

Online Safety News



Spring 2020 | PARENTS/CARERS

Updated online safety resources for parents and carers



Online Safety in the Curriculum

From September 2020, Relationships Education became compulsory for all primary aged pupils. Pupils are taught about online safety and harms. This will include being taught what positive, healthy and respectful online relationships look like, the effects of their online actions on others and knowing how to recognise and display respectful behaviour online. Throughout these subjects, teachers will address online safety and appropriate behaviour in an age appropriate way that is relevant to their pupils' lives.

This complements the computing curriculum, which covers the principles of online safety with progression in the content to reflect the different and escalating risks that pupils face. This includes how to use technology safely, responsibly, respectfully and securely, and where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

We teach children to evaluate what they see online and to make judgements about:

- is this website/URL/email fake? How can I tell?
- what does this cookie do and what information am I sharing?
- is this person who they say they are?
- why does someone want me to see this?
- why does someone want me to send this?
- why would someone want me to believe this?
- why does this person want my personal information?
- what's behind this post?
- is this too good to be true?
- is this fact or opinion?

In our assemblies we will also be addressing online safety issues. Through our ongoing e-safety curriculum and discussions with the children we are aware that online communication is increasing. As a school we teach the children how to manage risks and keep themselves safe and we have included some useful recourses to support with this in our newsletter .

BRAND NEW

National Online Safety Mobile App

It's time to get **#OnlineSafetySavvy**.

Children are spending more time than ever online. As adults, we need to do everything we can to keep them safe in the digital world. But with new apps, games and platforms emerging every day, how can you stay in the know?

Say hello to the new National Online Safety mobile application. Created by experts, developed by us. With all online safety knowledge available at your fingertips, the NOS app empowers parents and teachers to understand and address online safeguarding risks – any time, anywhere.

The world's most comprehensive online safety app, it's packed with insightful courses, explainer videos, webinars and guides on topics that will help you protect the kids you care about when they're online.

Option 1 Parent (Non-Member School)

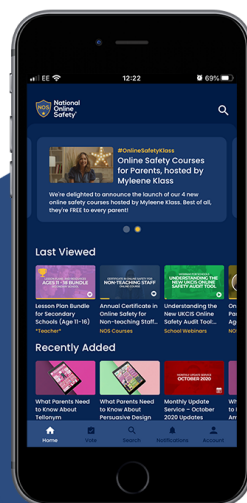


Download on the
App Store



GET IT ON
Google Play

- ✓ Over 250 Online Safety Guides
- ✓ FREE Online Safety Course for Parents
- ✓ Vote for Upcoming Online Safety Guides & Courses
- ✓ Easy Search to Find the Guide You're Looking For



Hundreds of online safety guides

Instant access to all of our award-winning guides, absolutely free.



Online risk centre

Use our search tool and resources to respond to risks. Fast.



Unlimited webinar streaming

Watch our helpful webinars and explainer videos at a time that suits you.



Have your say

Weekly in-app votes on future topics you want us to cover.



Free parents course

Access to our online safety course for parents, hosted by Mylene Klass.



Share the knowledge

Circulate information at the touch of a screen.



What parents & carers need to know about ...

AMONG US

PEGI
7

Among Us is one of the most popular games of 2020. A space-themed 'social deduction game' where 4-10 players take on the guise of Crewmates, who must complete various tasks around their spaceship, while randomly selected Imposters must try their hardest to sabotage the others' efforts. The Imposters have to remain undetected through rounds of voting to win. While Among Us is a largely safe game, it's still prudent to be aware of any potential risks young ones might encounter when playing.

Inappropriate chat



While Among Us can be enjoyed locally via wi-fi, it is commonly played online. Between rounds, players come together to discuss who they think the Imposter is with a text chat, and it's here where children will come into contact with others. There is a profanity filter on the game as standard, but it can very easily be disabled and (like any unmoderated chat groups) children can be exposed to inappropriate, sexual or explicit language.

In-game purchases



Among Us is currently available on both PC (via the gaming service Steam) and mobile devices. On the PC, the game costs a flat amount of £3.99 and has some in-game purchases, whereas the mobile version is free to play but contains adverts and in-game purchases. You can pay to remove the ads or purchase in-game cosmetic items. While these amounts are relatively low, there's still the possibility that young ones could accidentally spend lots of money on the game without realising it, as the process is complete in a couple of taps if a card is connected to your store account.

Risk of hacking



Among Us has been the target of hacking activity. Indeed, only recently the game's developer, InnerSloth, tweeted advice that users play private games or with people they trust, in response to hacking issues. As yet, there has been no breach in player accounts. However, if a big enough hack were to take place and player details were accessed, it could lead criminals to having access to credit card data and other personal credentials.

Use of external apps



Many players use external apps like Discord to voice chat with each other while they're playing. The problem with this is that it is unregulated by the game. Usually on Discord, players will only talk to other people they know in private chats, but a stranger could add a child on an external app: pretending to be interested in playing Among Us with them, when in reality they could be attempting to bully, groom or extort.

Mild violence

The art style of Among Us is cartoony but does contain some very mild violence. Imposters must kill off Crewmates one by one and can do this in a number of different ways. Some younger children might find this uncomfortable and could get scared or become upset when an Imposter is chasing them, or if they are the Imposter and are forced to kill. An age rating of PEGI 7 should help guide you in deciding if the game is appropriate or not.



Safety tips

Play with your children

Playing with your kids is one of the best ways to understand the game, and what makes it so popular. Among Us is free on mobile and is incredibly easy to pick up and play. It's also a great way to bond with your young ones - unless of course you're the Imposter or vote them out of the spaceship! You can do this by picking 'Local' on the main menu then 'Create Game'.

Use private lobbies

ENTER LOBBY



Among Us uses private lobbies to let players keep track of who they're gaming with. Using a uniquely generated code that can be given to friends prior to a game starting, it gives parents peace of mind knowing who their kids are playing with. To get a game code, simply select 'Host', choose the game settings, press 'Confirm', then send the six-digit code at the bottom of the screen to friends to invite them.

Deactivate credit cards



Having your credit card automatically paired with any online accounts that can be accessed by children is asking for trouble. A solution could be setting them up with their own account with no credit card attached. They can still ask you when they want to make a purchase, but it's totally up to you as to when that transaction happens.

Use an alias



By default, your name on Among Us will be set to whatever name your device recognises you as. If this is your child's real name, you'll want to ensure they change it before hopping into a game. This is really easily done by clicking 'Online' on the main menu, then simply typing in a new name at the top of the screen.



Talk about the risks



It's a good idea to talk to your child about the risks associated with online gaming, especially when there are chat options and an ability to communicate with others. Try to maintain an open dialogue with your child: talk about their experiences of the game and who they're playing with. This will help you to stay on top of how they're feeling and ensure they know they can come to you if ever they feel upset or uncomfortable about anything they've experienced.

Meet our expert

Mark Foster has worked in the gaming industry for five years as a writer, editor and presenter. He is the current gaming editor of two of the biggest gaming news sites in the world, UNILAD Gaming and GAMINGbible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work - but more importantly, how to make them safe and fun.



Sources: <https://play.google.com/store/apps/details?id=com.innersloth.spacemafia>

LIVE



AGE RESTRICTION
13+

WHAT IS HOUSEPARTY?

Houseparty is a live streaming app described as a face-to-face social network where people 'drop in' on each other to video chat, leave messages and hang out in groups. The app is available for iOS, Android, macOS and Google Chrome and has tens of millions of users worldwide. It's important to note that children under the age of 13 must have a parent's permission to access the services, however, no proof of age is required to create an account.

HOW DO YOUNG PEOPLE USE IT?

Each time the app is opened, your child will be instantly connected to other users who are also on the app. Users can create group conversations of up to eight people at one time. Each time a person joins, the screen splits to show everyone who is part of the conversation. Your child can add contacts via phone numbers, search for their usernames, and share a link to their profile. They can have as many rooms as they want and move from chat to chat by swiping across the screen. Along with this functionality comes a few associated risks to be aware of...

What parents need to know about HOUSEPARTY

"STRANGER DANGER"

Friends of friends can join conversations on the platform without the need to be connected or known to all the other users in the chat. Houseparty calls this feature 'Stranger Danger'. While it does alert users when individuals they may not know enter their chat room, it also suggests strangers might be a reason for 'party time'. There's also the danger of people attempting to deliberately mislead others by using false names or usernames.

SEXUALISED MESSAGES

People may use live streaming apps such as Houseparty to engage in inappropriate or illegal activities. There have been concerning reports directly linked to Houseparty, including one incident where two Mancunian children aged 11 and 12 were reportedly targeted by men exposing themselves back in 2017. Outside of their close friendship group, it's also important to note that friends of friends can also connect with your child via the app, which may include people with this intention.

CONTENT BEING SHARED

The 'facemail' feature lets users share moments from their Houseparty conversations by recording and sharing 15-second snippets of chats. They also have the option to save these moments to their gallery. For privacy purposes, every member of the group will see a notification if another member is recording - this could be a concern if your child shares something in the live chat they may later regret. Once recorded, they lose control over the video and how it is used. Screenshots of live streams and private messages can also be taken which could be shared widely and embarrass users.

CYBERBULLYING

Cyberbullying is when people use technology to harass, threaten, embarrass, or target another person. Group chats can be used by bullies to make negative or hurtful comments which may cause offence or be harmful to others in the group. Exclusion from friendship groups within the platform may make your child feel sad and left out/socially excluded.

OVERSHARING PERSONAL INFORMATION

Children often don't understand the risks involved in giving out too much personal information in a live stream or within their profile. They may also be less protective of personal details during online conversations. One example of this within a live chat could be their background revealing information about where they live or go to school without realising.

IN-APP PURCHASES

By tapping on the dice icon your child can play a game called 'Heads Up!' where one person gives clues to describe someone or something and the other players guess. Three cards are included for free but additional decks cost real money. There's the potential for your child to get carried away playing the game while working up a small fortune.

Top Tips for Parents

SOURCES:
<https://www.thetimes.com/article/houseparty-the-chat-app-thats-tal-king-over-facebook-mktm3chm>
<https://www.iwf.org.uk/>
<https://www.houseparty.com>



TURN ON PRIVATE MODE

One additional tip is to use the app settings to turn on 'Private Mode' which automatically locks the room, instead of doing it manually. Parents with questions can always email us at hello@houseparty.com



SAFER CONVERSATIONS

With live streaming being such a popular feature on apps, it is important that you are aware of the dangers associated with it in order to protect your child effectively. Have regular and honest conversations with your child about what apps they are using and how they are using them. It may be a good idea to have your child show you how they use Houseparty and how to navigate through the platform so you are aware of how it works.

CHECK COMMUNICATIONS

Also, it's important to be aware of who is on their friends list and who they are communicating with. Remind your child to not communicate with people they do not know and trust. If they experience something on the app that makes them feel uncomfortable then they should tell a trusted adult immediately. Remind your child that if they get an invite to join a Houseparty room from someone they don't recognise, then they should ignore the request.

'LOCK' ROOMS

In regards to communicating with users on the platform, we advise that your child uses the 'lock' feature to make their conversations private. This means that other users, especially strangers, can't join their conversations.

PROTECT THEIR PRIVACY

Your child may unknowingly give away personal information during a live stream, including their location. Talk to them about what constitutes 'personal information' and make sure they do not disclose anything to anyone during a live stream, even to their friends. Advise them to remove any items in their live stream (school uniform, street name, posters etc.) that could potentially expose their location or personal information. Check your child's privacy settings thoroughly. You have the option to opt out of certain uses and disclosures of personal information, such as turning off the app's location sharing option.

PROTECTING YOUR CHILD'S DIGITAL FOOTPRINT

As the videos are live, it may lead to the misconception that whatever happens in the video will disappear once the live stream ends. All content shared on the app can be recorded or screenshotted and shared to a wider community. It is important that your child knows that what they do now may affect their future opportunities. In addition to this, the video chats can't be reviewed later which means unless a parent or carer is sitting nearby during a call, they won't know what has been said. It's worth bearing in mind that parents can see when their child has last communicated with someone and for how long for under the 'We Time' feature.

REMOVE LINKS TO OTHER APPS

Users can link their account to both Facebook and Snapchat, or can simply share a link to their profile. We advise that you remove these links and remind your child not to publicly share access to their online profiles as there is the potential for strangers to get hold of your child's information or communicate with them.

BE PRESENT

A study conducted by the Internet Watch Foundation (IWF) found that 96% of streams showed a child on their own, often in their bedroom or bathroom. If your child is going to conduct a live stream, ask them if you could be present for it. This will give you a greater understanding of what your child is doing during their live streams and who they are streaming to.

REPORTING AND BLOCKING

If your child faces a problem while using the app they can report direct to the platform by shaking their phone. A prompt will pop up allowing you to report issues immediately by clicking on the 'report now' button. They also have the option to report and block users directly on the user's profile.



ROBLOX
Powering Imagination

According to the Roblox website, 'Roblox is the world's largest interactive social platform for play.' For those of you who are unfamiliar with the game, it is a multi-player online gaming platform which allows children to play and create a variety of games in a 3D world. Roblox is free to play and available on all modern smartphones, tablets, desktops, Xbox One, Oculus Rift, and HTC Vive.



AGE RESTRICTION
13+

What parents need to know about **ROBLOX**

ROBLOX STUDIO

The Roblox Studio allows users to create their own games and 'worlds' for others to play on the platform. As the games are user generated, it gives users the freedom to potentially include things you do not want your child to be exposed to, for example, weapons, violence and even pornographic content. There are no age restrictions on the games created in the Roblox Studio and to remove games from the platform Roblox relies on people reporting negative/violent content.

CHATTING & FRIEND REQUESTS

Whilst the games in Roblox are aimed at 8 to 18-year-olds, there are currently no age restrictions for signing up. This means that both adults and young people can play and communicate with each other and send friend requests through the platform. Once a friend request is accepted, this means that they can communicate with each other outside of gameplay.

ROBUX ONLINE PAYMENTS

When a user creates a game, they earn something called 'Robux,' which works as a currency within the platform and enables the purchase of upgrades and memberships. If the created game is of good quality and attracts multiple players and in-game adverts, children have the ability to earn a lot of 'Robux.' Once a user has earned a certain amount of Robux, they can convert this to real cash and withdraw it to a PayPal account. To withdraw money, users need to be over 13, have a PayPal account and have paid for the Roblox premium subscription.



**National
Online
Safety**

Top Tips for Parents

ALERT!

Tell your children to be careful and to think twice before they click any random advert or popup. There a lot of phishing scams that advertise free Robux etc. with the intent of stealing your child's personal information.

UNLIST SOCIAL MEDIA ACCOUNTS

Make sure your child's social media accounts are not listed in the settings/account information. If they are, advise them to set them to private or remove them from their account. This will ensure that nobody will be able to find and contact them on their social media platforms outside of Roblox.

CHECK SHARED INFORMATION

In the account settings, check that your child is not giving away any personal information in their bio/profile. For example, their full name, phone number or snapchat name. If you see that they have, explain why this is potentially dangerous and remove immediately.

2-STEP VERIFICATION

Roblox has a great two-step verification security feature which we recommend you enable to add an extra layer of security to your child's account.

HAVE A CHAT ABOUT 'GRIEFING'

Griefing is when someone purposely upsets another player in a game. This can be done by setting traps, damaging or stealing something from another player, intentionally killing them and generally doing something in the game to spoil their gameplay. Essentially, 'Griefing' is a form of cyberbullying and can be extremely frustrating and upsetting for players.

RESTRICT PAYMENT METHODS

Roblox is a free to play game, but there are still options to make additional in-game purchases. If you do not want your child to make payments, ensure your card is not associated with their account. If you are happy for your child to make payments in the game, but want to restrict spending, we suggest using a games console gift card. These can be purchased in specific amounts, which will enable you to restrict how much your child spends and removes the need for a credit/debit card to be used with their account.

DISABLE IN-GAME CHAT

Roblox is great for children to play together and chat to each other. However, if you want to completely turn off in-game chat for your child (meaning they cannot contact anyone, including their friends) you can do so by following these steps: When logged in, go to the Account Settings page by clicking on the gear icon at the top right corner of the page, then click Settings. Next, click on the Privacy tab and under 'Who can chat with me in game?' select 'No one' and this will disable in-game chat.

IS YOUR CHILD UNDER 13?

Unfortunately, there are hundreds of YouTube videos showing children how to change their age settings on Roblox, so firstly, you should talk to your child to set up some rules/an agreement. There are additional safety features for children under 13, for example having their posts and chats filtered for inappropriate content and behaviour, so it is worth checking that your child has set up their account with the correct age. You can find this in their account settings.

SOURCES

corp.roblox.com and press kit - All images shown belong to Roblox ©2018 Roblox Corporation. Roblox, the Roblox logo, Robux, Bloxy, and Powering Imagination are among our registered and unregistered trademarks in the U.S. and other countries.



There's a very good chance you've heard of Fortnite, but what exactly is it? And why is it so popular amongst young people? Fortnite is an online multiplayer "battle royale" game developed by Epic Games, and is playable on Playstation 4, Xbox One, Nintendo Switch, PC and mobiles. It gained popularity in late 2017 and has since become the biggest game in the world, thanks to its rapid and engaging gameplay. As with most games, Fortnite itself is a highly enjoyable and safe experience, but it pays to be vigilant, as the safety is not water tight.



What parents need to know about FORTNITE BATTLE ROYALE



BATTLE ROYALE

Battle Royale games have become very popular over the last couple of years, and most tend to follow a very similar setup. Taking Fortnite as an example, 100 players drop into a map, loot buildings for weapons and armour and attempt to beat all the other players to be crowned victor at the end. If you've ever seen the Hunger Games movies, you'll have an idea of what this entails. Each game can take up to 20 minutes (assuming you last to the end) and can be restarted relatively quickly once 100 free players have been found.



IS FORTNITE ADDICTIVE?

Fortnite is at the forefront of gaming addiction discussions because it is so popular with young people. But whether it actually contributes to gaming addiction is up for debate. WHO (World Health Organisation) have classified gaming as a legitimate addiction, but this is not solely a concern with Fortnite. Signs of addiction can include irritability when not playing, lying about the amount of time played and a preoccupation with thoughts of the next gaming session. Realistically, it must be down to parents and carers to recognise these symptoms and act accordingly if they think they are developing.



FREE TO PLAY... OR IS IT?

While Fortnite is technically free to play (in that you can download and play it without paying) it does come with the caveat that spending money on things like skins and emotes in-game is heavily pushed to players. The currency used in-game is called 'V-Bucks' and can be bought with real money through the game's online store. It's worth remembering that these purchases are absolutely not necessary, are cosmetic only and that V-Bucks can be earned in-game with enough play time.



SEASONAL UPDATES

Every 10 weeks or so Fortnite is updated with a new season. This essentially adds new things like skins and emotes to the game, while also sometimes changing up the game map in interesting ways. These seasons are free to everybody and don't require additional money to play, though battle passes for each season can be bought with V-Bucks. A battle pass will typically allow a player to earn experience faster and gain fun in-game items by completing a host of daily challenges.



CROSSPLAY IS AVAILABLE

One of the wonderful things about Fortnite is that it can be played cross-platform. This means that no matter what platform a person plays on (PC, PlayStation 4, Xbox One etc) they can play with friends who own the game on a different platform. To do this, an Epic Games account must first be created online (which is free) and then linked with your platform account. Doing this removes the age-old boundary of not being able to play together because you don't have the same console and opens up a whole new world of playing online with friends.



IS FORTNITE VIOLENT?

Fortnite has been rated by the ESRB (Entertainment Software Ratings Board) as teen, as it contains cartoon violence and the weapons and acts depicted in the game are some way removed from their real life inspirations. Characters don't draw blood when shot and instead of dying, they are simply beamed up off the map. Naturally, players younger than the recommended age limit will want to play the game and that should be at the discretion of parents and carers.



Top Tips For Parents



BUYING V-BUCKS

As mentioned, Fortnite does contain in-game purchases and microtransactions in the form of V-Bucks which can be bought with real money. If you do decide to let your young one spend money in the game, be sure to delete your card information afterwards as it can be very easy to purchase more items at the press of a few buttons. It's important to set a limit on any purchases (as mentioned they are absolutely not necessary to play the game) and a suggestion would be capping the spending at around £50 - this is the normal retail price of a game.



GAMING WITH STRANGERS

Fortnite Battle Royale is an online game, and as such, there is a chance that young children could come into contact with strangers who are randomly placed into their groups in a game. It's difficult to predict what another person might say or do in a game, so it's a good idea for friends playing together, to be grouped together. The only real countermeasure to interacting with strangers offered by Fortnite is to turn off all mic communications, which can be done in the game's settings. Using outside chat apps, like Skype or Discord while playing, is a great way to make sure you know who you're talking to and that nobody else is listening in.



LIMIT TIME, BUT BE FLEXIBLE

A game of Fortnite can last up to 20 minutes, so be flexible when it's time to put it away. The approach of 'one more game' as opposed to '10 more minutes' will stop any complaints that a match is still ongoing. Better still, play with your child and take it in turns that way you're helping control the time played and can keep an eye on what they're experiencing.



TALK TO OTHER PARENTS / CARERS

If you're concerned about play time or spending money in the game, talk to other parents and carers of your child's friends. If you approach as a collective, it will be easier to know when their friends are online and you don't have to worry about who they're playing with. It can also help curb expectations on spending money on battle passes and skins if you stick together.



CAN DEVELOP SOME IMPORTANT SKILLS

It's often overlooked just how good gaming can be for young people. Fortnite encourages team play, quick and complex problem solving and communication; that's not to mention the lightning fast reflexes gamers can develop. While taking breaks to do other activities is of course important, there are benefits to screen time which might not be immediately obvious.



PLAY THE GAME YOURSELF

There's no substitute for sitting down and playing the game yourself to learn all about it. Fortnite is available for free on almost anything you can imagine, even your smartphone, so there's never been a better time to get involved and see what all the fuss is about. You never know, you might even be able to impress your children when you show them your impressive Victory Royale tally!

Meet our expert

Mark Foster has worked in the gaming industry for 5 years as a writer, editor and presenter. He is the current gaming editor of two of the biggest gaming news sites in the world, UNILAD Gaming and GAMINGbible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work, but more importantly, how to make them safe and fun.



<https://www.theguardian.com/games/2018/mar/07/fortnite-battle-royale-parents-guide-video-game-multiplayer-shooter>, <https://www.psychguides.com/behavioral-disorders/video-game-addiction/>, https://www.polygon.com/2018/3/23/17146848/cross-platform-crossplay-ps4-xbox-pc-switch-ios-mobile-enable-friends-compatible-matchmaking?hpid=hp_hp-top-table-main-crossplay-ps4-xbox-pc-switch-ios-mobile-enable-friends-compatible-matchmaking%3A701E7d, <https://www.esrb.org/ratings/34948/Fortnite/>