



Technology workshop

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Devon Safeguarding Team



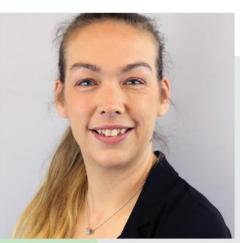
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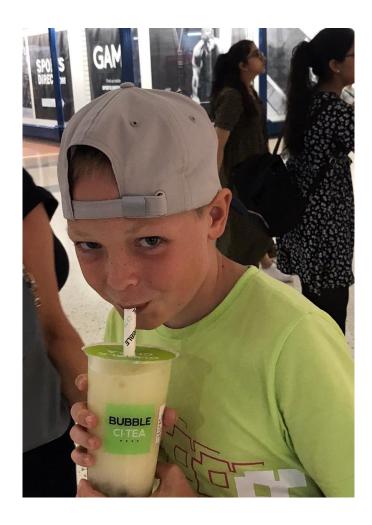
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As a safeguarding team, we offer a unique set of skills, experience and support including a wide range of resources, training, reviews and advice. With over 50 years' collective school-based experience in senior roles from Early Years, through Primary age, Secondary and working with FE providers, we have each held the post of Designated Safeguarding Lead and Senior Leadership roles. As a team we understand fully the requirements of schools to ensure that a robust safeguarding culture is central to supporting children and their families, working in partnership with agencies including Health, the Police and Children's Social Care. We attend a range of partnership meetings as part of our role working with the Families Partnership, which places us at the centre of local policy development and the decision making process. In working with a range of schools in all age groups, including those who work with SEND learners, the Independent sector, Multi Academy Trusts, Federations and Maintained schools, we pride ourselves in offering a comprehensive level of support.

Devon Safeguarding Team - Advice and guidance: devon.cc/education-safeguarding









Key learning:



By the end of this session participants will have had a chance to....

- Understand the risks and some ways in which these can be managed
- Understand the benefits of technology including as support for Mental Health and wellbeing
- > Know where to go to find practical support
- Consider how to support your child navigate their 'virtual world'





Key messages:



This session is going to.....

- Remind you and your child(ren) of the risks when online or using technology
- Empower you with some current data and research and debate!
- Provide ideas to support you to better understand how to safeguard your child's use of technology
- Start a conversation for you to continue at home with you child(ren) and other adults
- > Reflect on how you model the use of tech
- Offer reassurance



Health warning!



- No intention to offend
- No intention to generate fear or anxiety
- We will all have different values and opinions
- If any content is challenging, has a personal connection seek support
- We are all learning nobody gets this right all the time!
- I'm going to invite you to talk to me too!



"Kayleigh's Love Story" Leicestershire Police







When did you join?











































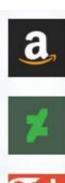






Maybe you joined here?!













































































































































Safeguarding training – late 1970's!

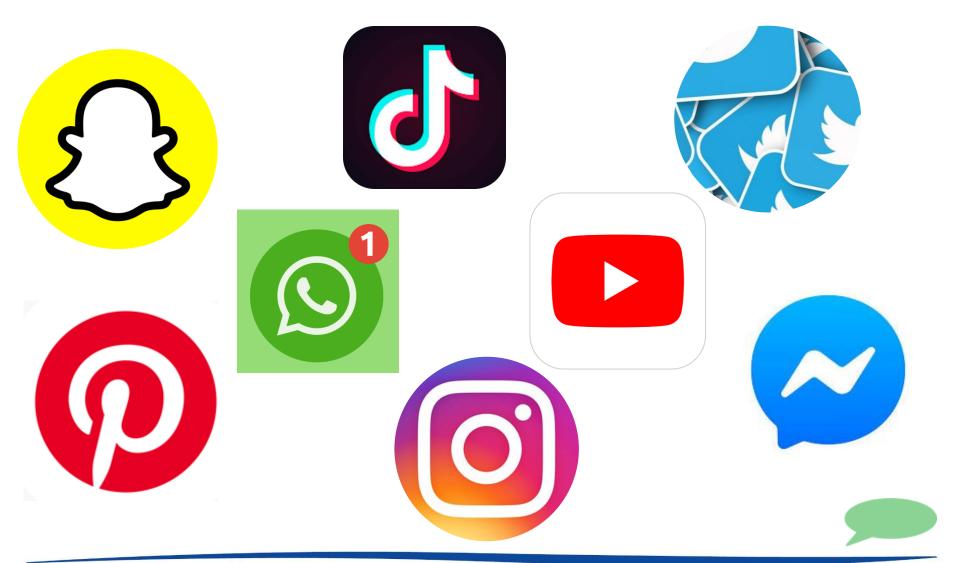






Social media (SM) – how many can you name?





How do we measure success on SM?









HOW MANY LIKES YOU HAVE

HOW MANY FRIENDS YOU HAVE HOW GOOD YOU LOOK
IN YOUR PICTURES

This virtual world and virtual life has huge significance, and benefits!





What messages do our children get?

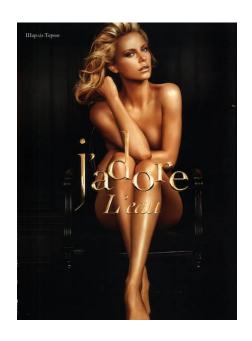






Marketing and the media













On-line games









On-line games/apps – help for parents









National Online Safety



On-line games





Grand Theft Auto V











Platform: Xbox Series X|S

Publisher: Take2 Interactive Software Europe Itd

Released: 15/03/2022











Advice for consumers

This game has received a PEGI 18 which restricts availability to ADULTS ONLY and is not suitable for persons under 18 years of age. This rating has been given because it features violence against vulnerable and defenceless characters, motiveless killing of innocent characters, graphic violence, encouragement of gambling and use of strong language.

Brief outline of the game

Updated version of the action-adventure game, originally released in 2013, in which a young street hustler, a retired bank robber and a terrifying psychopath find themselves entangled with the criminal underworld, the U.S. government and the entertainment industry, and must pull off a series of dangerous heists to survive in a ruthless city. This version includes various pieces of DLC, featuring cosmetic upgrades, new and enhanced weapons, and new storylines and gameplay.





On-line games





ABOUT PEGI 🗸

ADVICE V

NEWS

PUBLISHERS

CONTACT US

LEVEL 20!

💥 English 🔻

Q ENTER GAME TITLE

SEARCH

PEGI helps parents to make informed decisions when buying video games

PEGI provides age classifications for video games in 38 European countries. The age rating confirms that the game content is appropriate for players of certain age. PEGI considers the age suitability of a game, not the level of difficulty.

FIND OUT MORE -

TWO LEVELS OF INFORMATION AS A GUIDE: THE PEGI AGE LABELS











THE CONTENT DESCRIPTORS

















MORE INFO —



Online: Areas of Risk



Content

• being exposed to illegal, inappropriate, or harmful content, for example: pornography, fake news, racism, misogyny, self-harm, suicide, anti-Semitism, radicalisation, and extremism.

Contact

• being subjected to harmful online interaction with other users; for example: peer to peer pressure, commercial advertising and adults posing as children or young adults with the intention to groom or exploit them for sexual, criminal, financial or other purposes.

Conduct

• online behaviour that increases the likelihood of, or causes, harm; for example, making, sending and receiving explicit images (e.g. consensual and non-consensual sharing of nudes and semi-nudes and/or pornography, sharing other explicit images and online bullying.

Commerce

• risks such as online gambling, inappropriate advertising, phishing and or financial scams.

What are the 'risk alarms' for each of these?





Are we exempt?



- Checked your phone during a conversation?
- Looked at your device whilst eating?
- Checked your work emails outside of work hours, evenings or weekends?
- Felt annoyed, upset or stressed when checking your social media?
- Left your phone at home when going out?
 How did it feel?.....

"What behaviours do we 'model' for our children?"



What are the risks - Grooming?



Exploitation that could include:

- 1.County Lines (including gang involvement and criminal activity)
- 2.Radicalisation access to extremist views/opinions
- 3. Child-on-child including that of a sexualised nature
- 4. Child Sexual Exploitation (CSE)



Extreme Right Wing and Far Right Symbology







Secondary age data



INTERNET SAFETY

- 96% (95%) of pupils said that they have been told how to stay safe online.
- 85% (75%) of pupils responded that they use the Internet for watching videos, 72% (61%) of pupils said that they use it for sites like Facebook, Snapchat, Instagram, TikTok, etc.
- 19% of pupils (36% of Year 10 girls) said that they have received sexting images. 9% (5%) said that they have been asked to meet someone they don't know in real life.
- 29% (23%) of pupils said that they have seen something upsetting when using the Internet.
- Because of something that happened online, 62% (51%) of pupils said they had blocked someone, 27% (25%) had talked to their parents/carers about it and 7% (7%) had talked to an adult at school about it.

Devon County Council's Public Health Team survey - 2021



Primary school research (autumn 2022) 7-11 year olds (236 children)



- 49% of children said that they access the internet while they are in their own bedroom.
- 20% of children are spending over 10 hours a week online.
 65% of children use the internet to play online games.
- 11% of children say that they access the internet for social media despite being primary school age.
- 23% of children said that they **ignored something that had** worried them that they had seen online and not told anyone.
- 33% of children have spoken to someone they do not know while they have been online. 52% of these interactions occurred whilst playing an online game.



Primary school research (autumn 2022)

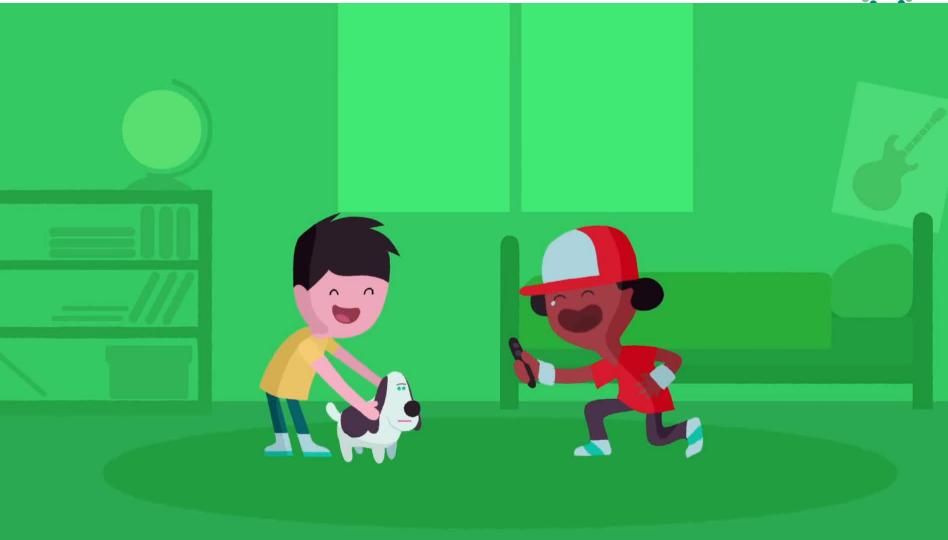


- 23% of children say that they are never asked what they do when they are online.
- A further 24% say that they are rarely asked.
- 8% say that they do not have a safe search filter on their internet.
- 85% do not know if they have a safe search filter.
- 16% of children admit to trying to look up something on the internet that they know they shouldn't.
- 39% of these children said that they found what they searched for on the internet.
- 36% of children say they have watched a live stream on the internet.
- 43% of the children say that they have their own mobile phone.



Sharing indecent (sexual) images - sexting







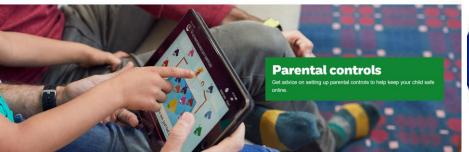
Support











Deciding what's appropriate for children to see online







We want everyone to get the most out of tech and enjoy happy and safe digital lives. With regularly updated articles and expert advice, here you'll find plenty of resources and support - helping you make the right digital choices for your family.



Support – for your child and you











YOUNGMINDS

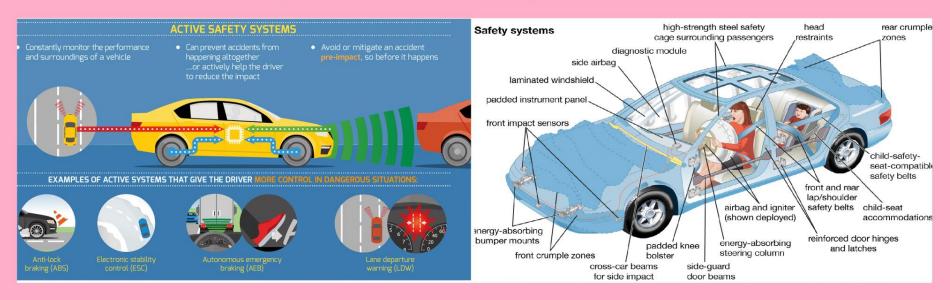




Have you got your 'seat belts' on your devices?



Active and passive safety features in a car







Chat Codes



LH6 **ASL** WTTP LMIRL CU46 **GNOC**



What do we mean by harmful content?



- Extremist views including terrorism
- Self-harm and suicide ideation apps and websites
- On-line bullying
- Discrimination including racist, homophobic and misogynistic behaviours (INCEL)
- Acts of violence including sexual violence
- > Pornography
- › Age-inappropriate games
- Gambling

Where and when do children come into contact with this?



Next steps:

Devon Education Services

- Get in the game update your knowledge of what your child is doing
- Show an interest, ask questions from a point of interest, not fear
- Add the safety measures
 put on the seatbelts
- Talk, talk and talk some more – start a conversation!



