# Media Mums and Digital Dads

*John Khan - Lead Practitioner for Anti-Bullying, Prevent and Wellbeing*

*Creating a better & safer internet together*

# Workshop ground rules

- Don’t mention any child by name
- If you’d like to talk about a specific incident please come and see me or a member of staff after the workshops

# Focus of the workshop

- Examine a range of e-safety issues faced by children
- Explore Apps used by children
- View a range of popular educational Apps

# Did you know…

- 15% of parent have built an online presence for their child before they are even born
- By the time a child is aged five parents will have placed an average of 1000 pictures of them online
- 1 in 5 young people believe everything they see on the internet

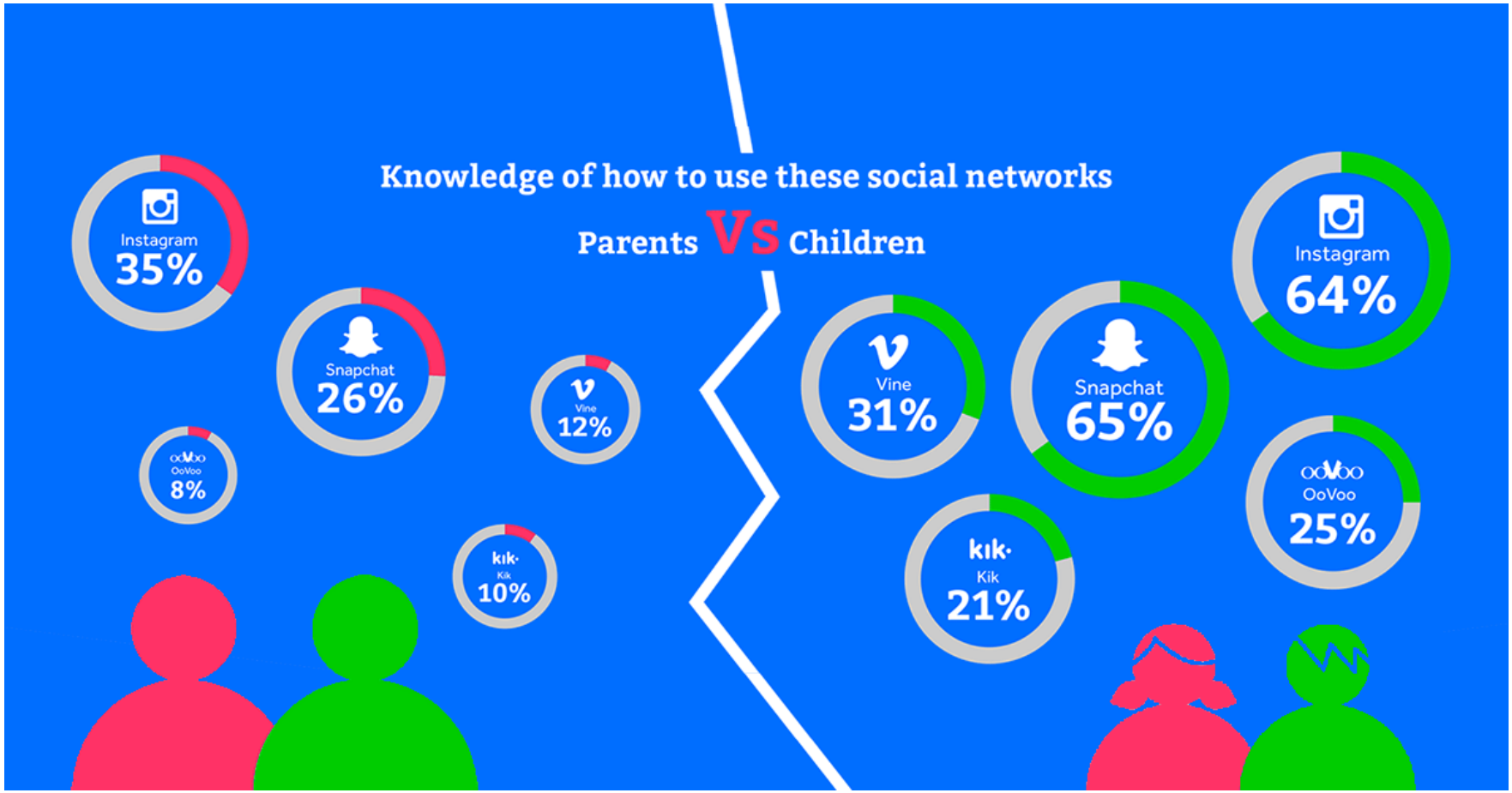
# What concerns parents?

- Parent concerns do not always match those of children:
  - concerned about accessing inappropriate material online
  - worried about unwanted contact by strangers online
- Children see risks emanating from:
  - cyberbullying, violent and sexual content arising out of everyday chat with people from school

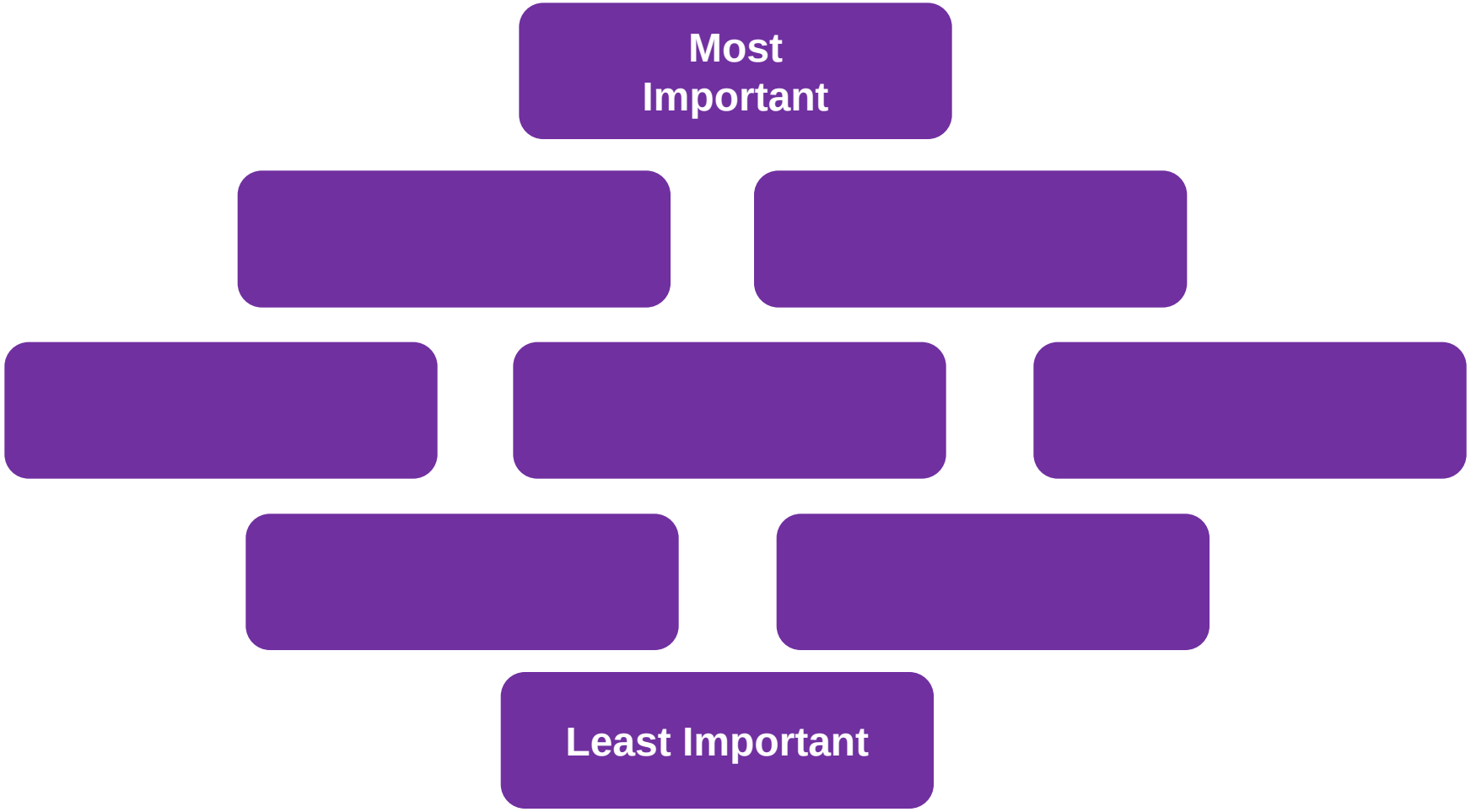
# Advice parents need:

- How to filter content
- Keeping up to date
- Amount of time their child spends online

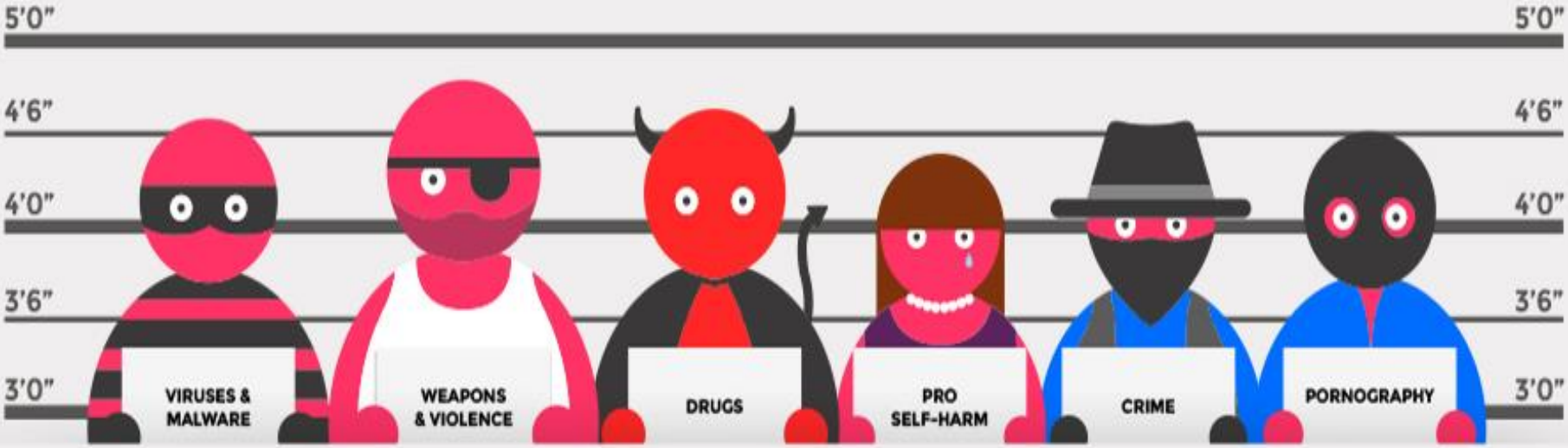
# Digital Divide



# E-safety activities



# Is your family protected against internet baddies?



internet
matters.org
#
xxx

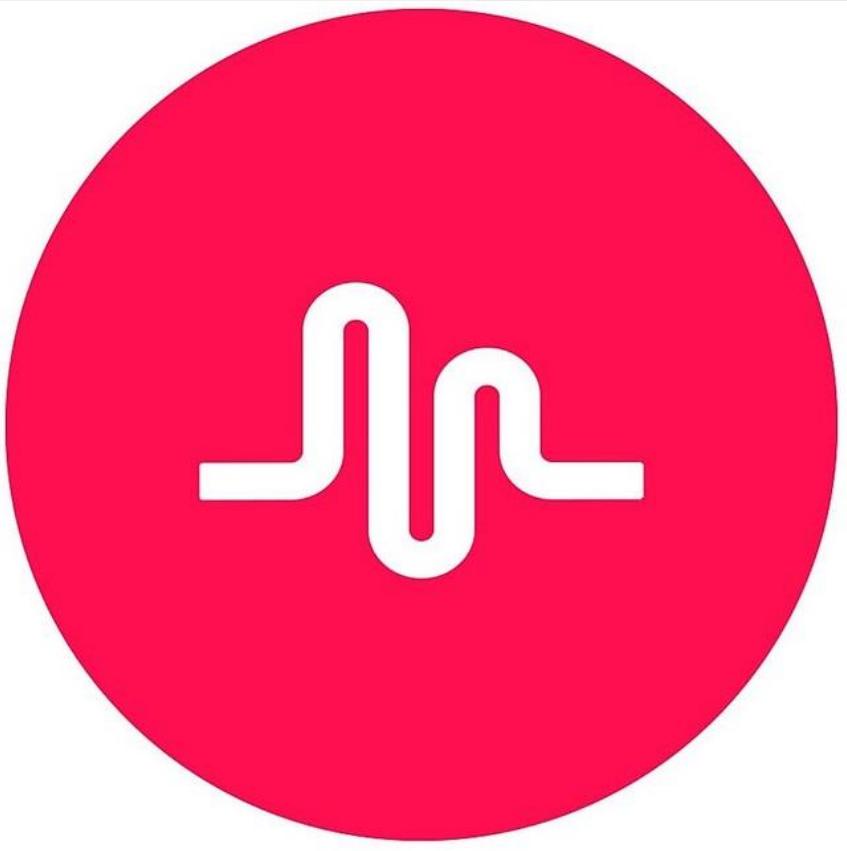
# PEGI ratings on games & apps

# When is the right time?

# Fact or Fiction: Blue Whale

# Decoy Apps

# Musical:ly



The top 3 concerns were:

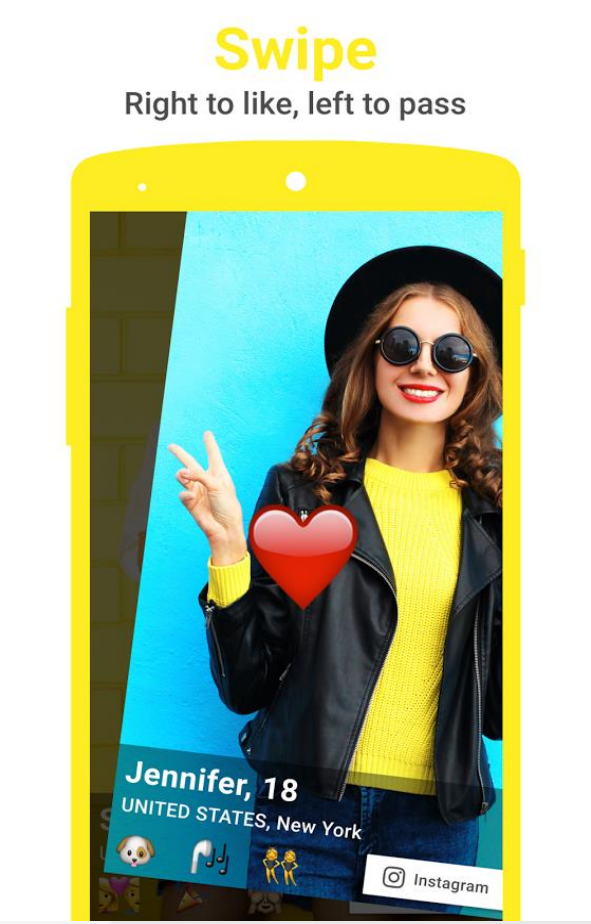
- Uncertainty about age restriction 13 or 18?
- Privacy settings
- Adult content
- Risk of strangers being able to view their pictures

# Sayat.me

The top 3 concerns were:

- Bullying i.e. rude and offensive comments
- Risks to young people's self-esteem
- Anonymity

# Yellow




The top 3 concerns were:

- Dubbed ‘Tinder for Teens’
- Risk of online grooming
- Concerns over impact on young person’s well-being

# Snapchat

64% of the children and young people think Snapchat can be risky.

The top 3 concerns were:

- Snap Map
- sexual content
- strangers accessing their images

# Instagram

54% of the children and young people think Instagram can be risky. The top 3 concerns were:

- Uncertainty about age
- Adult content
- The risk of strangers being able to view their pictures & videos

# Twitter

64% of the children and young people we asked think Twitter can be risky. The top 3 concerns were:

- Bullying
- Privacy settings
- Inappropriate content

# Child Friendly Apps

# Kidrex search engine

# Cbeebies Playtime

- Games in this app have all been designed to help little ones learn while they play
- No need for internet connection
- No in app buying

# BBC Bitesize

- **Frequently updated app that teaches English, Maths and Science!**
- Fun animations to explain each topic
- Interactive
- Check understanding

# Youtube Kids

- This free app with age-appropriate videos, channels, and playlists.
- Big buttons easy scrolling with auto full-screen
- Parental control settings to limit time

# Hakitzu Elite: Robot Hackers

- Inventive app that teaches children the basics of computer programming/coding by building giant robots.
- For older children.
- In-app purchasing

# Friendstrip Kids

- Lets children feature in their own comic strip.
- Children take photos to fill in the frames and then star in over 80 stories.
- In-app purchasing.

# Parental control apps

MM Guardian

Funamo Parental Control

AppLock

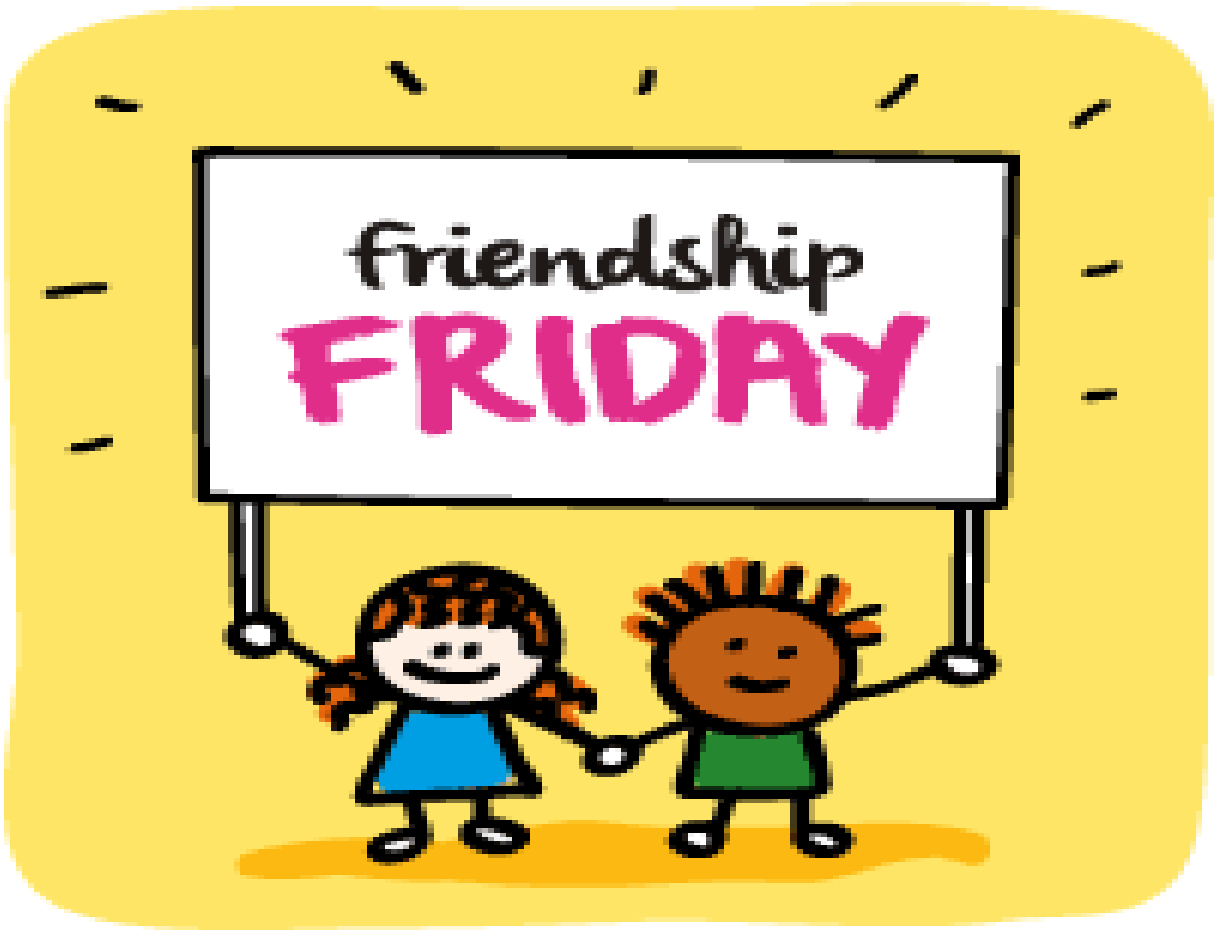
# Digital dads & media mums

- Need to be good digital role models
- Teach children that digital tools are powerful tools
- Be familiar with the sites children use

# What can I do right now?

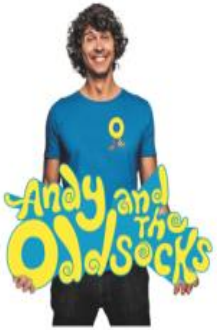
- [ ] Open trusting dialogue with your child
- [ ] Family agreement
- [ ] Consider filtering and blocking software
- [ ] Think before you/they post
- [ ] Understand the laws
- [ ] Privacy settings and reporting
- [ ] Save the evidence and report the incident
- [ ] Age ratings on apps and games
- [ ] Protect their personal information

# Any questions?


friendship
FRIDAY

# ODD SOCKS DAY FOR ANTI-BULLYING WEEK

Anti-Bullying Alliance




All Different

All Equal

#ANTIBULLYINGWEEK

FEEDBACK