



E-Safety Workshop

Mrs Welling
Computing Leader





What is E-Safety?

- E-Safety is fundamentally about **educating** children and young people to enjoy and use technology safely.
- E-Safety is about **learning to understand** and use new technologies in a positive way.
- E-Safety is less about restriction and more about **education** about the risks as well as the benefits so we can feel confident online.
- E-Safety is concerned with **supporting children** and young people to **develop safer online behaviours both in and out of school.**
- E-Safety is about **educating and empowering** children to use and enjoy the internet safely.
- E-Safety is about **raising awareness** of the risks with parents, teachers and adults whose job it is to educate children.
- E-Safety is not about computers or technology –it is about **SAFEGUADING.**

Statistics – Ofcom Children And Parents: Media Use And Attitudes Report 2020

3-4 year olds



48% have their own tablet
and 4% their own smartphone

To go online - 67% use a tablet,
35% a smartphone, and 30% a laptop

To watch TV - 84% use a TV set,
70% a tablet, and 42% a mobile phone

47% watch live broadcast TV,
90% watch video-on-demand content*

23% play games online

18% use social media apps/sites

20% use messaging apps/sites

92% use video-sharing platforms (VSP)

24% use live streaming apps/sites

* Video-on-demand content includes subscription services such as Netflix, broadcast catch-up services such as BBC iPlayer, recorded TV, websites like Vimeo and YouTube, blu-rays/DVDs, and renting online such as from Google Play Store

Statistics – Ofcom Children And Parents: Media Use And Attitudes Report 2020



Online Gaming

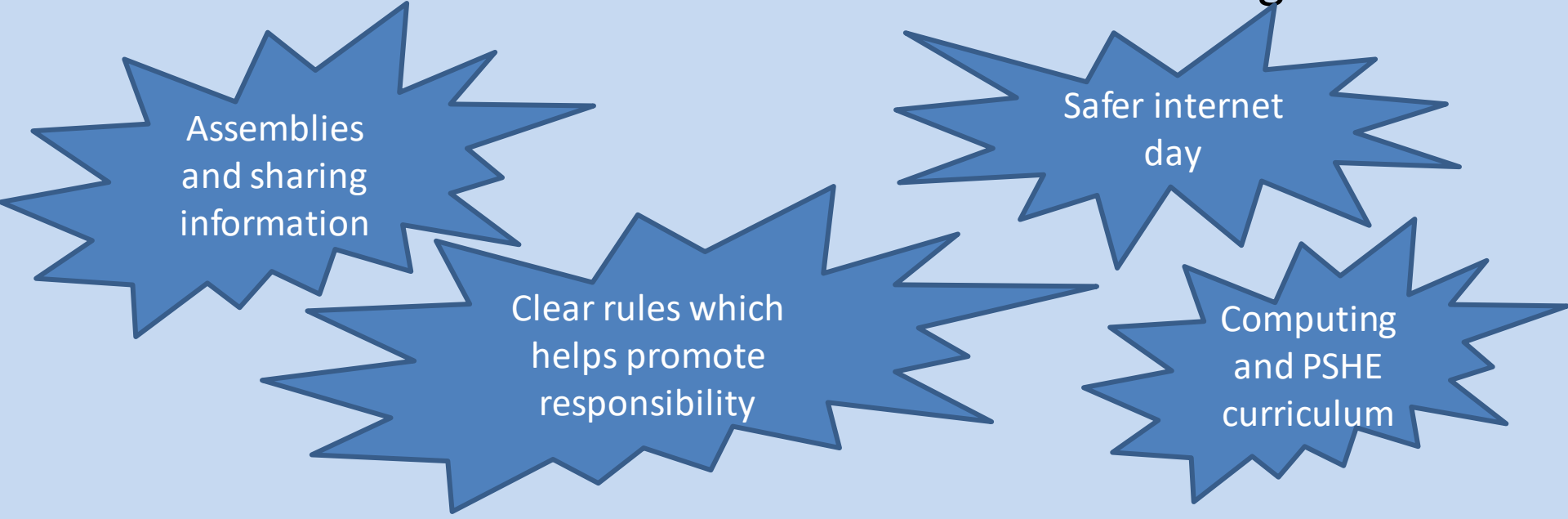
- Another fundamental form of entertainment for children in 2020 was online gaming. Our research showed that around seven in ten children aged 5-15 played games online during 2020.
- The Insights Family data revealed that time spent on 'video games' in a typical day increased slightly in 2020 among children aged 5-15 overall (up 5 minutes since 2019, to 1 hour 21 minutes).
- However, the main driver for the overall increase among 5-15s was among younger boys aged 5-7. Boys in this age group showed an increase of 24 minutes since 2019, to 1 hour 26 minutes in 2020.



**Statistics – Ofcom Children And Parents:
Media Use And Attitudes Report 2020**

How is e-safety covered?

- **Foundation Stage** –Children recognise that a range of technology is used in places such as homes and schools. In reception, we discuss the school charter and read simple stories about E-Safety.
- **KS1-** Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.



Assemblies
and sharing
information

Safer internet
day

Clear rules which
helps promote
responsibility

Computing
and PSHE
curriculum

How does
Manor ensure
all children
know how to
stay safe
online?

Our School Computing Charter

Rules for using the internet at Manor C of E Infant School.



I must ask permission before using the internet.

I must only use the internet when an adult is with me.



When using the internet I will follow the instructions given to me by my teacher.



I will only use websites that my teacher has given me to view.

If I see something that upsets me, I will tell an adult straight away.



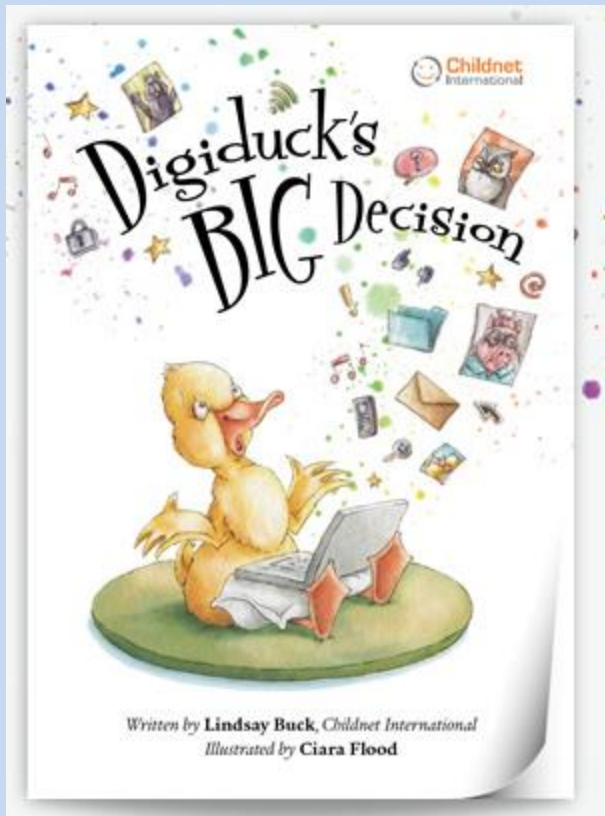
I will keep personal information private.

I will ask permission before taking a photo or video of anyone.



What books do we use in school?

- Digiducks Big Decision



This book is about a duck who likes playing an online game and enjoys chatting to his friends online. He has a message come through of a funny picture of one of his friends and wants to share it.

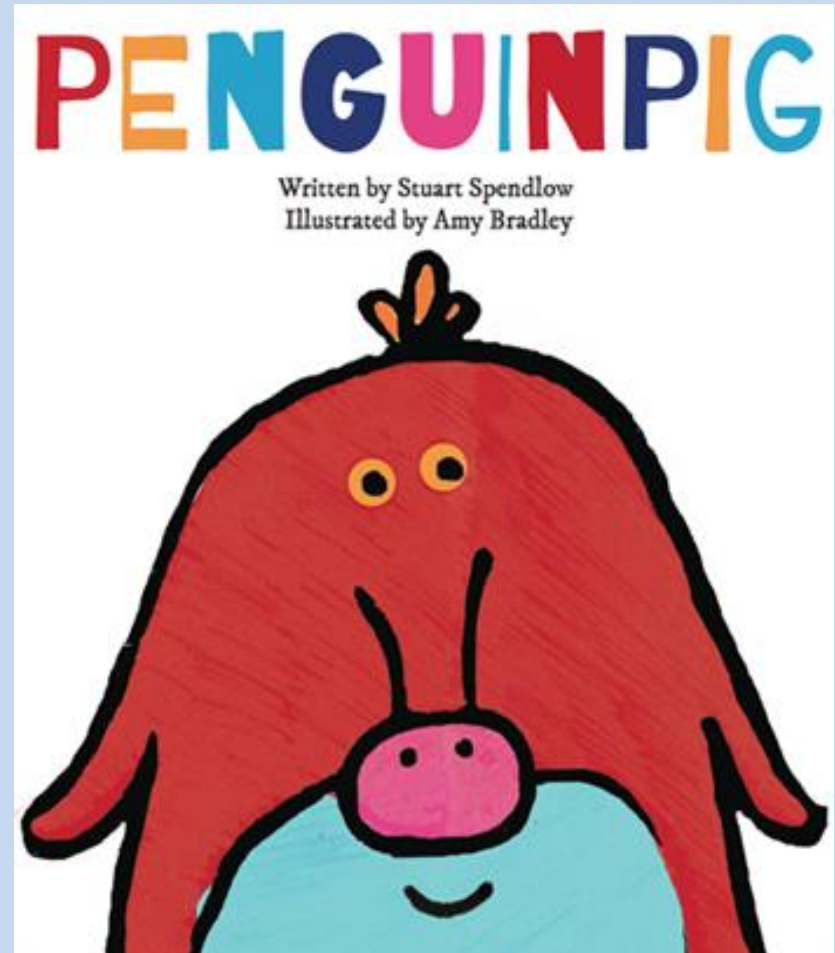
The book explains because the picture was on the internet more people saw the picture and people were being unkind about the picture.

It gives the children a clear message in the book that 'The internet is a wonderful place to have fun, but you need to behave as you do in the real world. Say kind things to your friends and make sensible choices.'

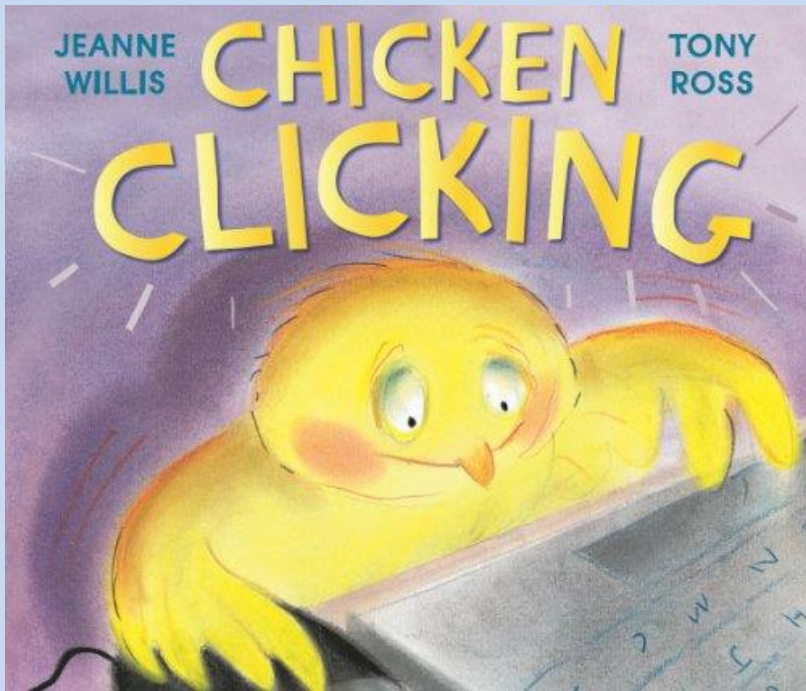
Penguinpig

'When a little girl reads about a penguinpig on the internet, she decides that she must go and find one. Not telling her parents, she sets off to the zoo and carefully follows the instructions from the website. But does she find her adorable penguinpig? Unfortunately, when the girl follows the instruction there is not a penguinpig, there is a bear.

This book teaches the children that we can not always believe what we read on the internet and that someone people do not tell the truth. It also teaches them about the importance of telling a trusted adult what they are doing.



Chicken Clicking

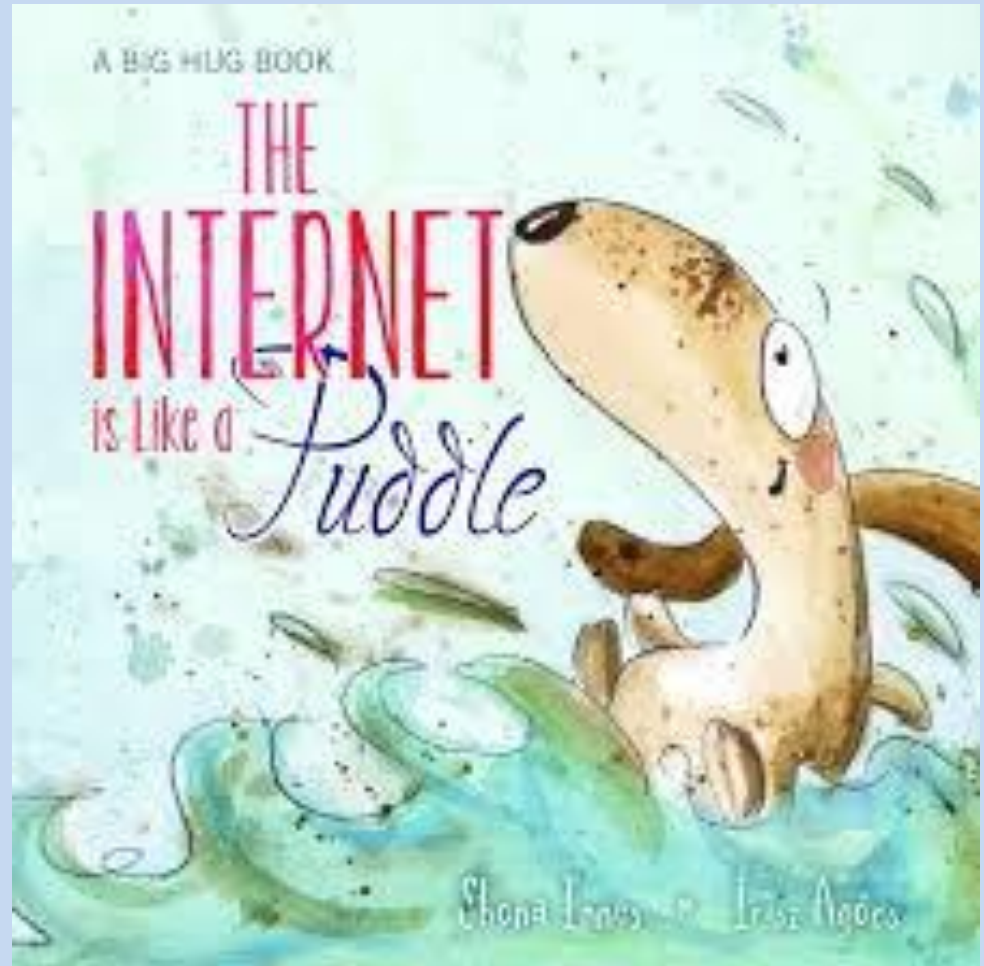


Chicken Clickling is on the internet and gets chatting to a friend. He thought it was another chicken but when they arrange to meet they discover it is a wolf.

This story is explaining to children that not everyone tells the truth online and we don't actually know who we are talking to.

The Internet is Like a Puddle.

The internet can be an amazing tool and a fun place. But the internet can be a bit like a great big puddle. Some puddles look shallow on top, but they are actually really deep underneath. We need to make sure we play safely in the internet puddle.



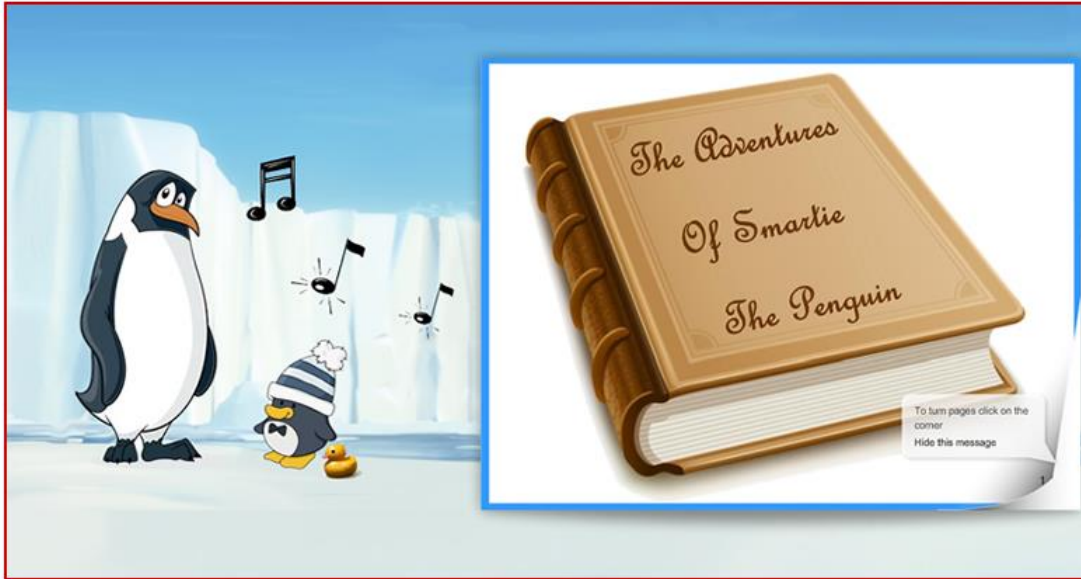
Other resources we use at school.

- In school we use the ‘thinkuknow’ website to help teach E-safety. There are videos and stories we share about Jessie and her friends.
- www.thinkuknow.co.uk/parents/jessie-and-friends-videos/



<http://www.kidsmart.org.uk/teachers/ks1/readsmartie.aspx>

Read "The Adventures of Smartie the Penguin"



This online story is about a penguin who gets a new laptop for his birthday.

A picture pops up on his computer – what should he do?

An email pops up from a stranger – What should he do?


This book allows children to have a discussion with their peers and discuss what they should do.

Can you help Smartie make the right decision?
Should he try to fix the problem by himself and
press the buttons on his computer to get rid of
the picture, or should he ask Daddy Penguin
for help?



It also teaches the children a little rhyme to help them remember to tell an adult.




Sing with me!



Before you click, click, click...

You need to think, think, think...

And TELL someone!



12

Top tips for
keeping children
safe online.

Get involved

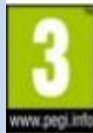


Surf the internet and play games with your children and let them show you what they like to do online.

Adhere to age restrictions



Age Ratings



The rating 3 games that might have a bit of violence but no blood no gore online and is suitable for any age. Age ratings games would be for sport or any other game that has a bit of violence. The age ratings could mean the difficulty of the game.



The rating 7 games that would have violence through out the game has online and is suitable for 7 and over there wont be blood or gore because it would be a child's game and the levels of the game would be a bit harder than the age ratings of 3



The rating 12 games would have violence a bit of sex online bad language and is for people who are 12 and over. the game levels would be harder to complete and also they expect people who are the age of 12 to complete the game.



The rating 16 games would have violence with blood fear sex online nudity gambling bad language and is suitable for people who are 16 and over because the people who made the game would expect people who are 16 to understand what's going on in the game and people who might play this game might not understand



The rating 18 games would have sex nudity violence with blood fear online gambling drugs discrimination bad language and is for people who are 18 because they would know what's going on in the game and would understand what's going on

What to do if your child sees inappropriate material online.

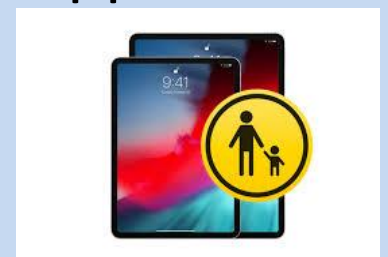
- Don't overreact if your child tells you about something they have seen. You might feel shocked and angry but dealing with it calmly your child will know they can turn to you again.





Parental Controls

- Many internet providers in the UK provide their customers with free parental controls.
- Parental controls can also be set up on games consoles, such as PlayStation, Xbox, and Nintendo Wii.
- All mobile network providers provide parental controls. Some will have these on a default, but on others you will need to request for parental controls to be turned on. Some apps can help filter out age-inappropriate content or help restrict some of the smartphone functions, so have a look in the app store.



Check who is in your child's network



What is a friend if you're an adult?

Someone from
your past

A relative

A colleague

Someone you've
met

What is a friend if you're a child?

Someone they
play online
games with

Someone they
met on a forum

A friend of a
friend

Someone they
haven't met

Only use location settings when required

- As more apps gain information about user's location, it is important to pay attention to where this has been allowed and when it should be disabled.



Don't share personal information



Remember our digital footprint

Once it's online
there is always a
record.

Share images
Wisely.



If you
wouldn't put
it on
a notice board
– don't put
It online.

Consider where devices are used



Check the browser search history on a regular basis.



Keeping kids safe online- A guide of where to start.

- <https://www.net-aware.org.uk/tips-and-advice/>



Useful websites

- <https://www.thinkuknow.co.uk/>
- <https://ceop.police.uk/>
- <http://www.kidsmart.org.uk/teachers/ks1/readsmartie.aspx>
- <https://www.net-aware.org.uk/tips-and-advice/>



Mrs Catherine Welling

What is Tapestry?

- An online journal recording all the learning and fun of children's early years education.
- It can be accessed from a computer, apple or android product.
- Observations are made of each child on the different areas of the Early Years Curriculum.
- It is a secure online journal.
- It is user name and password protected.

Tapestry Account Activation

Hello Mrs,

You have received this email because a Tapestry account has been created for you at Manor Church of England Infant School.

IMPORTANT!

If you did not request this account, please ignore this email.

Instructions

We require that you activate your account by creating a password. Simply click on the link below and complete the rest of the form.

<https://eylj.org/passreset/071F-E142-3CA3-3954-AC83-362E/>

This link will expire at 21:07 on 16 Nov 2015 (GMT).

(Some email client users may need to copy and paste the link into your web browser).

Why do we want parents to be involved?

- As family members, you observe different things to at school;
- At home there are different learning experiences.



Observations/ Wow moments

- A 'Wow' moment can happen anytime, anywhere.
- It is a time when your child does something ***independently*** for the first time.
- This could be:

- recognising new sounds they have learned;
- having a go at reading or writing some letters/words/numbers;
- reading a new word or book particularly well;
- succeeding in doing something that they have found difficult;
- counting to a larger number that they usually find tricky;
- performing particularly well when playing a Maths game at home;
- completing a piece of independent writing such as a story, birthday card, shopping list etc.
- helping a younger sibling in some way;
- performing any type of responsibility or demonstrating good personal skills e.g. helping with household chores, folding his or her own clothes, making his or her own bed etc.
- riding a bike without stabilisers for the first time.

