# Fountain Head House School-PSHE/Safeguarding Autumn 2 Bulletin



1 - 15/11/2024

Fountain Head House School

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## Welcome



Welcome to our Autumn 2 PSHE and Safeguarding Bulletin.

In this edition we will be discussing and giving information around online safety with updates on current themes and also ways of creating a safe online environment for your child/children.

This is an ever-changing subject so I hope some of the information will be of use to you.

## **An Ever-Changing Online World**

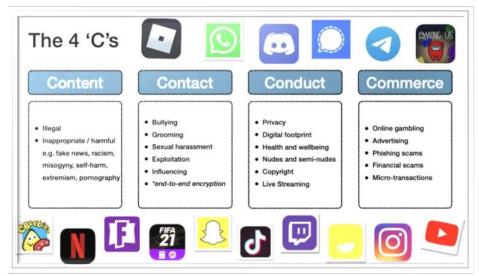


In this ever- changing online world it can become daunting when trying to navigate and stay safe. We have lived in this technology 'bubble' for many years but how do we keep up with the latest ideas and technologies?

- •For me the biggest element of this is **Be curious** go towards new technologies and look at what our children have access to. I know the easiest thing to do sometimes if hide away and stick with what we know but in order to keep our children safe we need to keep up with them I know this will be difficult as they seem to know so much more!
- •Knowledge is power have open conversations and talk about technology and the online world who is your child's latest influencer or YouTuber? What is tis individual using this platform for? Is it the message we want our children to be hearing?
- •The power of AI the more we search the more we unlock and the more the technology knows about us. Amazing opportunities but guidance needed.

## The 4 'C's of Online Safety



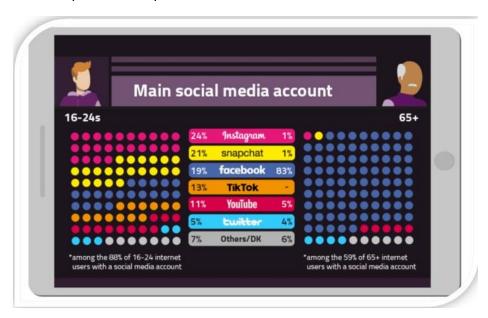


## **Social Media**



- •Shift in platforms being used
- •As adults, do we know the platforms our children are using?

•Do we use the same platforms? If not , why not? How do we know what our children are accessing or how the platform keeps them safe?



## **The Digital Playground**





The 'playgound' which children find themselves in now a days maybe very different from the playground we found ourselves in at the same age. With increases in use of technology, the ease of access to devices and the internet as well was advancements in the types of technology we are seeing (e.g. VR) the playing field has changed.

If we think back to the actual playgrounds we often frequented as children we knew the dangers of certain pieces of equipment and how to stay safe. We now need to be able to recognise these dangers in the online playground our children find themselves in and make sure they know how to stay safe.

- Benefit Vs Risk do they outweigh one another?
- A different playground we knew where the dangers were where are the dangers now?
- Does this mean the digital playground is a bad place?

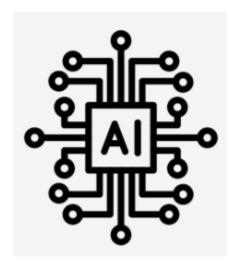
## **Stranger Danger - How has this changed?**





2 - Some content of the video might be upsetting for some watchers - please be mindful

## **Artificial Intelligence**



All isn't anything new but we are seeing an increased use of this in many aspects of day to day life. From the devices we use like mobile phones to programmes that will write script for us, this is an aspect of the online world that continues to grow and change at a fast pace.

In order to gain more information, please follow the link below - on this webpage is a useful parent/carer guide to using AI with your family - please take a look and see what opportunities AI has to offer but also how to stay safe whilst using it.

For more information click here

## **Synthetic Media - 'Deep Fakes'**





3 - This is an AI generated image - it is very difficult to recognise that this dog does not exist

Synthetic media is a relatively new concept, referring to forms of media generated with the help of artificial intelligence (AI). Known for being incredibly realistic, synthetic media can include various types of content, such as images, videos, audio, and text.

The technology used to generate synthetic media is often trained on existing, real content found online. This means synthetic media can appear realistic and may be difficult to distinguish from genuine media. Techniques used to create synthetic media include deep learning algorithms, such as Generative Adversarial Networks (GANs), which are particularly effective at producing realistic content (Understanding Synthetic Media & Deepfakes | SWGfL)

This poses a number of issues for children and adults in distinguishing what are real life images, news and stories and what is fake. There has been an increase recently with children/teenagers using AI to generate fake images of concerning content - please be vigilant.

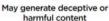
Support and Advice for Parents and Carers on Synthetic Media and Deep Fakes



#### Negatives of Using Synthetic Media Technology

The potential negatives of synthetic media include the risk of misinformation, deepfakes, and the loss of trust in authentic content due to the difficulty in distinguishing between real and artificially generated media.





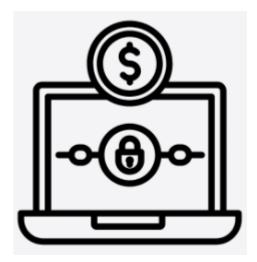


Can be used to violate people's privacy



Affects people's trust in what they see online

#### **Sextortion**



#### What is Sextortion?

Financially motivated sexual extortion (often referred to in the media as 'sextortion') is a form of blackmail that can force any individual into paying money to an offender who is threatening to share nude or semi-nude images of them.

This can also include forcing them to provide further intimate content or agreeing to do something against their will.

Typically perpetrated by organised crime groups operating outside of the UK, sextortion can target any individual regardless of their age or gender.

#### How does it happen?

- Targeting young people through social online sites.
- Moving conversations towards an end-to-end encrypted platform e.g. WhatsApp, imessage.
- •Starting sexual conversations or sharing an initial nude image.
- Requesting and pressuring the child for images or videos.
- •Blackmailing them for money or further intimate content with the threat of sharing images with family members or friends.
- •Claiming they have hacked their accounts and have access to information, images and videos.

## Age Ratings - What information is available to me?

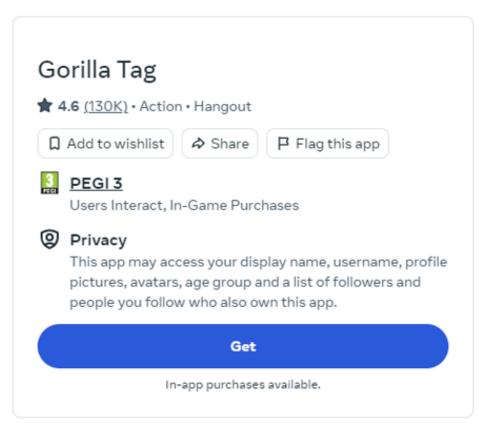




The PEGI (Pan European Game Information) system rates games and, instead of indicating the level of ability required to physically play a game, it indicates the suitability of content for that age group.

The following labels can be awarded to a game - 3, 7, 12, 16 and 18. As well as this a variety of content descriptions such as violence, bad language and fear are used to further clarify why the label was assigned.

Parent/carer judgement is still required, even if a game looks suitable from its PEGI rating. An example of this is Gorilla Tag. This game is currently Number 1 on the Meta download chart and has a PEGI 3 rating. Combined with its rating and the cartoon monkey characters this game would look, at face value, appropriate for a younger audience - however this game includes the ability to chat to people online and enter game environments set up by unknown individuals - this leads to a potential safety issue with young children playing against strangers of an unknown age and hearing conversations not appropriate to their age.





## Talking about Online Safety with your child



Ask your children to tell you about the sites they like to visit and what they enjoy doing online.

What games do you and your friends like to play online? Can you show me the websites you visit the most? Shall we play your favourite game online together?

Ask them about how they stay safe online.

What tips do they have for you, and where did they learn them? What is OK and not OK to share?

Ask them if they know where to go for help.

Where can they go to find the safety advice, privacy settings and how to report or block on the services they use?

Think about how you each use the internet.

What more could you do to use the internet together? Are there activities that you could enjoy as a family?

- Non-judgemental
- Non victim blaming
- Open
- Sharing

## •Listen

Top reason children don't share online concerns is the fear of having their device confiscated

## **Reporting Incidents**





- Report Harmful Content is provided by UK Safer Internet Centre and operated by SWGfL
- Any person above the age of 13 can report on the website
- There are 8 categories of reporting
- Report Harmful Content Click Here

#### How is harmful content defined?

Harmful content is anything online which causes a person distress or harm. This encompasses a huge amount of content and can be very subjective depending on the viewer.; what may be harmful to one person might not be considered an issue by someone else.

## **Parenting in a Digital Age - Benefits**



- •Experiences you could never dream of
- •The World at your fingertips wealth of information
- •Hand-eye co-ordination
- •Improved problem solving
- Boosts creativity
- Interactive
- Moderation and monitoring

## **Christmas Devices**







Setting up a parents account is important so you can manage the console for your family. After downloading the Xbox app to aid set-up, connect to the internet and while the console updates, use the app to start specifying settings. Once updated, create a parent user account with an email address you regularly check and password specified.



Setting up child accounts are important to be able to limit play-time, spending and apply age ratings automatically. Separate accounts for each child user can be set-up. It's a good idea to specify a password for the guest account so children cannot access this also. You can also download the Xbox Family Settings app to help you adjust these settings in the future without having to access the console directly.

#### Meet our expert









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At National Online Safety we believe in empowering parents, carers and trusted adults with the information they need to hold an informed conversation about online safety with their children, should they feel it is needed. This guide focuses on one platform of many which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

## What parents & carers need to know about ...

The PlayStation 5 is the next-generation video game console from Sony. It offers improved graphics, sound and much quicker loading times. It also has a new controller with motion- an force-feedback features for a more immersive experience. Parents should note that there are two different versions available that support discs or digital downloads.





PlayStation 5 Blu-ray is the larger of the two consoles, although not by a lot. It enables you to play games on disc or by digital download. Although all new games are available digitally, the disc drive is still useful to watch movies from discs as well as play most existing PlayStation 4 games you own. It also enables you to purchase second-hand games on a disc, which is often much cheaper.



Both PlayStation 5 models offer important family controls that should be set up before your family starts using the system. Although this can take a little time, it ensures that children have their own accounts and sets limits an spending, interactions and age ratings, if done correctly, children cannot circumvent these controls that require the parent's password to alter.

#### Setting Limits on Play Time

You can specify how long, and at which times of day, the consc can be used to play without needing a password. Talk to your children and agree how long is appropriate, then set this on the profile, so it's something they understand and accept. You can set different time limits on each of the users on the system.

#### Managing Spending

You can set a limit on spending via Parental Controls. This means that any additional purchase requires your password. Another alternative is not to put readit card details into your account and instead add credit as they need it using the book token-like cards in -store or online. A nice feature on the PkryStation is setting an amount of packet more you spend on games each month.

#### Setting Age Ratings

You can set a limit that stops any older-rated games being played without a password being entered. This is not only a good way to ensure children are playing appropriate content but is a good chance to talk about the games they are playing.

Set up Parent Accounts



# In addition to buying individual games digitally or in-store, you can also subscribe to services that offer access to hundred of games for annothly fee. Mystation has a subscribe to game for annothly fee. Mystation has a services that of games you can immediately download for the new system. Playstation how enables you to stream (and download) a wider set of games. Types of Accounts

Setting up a parents' account is important so you can manage the console for your family. After plugging your console in, connect to the internet and wait for updates to finish. Once updated, create a parent user account with an email address you regularly check and parentered reposition.



## Set up Child Accounts

Setting up child accounts are important to be able to limit play time, spending and apply age ratings automatically. Separate accounts for each child user can be set up. It's a good idea to specify a password for the guest account so children cannot access this also.



Downloading the PlayStation App

Creating Guest Account Password

An important step during the PlayStation 5 set-up is specifying the default settings for guest accounts as well as a passcode for your own account. This ensures that all users need to access the system with their own account and related limits and settings.

Managing Online Interactions

Another important area of the Parental Controls is specifying how and who your child can interact with online. Modern consoles enable players to share text, voice, images and video with each other. You can set whether they can do this, and also apply a password before they can did new friends.

Game Subscriptions 🗐

The PlayStation 5 uses the same PlayStation app as the PlayStation 4. This is a super-easy way to tweak the user settings for your family without having to log on to the console. It's also a good way to keep track of what different people are enjoying on the system. The app can also be used as an easier way to log-on by scanning the QR code.

#### Meet our expert

Andy Robertson is a freelance family technology expert who often works for the BBC. He runs the Family Gamer TV YouTube channel and contributes to a range of national media on the topic of video games and family.







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The Switch is a hybrid console released by popular video game company Nintendo in 2017. It's classed as a hybrid because it's designed to be played both at home on a television, like traditional consoles (think a PlayStation or an Xbox) or out and about like a portable console, such as a GameBoy. It uses two detachable and wireless 'Joy-Con' controllers on either side of the console's screen, which can be used by one or two players. The Switch can be played on the internet with the purchase of Nintendo Switch Online, in the living room together or on the go during long journeys, but bear in mind it needs to be charged just like anything else!





#### **NINTENDO SWITCH ONLINE**

#### **ONLINE DANGERS**

#### NINTENDO eSHOP

#### **NINTENDO'S VIDEO GAME SELECTION**



#### **PORTABLE GAMING**

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#### PARENTAL CONTROLS



#### ONLINE RESTRICTIONS

#### PLAY WITH YOUR CHILD



#### **NINTENDO ESHOP SETTINGS**

















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## **NSPCC Online Safety Workshop for Parents and Carers**





## **Useful Links and Resources**



- Resources for Parents | SWGfL also a monthly newsletter
- Parents and Carers UK Safer Internet Centre
- <u>Teaching Your Child about Internet & Online Safety | NSPCC</u> includes downloads for family agreements and tips
- •What is social media? | NSPCC includes age ratings for Social Media platforms
- •Online and mobile safety | Childline rang of helpful guides•

<u>Keep Children Safe Online: Information, Advice, Support - Internet Matters</u> – setting up devices safely and more

- Parents and carers | CEOP Education information and reporting
- <u>Digital Parenting Vodafone UK News Centre</u> media library

#### **Contact Us**



We hope that you have found the information in this terms PSHE and Safeguarding Bulletin useful.

Should you have any questions or want to discuss the subject of online safety further please do not hesitate to contact us.

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