Online Safety Newsletter
May 2024

Safer Internet Day 2024

During the Spring Term, Walmley Junior School once again took part in Safer Internet Day celebrations. This year, the theme was 'inspiring change' and children explored how technology has changed through time and how we can make positive changes online.

Assessing Smartphone Readiness

"Is my child old enough to have a phone?" It's a common, understandable question that many parents ask but it's also one that is very difficult to answer as there are so many factors involved. For younger children it's often peer pressure; with older children, social isolation is very common.

The Institute for Digital Media and Child Development have put together some tip sheets for parents which are really useful. There are 3 parts:

- Assessing readiness.
- Preparing for healthy use.
- What now?

Follow the link: Smartphones - Assessing Readiness

Useful Links

- Report to CEOP online – www.ceop.police.uk
- Call the NSPCC & O2 Online Safety Helpline – 0808 8005002
- Use NetAware to stay up to date with all the latest social network guides – www.net-aware.org.uk

Social Media Influencers

During Safer Internet Day, Year 5 and Year 6 discussed online influencers. The things social media influencers do and say online can be quite impactful. Around a third of children and young people think that, because the influencer is a 'celebrity', what they share is always good. We know that isn't always the case.

Internet Matters have a great article where various specialists offer advice and guidance to parents/carers to help them encourage their children to think critically about social media influencers. You can find the article here: Thinking Critically about Social Media Influencers

Setting Boundaries around Gaming

Almost half (46%) of 8 to 11 year-olds in the UK play online video games with people that they don't necessarily know. While 55% of parents of young gamers worry that their child might be pressured into making expensive in-game purchases.

Most children find gaming immensely enjoyable, but its volume of potential risks – and capacity to influence behaviour – often make it problematic for parents. Check out the guide below from National Online Safety to help set boundaries for your children around gaming.

Online Gaming Boundaries

Live Streaming

Around one in four social media users watch other people's content in real time on those same platforms. What's more, Ofcom estimates that 58% of children in the UK have consumed video content this way – with many also creating and broadcasting their own material online.
Live streaming, as it's known, has become immensely popular – with some streamers drawing tens of millions of followers. Among those viewers, however, lurk individuals who may pose a threat. Please familiarise yourself with 'live streaming' by looking at another guide from National Online Safety below:

Live Streaming