

[Live streaming](#) | [Photo / video sharing](#) | [Messaging](#) | [Location sharing](#) | [Content sharing](#) | [Online relationships](#)

13+

Minimum age according to Snapchat

This is Snapchat's minimum age. What do you think is the right age for this app? [Share your thoughts](#)✓



WhatsApp

[Messaging](#) | [Audio / video calling](#) | [Photo / video sharing](#) | [Content sharing](#) | [Location sharing](#) | [Online relationships](#)

16+

Minimum age according to WhatsApp

This is WhatsApp's minimum age. What do you think is the right age for this app? [Share your thoughts](#)✓



Do you know the age that these
games are appropriate for?



Answers...

PEGI— Green, Orange, Red

ESRB (USA - Entertainment Software Rating Board) Black

* Even if a game is rated 3 it will always carry a warning regarding online chat - *"Online Interactions Not Rated by the ESRB"* - Warns those who intend to play the game online about possible exposure to chat.



What does that mean?

	Bad Language Game contains bad language
	Discrimination Game contains depictions of, or material which may encourage, discrimination
	Drugs Game refers to or depicts the use of drugs
	Fear Game may be frightening or scary for young children
	Gambling Games that encourage or teach gambling
	Sex Game depicts nudity and/or sexual behaviour or sexual references
	Violence Game contains depictions of violence
	Online gameplay Game can be played online

Videos, games and film content

Scary stuff

Violence, swearing, blood, guns

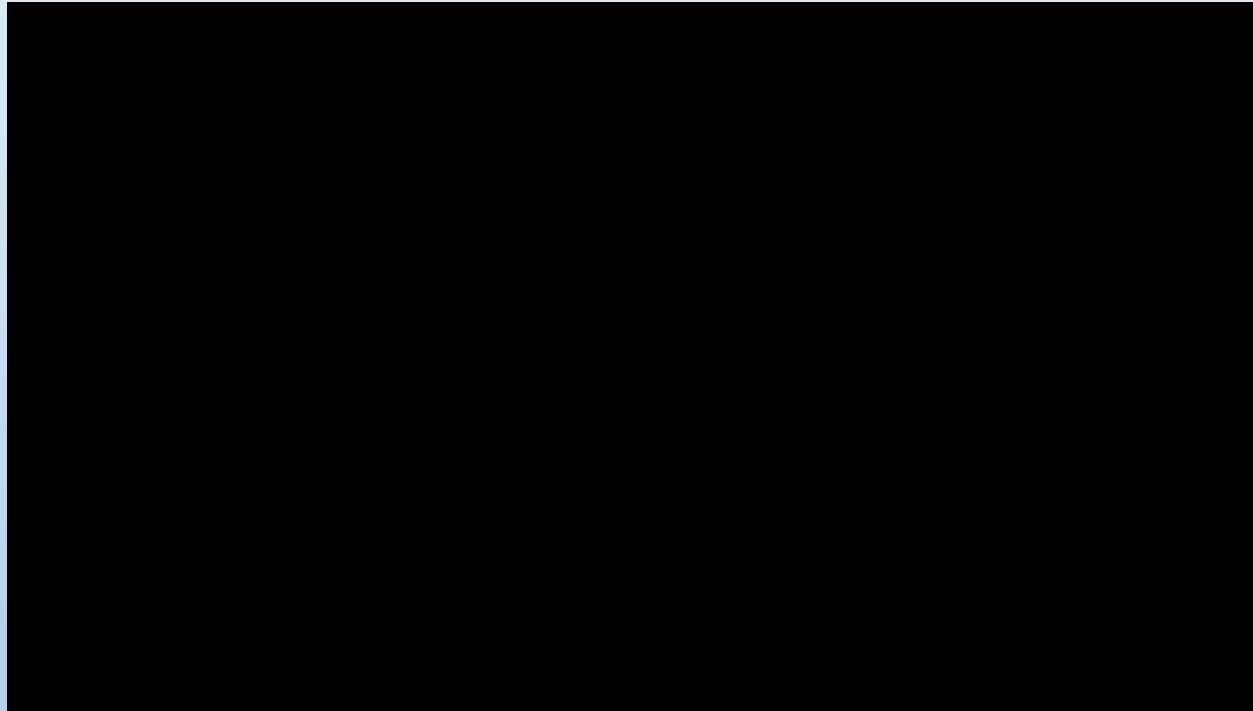
Is it really something you want to see?

It's the law – it says right there on the box that it's not for you!

Nudity and adult relationships



What is PEGI ?



Youtube link: https://www.youtube.com/watch?v=W_Uvf8sq7PU

SLEEP NEEDS BY AGE

Ages 18+

7 to 9 hours

Ages 14-17

8 to 10 hours

Ages 6-13

9 to 11 hours

Preschoolers 3-5 years

10 to 13 hours

Toddlers 1-2 years

11 to 14 hours

Infants 4-11 months

12 to 15 hours

Newborns 0-3 months

14 to 17 hours

Source: National Sleep Foundation

<https://sleepfoundation.org/media-center/press-release/national-sleep-foundation-recommends-new-sleep-times>

Pre – School Resources: Under 5s

internet
matters.org

In partnership with
BT

pre-school (0-5) resources

Here are some of our favourite resources to help you learn more about e-safety for the youngest of children.
We've also highlighted some fun and educational apps to get them learning online.



For parents

This [interactive web guide](#)  from Virgin Media has a dedicated section for under fives.



For children

An interactive e-safety story, created with Childnet. Free to download for [Apple](#)  and [Android](#) .



Learn through play

[CBeebies Playtime app](#)  has games and seasonal content to help them learn as they play.

Pre – School Resources: Under 5s

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Resources for parents and carers

iWonder

BBC iWonder Guide

As part of our new partnership with the BBC, we've worked together to create an interactive guide to give you practical tips on how you can keep your children safe online. It covers 7 key areas such as "Taking control with tech" and "What kind of parent am I?".



Mumsnet Guide

Advice and top tips for keeping children under five safe online.



Digital Parenting

Vodafone's Digital Parenting provides checklists and practical advice on keeping children safe online.



Parent Info

Parent Info is a collaboration between CEOP and Parent Zone. It provides high quality information to parents and carers about their children's wellbeing and resilience. Schools can host the content on their own website and use it in any other ways (in letters to parents etc) that they want.

OWN IT

BBC Own It

Own it covers everything from online privacy and avoiding malware, through to dealing with everyday dilemmas children face online, as well as having fun. Quick links to charities and organisations like Childline, whose phone lines and online chat can provide urgent support should children need it, will also be available.



O2 and NSPCC online safety helpline

From setting up parental controls to reporting online bullying, you can call the free helpline on [0808 800 5002](tel:08088005002), or visit an O2 Guru in store.

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E-safety activities to do with your child



Smartie the Penguin

Join in with Daddy Penguin's song and follow the adventures of Smartie and Daddy Penguin as Smartie learns how to be safe on the internet.



InSafe Activity Book

Offering children aged 4-8 a glimpse of how modern technology impacts everyday life with lots of opportunities to discuss these important issues.

Apps to encourage learning, creativity, and development



Disney Junior Play

Perfect for pre-schoolers, this free app lets them play games, solve puzzles, dress up characters, watch videos and collect stickers.



Fisher Price Apps

Designed for the way kids play today and can be used at home or on the go. All based on learning concepts and all free to download on iOS from Apple and Android via Google Play or Amazon.



YouTube Kids

Made for young kids, this child-friendly version filters out inappropriate content and hides comments on videos giving parents peace of mind and a child a safe online viewing experience. Download as an **Android** or **iOS** app.



BBC iPlayer Kids

BBC iPlayer Kids app gives children easier access to their favourite programmes, while parents can be confident they're watching shows appropriate for their age and free from adverts. All apps are free to download on **iOS from Apple** and **Android via Google Play** or **Amazon**.



CBeebies Storytime App

This app aims to make reading fun, with playful and imaginative stories designed to help support early years reading. All apps are free to download on **Apple** and **Android**, or **Kindle Fire**.



Sky Kids App

The Sky Kids app offers a fun and safer way for pre-schoolers to nine year olds to enjoy a wide range of popular kids TV. Parents have been involved in the development of the Sky Kids app. The result is an app that kids will love, supported by safety features that parents need.

Pre – School Resources: Under 5s



Bolton SICT Blog -

<http://blog.sict.bolton.gov.uk/esafety/teachers-resources//>

Online Safety @home

The images below link to a range of websites that can give parents tips, advice, guides and resources to help keep your child safe online.



NSPCC NetAware - www.net-aware.org.uk

have developed a guide, primarily aimed at parents of 8-12 year olds, about the social networks, apps or games with an interactive element that children use most frequently use.

Common Sense Media - www.common sense media.org

provide age ratings and reviews for many apps, relying on developmental criteria to determine what content is appropriate for which ages.

Any other comments & questions?

