

# Parent Internet Safety Session

Shacklewell Primary School

01.02.24

# Today's session

## The data

What are children doing online?

## The school's role

What do we do to manage internet safety?

## Tech at home

How can you help at home?

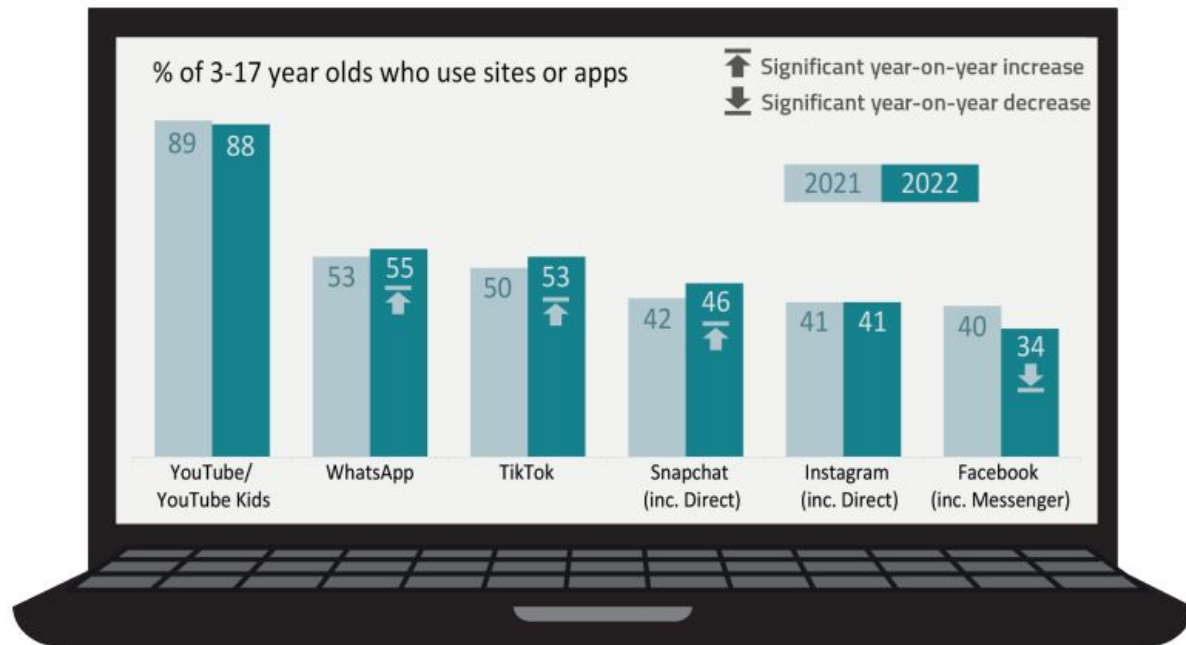
# How are children using the internet?



## Children and Parents: Media Use and Attitudes

Published 29 March 2023

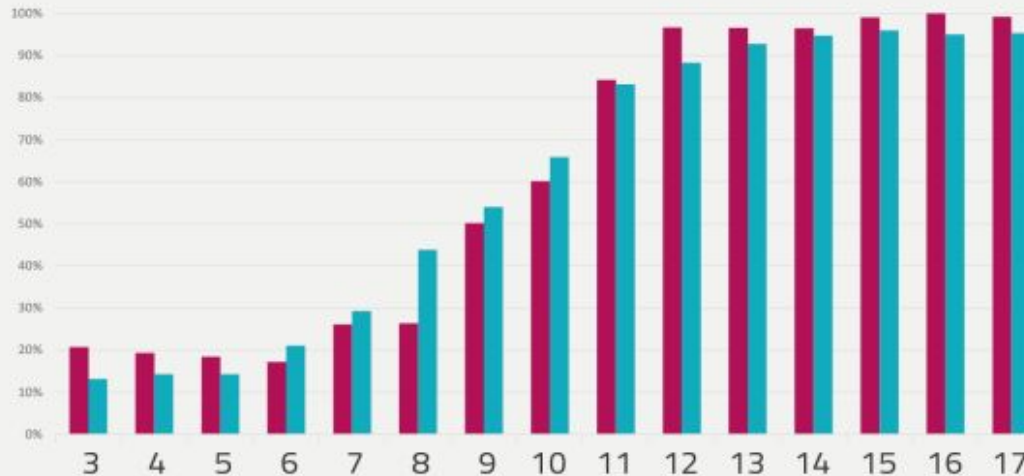
Welsh version available



# How are children using the internet?

## Has profile on an app or site vs. Has own mobile phone, by age

Excluding YouTube/YouTube Kids



Has own mobile phone	21%	19%	18%	17%	26%	26%	50%	60%	84%	97%	97%	97%	99%	100%	99%
Has online platform profile	13%	14%	14%	21%	29%	43%	54%	66%	83%	88%	93%	95%	96%	95%	96%

# How are children using the internet?

## Online Gaming: 8-17s

Playing games with others



**55%**

Played against or with someone else **they know**



**25%**

Played against or with someone **they don't know** outside game

In-game chat (messaging or headset)

**47%**

Chat to people **they know**



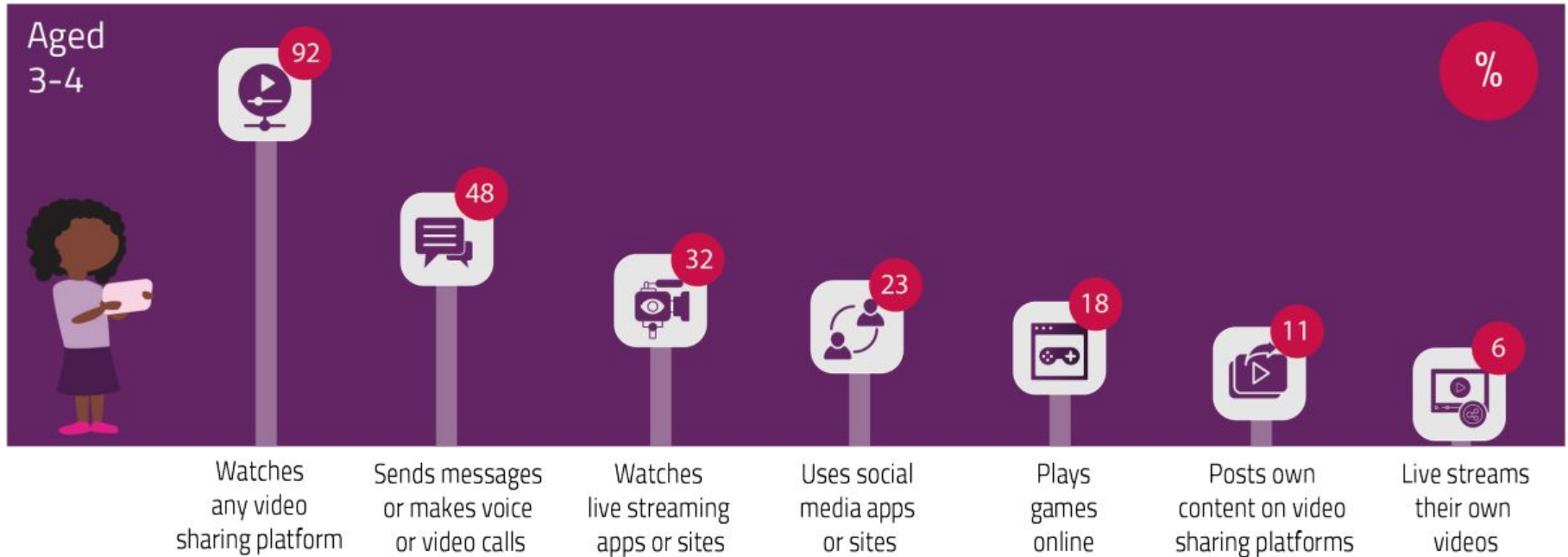
**22%**

Chat to people **they don't know** outside the game



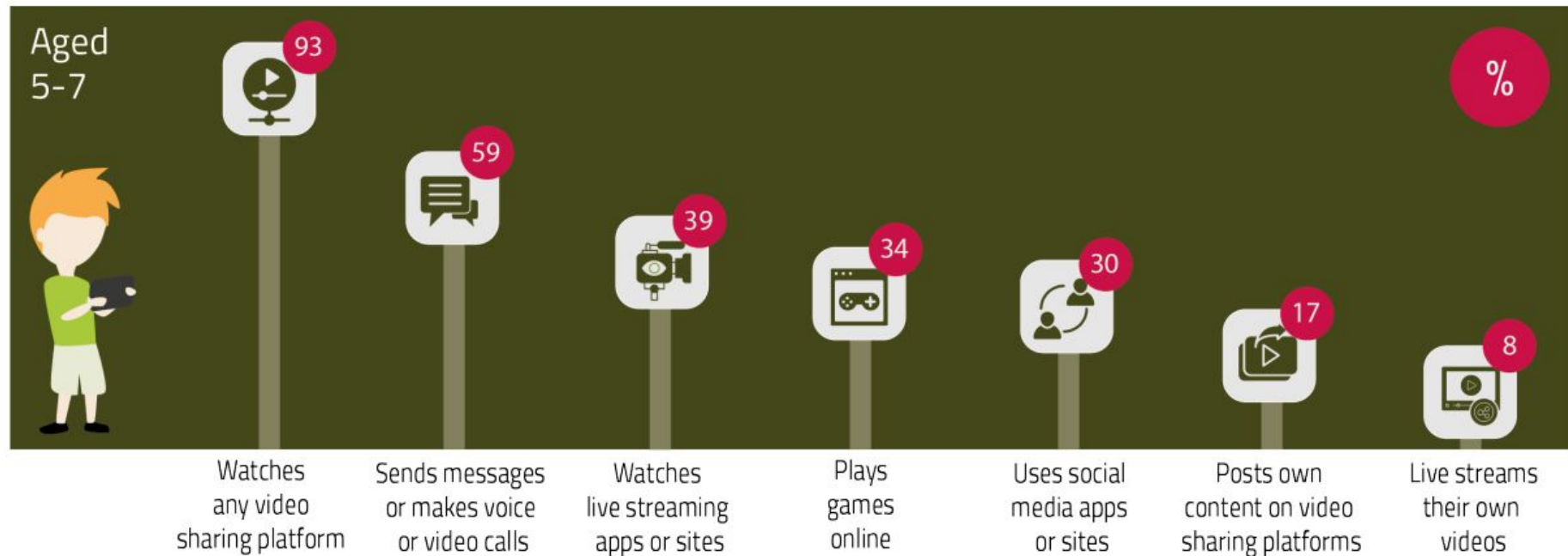
# How are children using the internet?

## Online activities of 3-4-year-olds

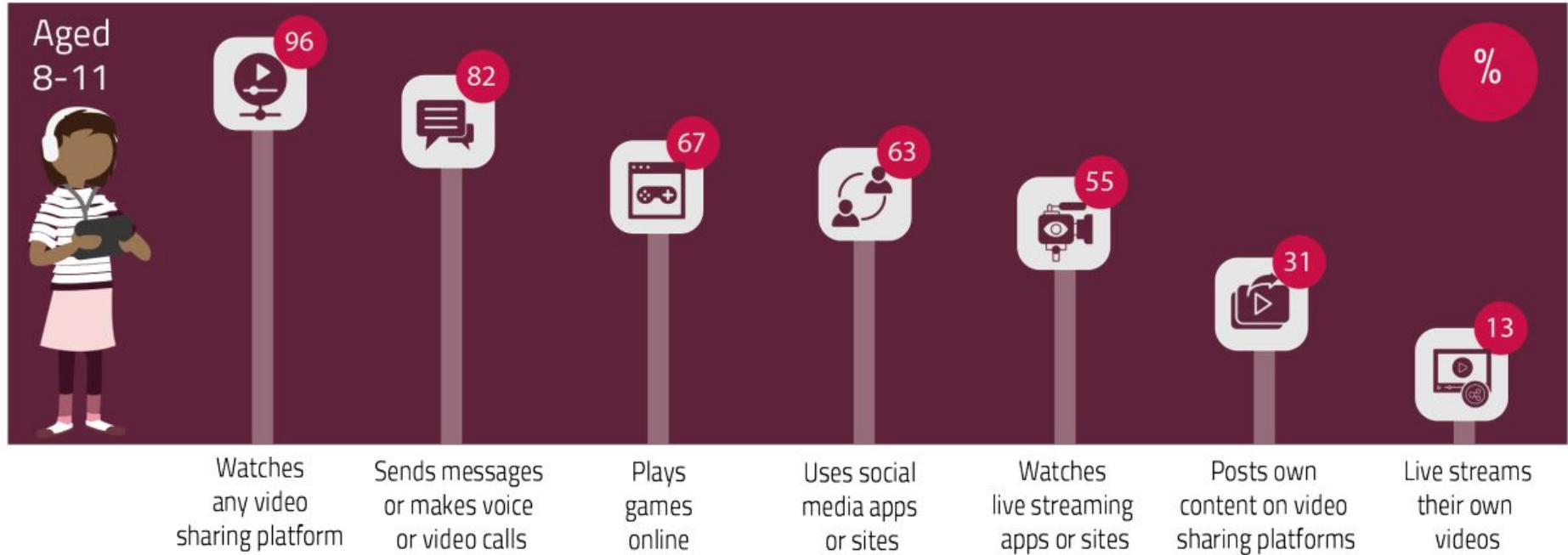


# How are children using the internet?

## Online activities of 5-7-year-olds

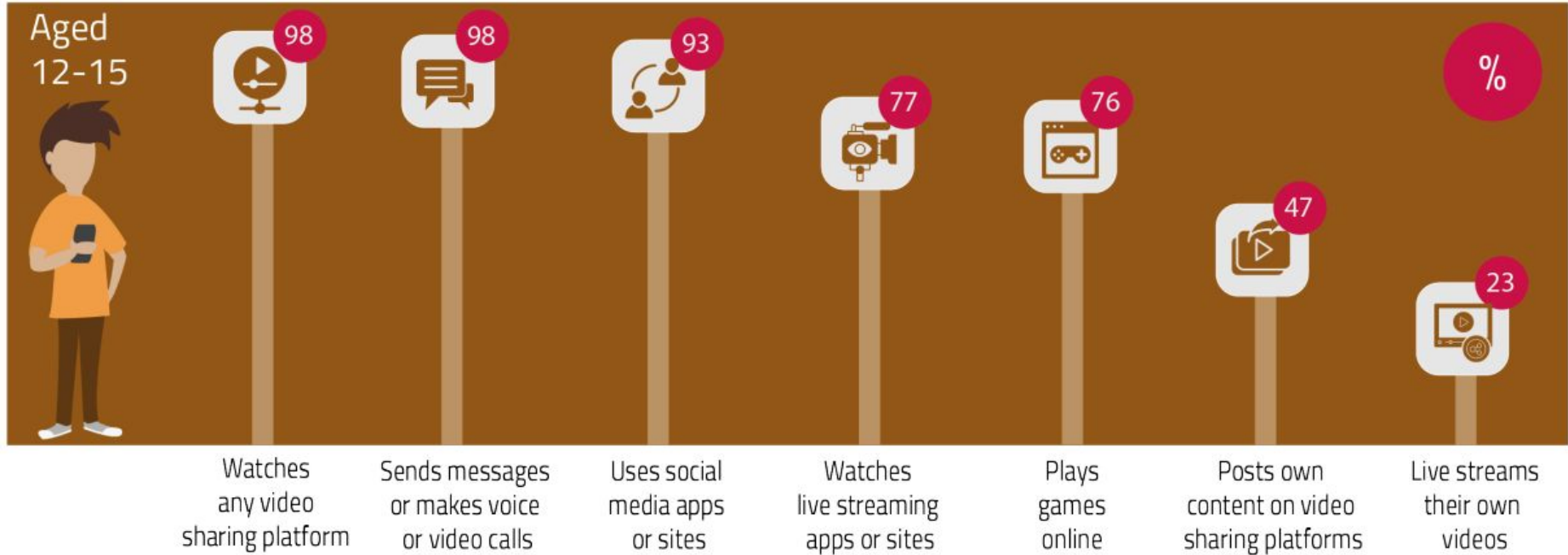


# How are children using the internet?





# How are children using the internet?



# How are children using the internet?

1. Creative and building games – **47%**  
*e.g. Roblox, Minecraft*
2. Multiplayer games – **45%**  
*e.g. Fortnite, Among Us*
3. Action/adventure – **39%**  
*e.g. Super Mario Odyssey, Subway Surfer*
4. Shooters – **38%**  
*e.g. Star Wars: Battlefront, Call of Duty*
5. Sports – **37%**  
*e.g. FIFA, NBA*
6. Playing in a virtual world – **28%**  
*e.g. Animal Crossing, The Sims*



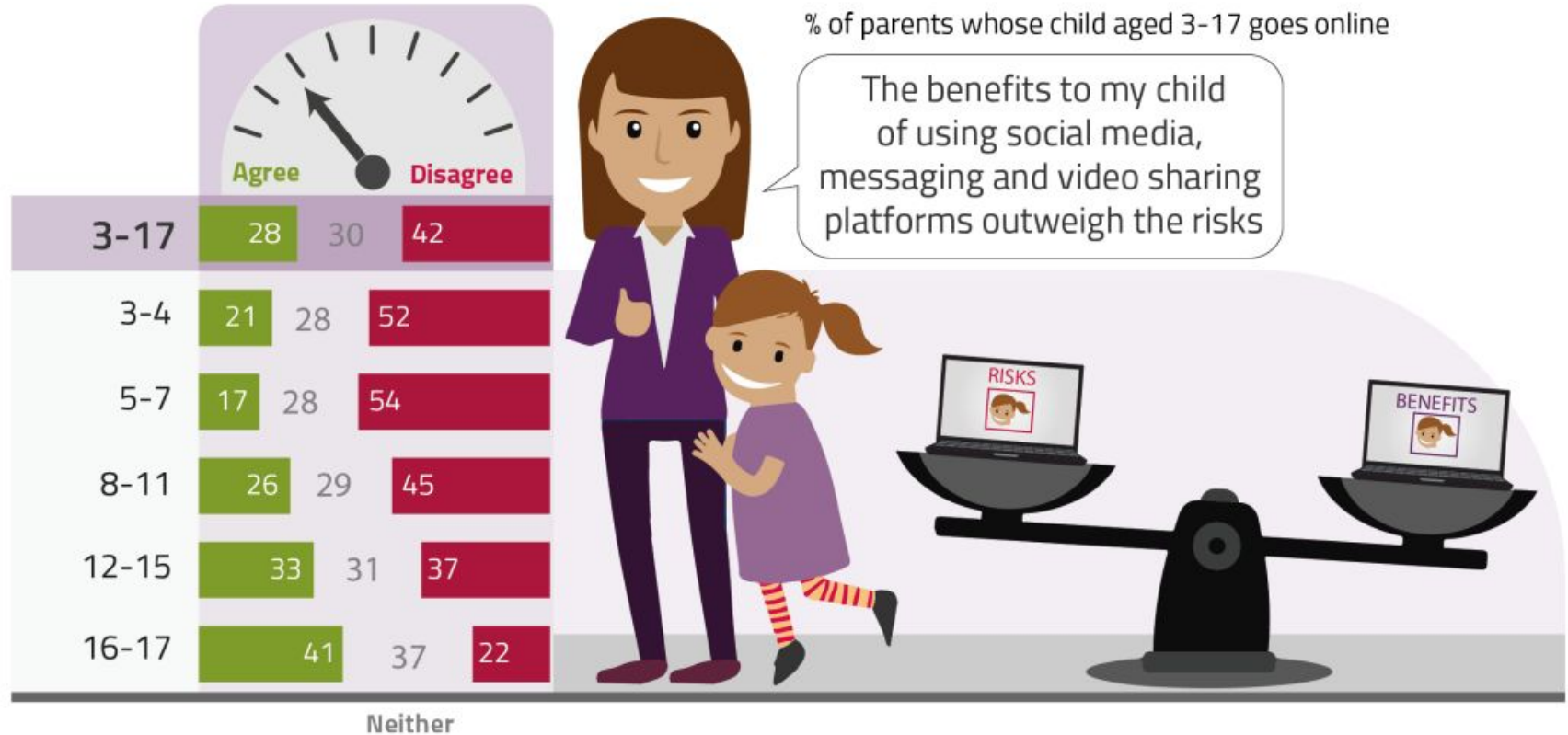
Boys aged 3-17

1. Creative and building games – **46%**  
*e.g. Roblox, Minecraft*
2. Puzzles or quizzes – **40%**  
*e.g. Trivia 360, Candy Crush*
3. Playing in a virtual world – **33%**  
*e.g. Animal Crossing, The Sims*
4. Multiplayer games – **28%**  
*e.g. Fortnite, Among Us*
5. Action/adventure – **27%**  
*e.g. Super Mario Odyssey, Subway Surfer*
6. Makeovers – **25%**  
*e.g. Glamm'd, Homescapes*

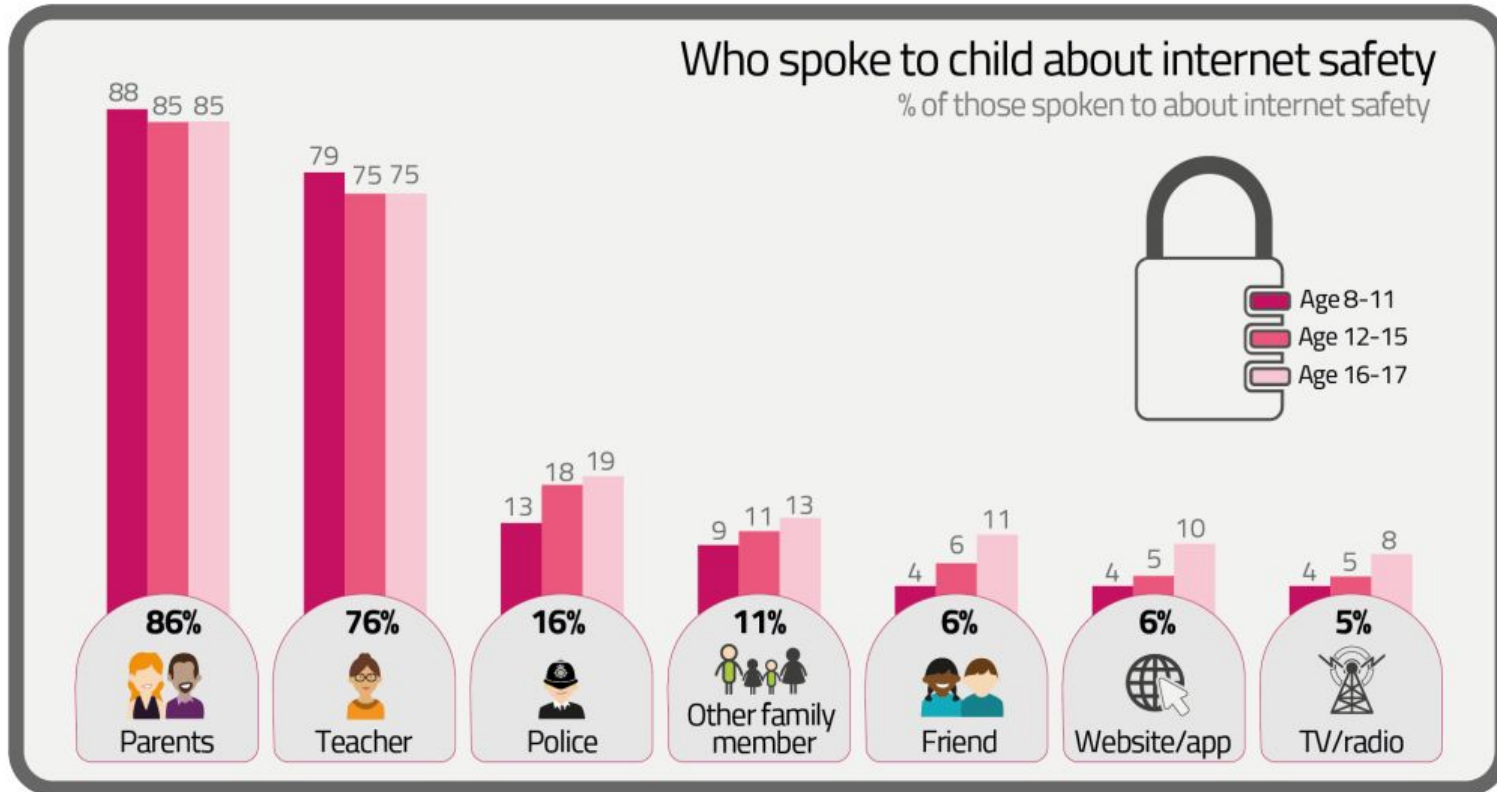


Girls aged 3-17

# How are children using the internet?



# How are children using the internet?



# Technology in school



# Our Curriculum

The image shows the cover of a curriculum handbook. It features a teal and white abstract design on the left side. The text is centered on the white background.

## New Wave Federation Curriculum Handbook

January 2023



**Computing**



**PSHE**



**Knowledge &  
Understanding of  
the World**

# Our Staff Training



Department  
for Education

## Keeping children safe in education 2023

Statutory guidance for schools and  
colleges

The 2022 version of the guidance is currently in force.  
The 2023 version will come into force on 1 September  
2023.

new wave  
federation



## Safeguarding 2023



Kindness



Focus



Creativity



Responsibility



Collaboration

- Annual review
- Half termly training
- Teaching and learning reviews
- External support
- Filtering and firewalls

# Technology at home - consoles





# Technology at home - apps



# Technology at home - support

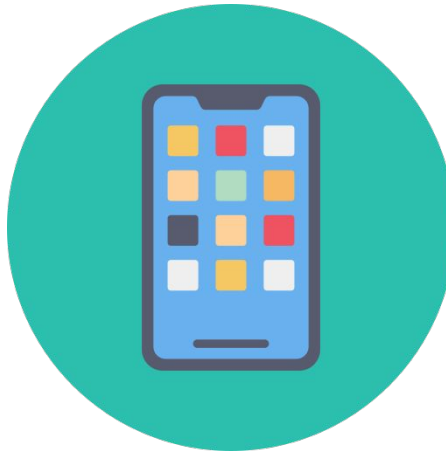


Technology at home - support

# NSPCC



# Technology at home - support



Questions?



NSPCC



UK Safer Internet Centre