Online Safety



www.saferinternet.org

Aims

- To improve understanding of how children and young people are really using technology
- To consider the risks and benefits associated with their use
- To provide some solutions

Education, rules and empowerment

A successful approach will embody all 3
 elements – children need to have some
 boundaries, but also need the freedom to
 discover and take risks for themselves (in a
 managed environment) – this is the only way
 that they can learn.

"There are three ways to get something done; do it yourself, hire someone or forbid your kids to do it"

Mona Crane



How do you see the internet?

Good



or

• Bad



 Click to watch a video giving different points of view





Who am I talking to?

We can be anyone we want to be on the internet, but unlike the "real world" it is much more difficult to know who we are talking to online...

5-7 year olds online — what are they doing?





Homework

Finding information

Playing games

communicating with their friends

8-11

Schoolwork – 53%



Communication – 34%

Social Networking – 24%









12-15



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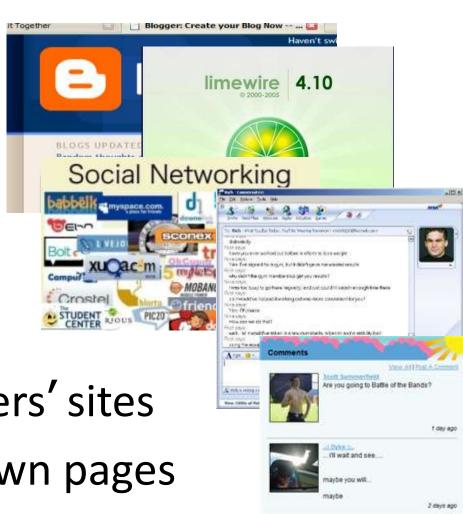
- Schoolwork 81%
- Communication 72%
- Social networking 66%
- Information 64%
- Music 50%
- Gaming 49%





they are also...

- Blogging
- Sharing music
- Social networking
- Gaming
- Messaging
- Commenting on others' sites
- Personalising their own pages
- Sexting







Blogging

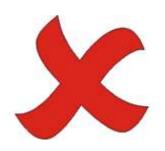
- More than 133,000,000 blogs have been indexed since 2002
- 77% of internet users read blogs

 Click on the image to find out more about blogging.





Cyberbullying





 Click on the images to watch films explaining some of the issues around cyberbullying.

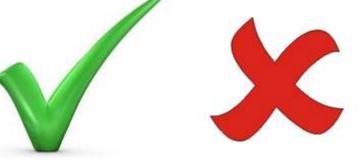


What's different about cyberbullying?

- Cyberbullying can take place at any time and can intrude into spaces that have previously been regarded as safe or personal.
- The audience can be very large and reached rapidly.
- People who cyberbully may attempt to remain anonymous.
- Cyberbullying can take place both between peers and across generations; teachers have also been targets. Age or size is not important. Many victims of physical bullying become cyberbullies as they feel empowered to "get back" at their bullies from the safety of their own bedroom or home when they get online.
- Many cyberbullying incidents can themselves act as evidence.
- Taken from Cyberbullying: A whole-school community issue (DCSF-00685-2007)



Sharing music..



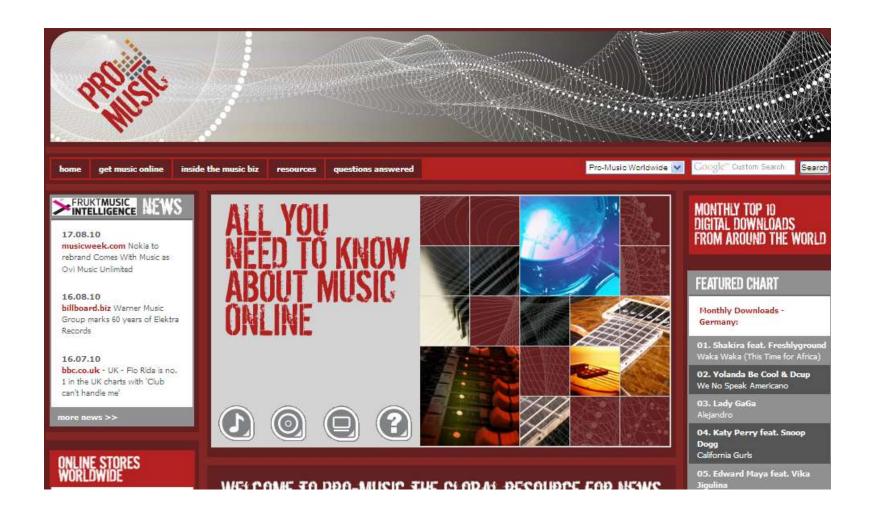




- Copyright?
- What can you copy?
- Copying or distributing copyright material without permission can be illegal....



Visit Pro-music for more information



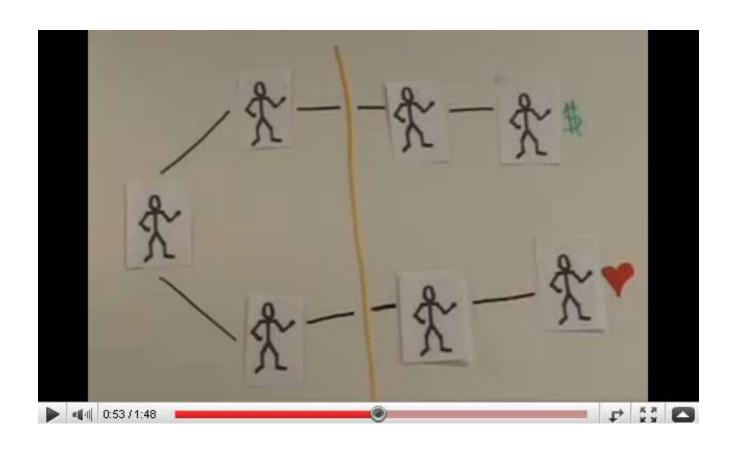
Social Networking....what they say..



'How can we come to any harm when we are sitting at home, nothing really bad can happen'. 15 year old girl

'I just want to go ahead and have fun and not worry about things like that, it's too boring'. 14 year old boy who was asked if he would look at the safety pages on a social networking site

Social networks explained!



So what are the risks?

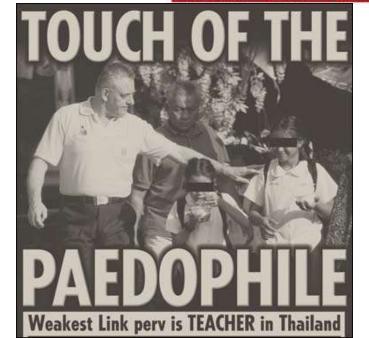
- Damage to online reputation
- Contact with unsuitable people
- Exposure to inappropriate content
- Potential for cyberbullying
- Fake profiles
- Too much personal information given online

Media coverage....





Jane's family demand vile porn web ban as murderer gets life



 Tends to be very focussed on paedophiles, the worst end of online safety issues....yes this can happen, but there are other issues that face young users

Online reputation...



Click to watch a short video showing how what you post on social sites can cause problems...

Overexposed by Nicholas Chen and Edan Freiberger TrendMicroInc ≥ 59 videos Subscribe f http://www.facebook.c

0:03 / 1:59

Pictures like this do not show users in the best light....





Gaming...





- Users gain collaborative problem solving skills
- Users put a high premium on skill and value added
- Users have a strong sense of competence
- Users are comfortable about taking measured risks
- Users multi-task well
- Users expect themselves to actually deliver
- Marc Prensky

Gaming





- There is some evidence of short term aggression from playing violent video games but no studies of whether this leads to long term effects.
- There is a correlation between playing violent games and aggressive behaviour, but this is not evidence that one causes the other.
- Addiction
- Byron Review <u>www.dcsf.gov.uk/byron</u>



Sexting



- The posting of inappropriate sexualised images of young people....
- In the Netherlands, 2%
 of teens have "sexted"
 (themselves totally or
 partially nude) this
 represents 40,000
 teens.
- From "Contact! Children and New Media" Jos de Haan and Remco Pijpers



 Click on the image to see a video from the Italian Safer Internet Awareness Centre on sexting....

"Think before you post..." This was the slogan for Safer Internet Day 2010





Security issues



Passwords



- Have a strong password
 use letters, numbers,
 symbols
- Protect your password
- <u>Test your password</u> to see if it is strong



Security issues



Fraud



- Use anti-spyware and anti-virus protection
- Keep this up to date
- Be on the lookout for phishing emails
- Remember a bank will never ask for your password via an email.
- <u>Learn more about</u>
 <u>phishing scams</u>