



## Welcome to Cornwall Learning's spring edition.

### Is e-Safety embedded in your curriculum?

#### National Curriculum – Computing

The new National Curriculum – Computing programmes of study clearly identifies pupils at each Key Stage should be able to 'use technology safely'.

<b>Key Stage 1</b> Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	<b>Key Stage 2</b> Understand the opportunities [networks] offer for communication and collaboration Be discerning in evaluating digital content. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
<b>Key Stage 3</b> <b>Pupils should be taught to:</b> understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.	<b>Key Stage 4</b> All pupils should be taught to: understand how changes in technology affect safety, including new ways to protect their online privacy and identity, and how to identify and report a range of concerns.

#### Have you recently reviewed your e-Safety Policy?

Over time all policies need to be changed.

#### Do you have differentiated Acceptable Use Policies (AUPs) for everyone accessing your school's network?

##### KS1, KS2, Staff, Governors, Visitors

#### Recent national analysis of schools registered on SWGfl's 360°

##### Self Review Tool (25% schools in the UK have registered)

Identified the top 5 weaknesses in schools to be:

- no e-safety group established;
- there has been no recent governor training;
- there has been no recent staff training;
- measuring impact of policy and practice can not be evidenced;
- there is no community engagement.

#### What is happening in Cornwall?

Surveys undertaken in primary schools in the past twelve months indicate the following use of technology from KS1 to end of KS2.

	Typical % per school
Use the Internet at home	88
Access to the Internet unsupervised	58
Lack of parental controls – based on pupils viewing YouTube	68
Accessing YouTube	68
Playing on-line games	71
using new technology - iPads/Hudl/Kindle/Smart TV/	81
Have their own mobile phone	42
Have their own games console (usually in their bedroom)	69
Claim to have their own Facebook profile	30
Claim to use parent or siblings Facebook	21

#### Areas for Concern:

- Accessing the Internet unsupervised and from their own room.
- No parental controls or 'ground rules' in place.
- Accessing YouTube.
- Accessing inappropriate websites .
- Online Games – violence, cyber-bullying, addiction, behaviour.
- New Technology – in-built webcams, access to inappropriate material.
- Social Media – lack of or inadequate privacy settings.

#### Identified through:

- working in schools with pupils - Cornwall Learning's e-Safety and Digital Citizenship SLA.
- working with schools towards achievement of SWGFL 360° e-Safety Award.
- providing advice and guidance through - Cornwall Learning's e-Safety and Digital Citizenship SLA.

#### Key Issues/Themes identified:

- Mobile devices – phones accessing the Internet.
- Smart TVs – ability to email, Skype, watch 'adult theme' programmes.
- Catch-up TV (BBC/ITV) – ability to watch inappropriate programmes.
- Access to games consoles appears to be increasing
- Children not realising that when they are 'on-line' they are using the 'Internet'.
- Playing 13+, 18+ games and when in the playground simulating what they have seen and heard.
- Playing on-line games with multiple players.
- Accepting requests to be a 'friend' from an unknown source.
- On-line 'friends' in excess of 100.



## Is Facebook losing its popularity?

According to eMarketer research, the number of UK Facebook users is still rising, recently hitting the 31.5 million mark; but for young people in the UK, the platform is becoming a much less important part of their lives than it used to be, and user growth among this demographic is actually slowing.

In fact, eMarketer predicts that between now and 2017 there will be almost no new UK users aged 12-24

One contributing factor to this fall in popularity could be because their parents – and even grandparents – now have Facebook accounts.

However, experts are also pointing to growth of new, edgier social sites to help explain this trend.

For example, Ofcom found that **Instagram** use among UK 12-15 year olds had more than doubled between June 2013 and June 2014; and a respective 20% and 26% had begun using **WhatsApp** and **Snapchat**.

[www.stopgap.co.uk/blog/marketing\\_news/is-facebook-losing-its-cool](http://www.stopgap.co.uk/blog/marketing_news/is-facebook-losing-its-cool) 20 Jan 2015



## Have you heard of ooVoo?

A free app that teens can use to group video chat with up to 12 people using iPhone, Android tablets, desktop computers and other devices. The developer's terms and conditions indicate people must be 13 or older to use this app. **VERY IMPORTANT** unless the individual's account settings are changed to restrict public access, anyone can search for, see and contact them.

**Children in primary schools are using this 13+ App.**

**Note:** Companies producing age restricted material may not provide support if the user is under age.

## Geolocation

Children using social networks should protect their privacy by making sure Geolocation is turned off.

<https://help.instagram.com/169549819835551>

<https://www.facebook.com/help/337244676357509>

Remember to check settings on mobile devices.

<http://www.imore.com/how-to-turn-off-photo-geotagging-protect-privacy-iphone-ipad>

<http://www.androidcentral.com/how-turn-and-location-samsung-galaxy-s5-camera-app>

## Could your school make a video and enter Childnet's annual competition?

Childnet's annual film competition is now open for registration.

You can download their resource packs at

<http://www.childnet.com/resources/film-competition/2015>

Films should showcase positive and inspiring use of the internet.

Childnet has this year teamed up with PhoneBrain, an organisation which aims to educate users about premium rate services. For the first time there are 2 projects to choose from in the secondary age category (ages 11 to 18).

Winners from last year can be viewed at

<http://www.childnet.com/resources/filmcompetition/2014>

## Do you recognise these symbols?



### BBC Film and Game Classification Symbols

- 18 = Suitable for Adults only
- 15 = Suitable for only 15 years and over
- 12A = Cinema release suitable for only 12 and over
- 12 = Video release suitable for only 12 and over
- PG = Parental Guidance
- U = Suitable for all

## STOP PRESS

**A school recently reported to the Advertising Standards Authority has been told to change its website**

**Read more:**

[http://www.asa.org.uk/Rulings/Adjudications/2015/3/Finham-Park-School/SHP\\_ADJ\\_288547.aspx](http://www.asa.org.uk/Rulings/Adjudications/2015/3/Finham-Park-School/SHP_ADJ_288547.aspx)

**Headteachers warn they'll report parents to police and social services if children play over 18 computer games.**

[www.itv.com/news/2015-03-29](http://www.itv.com/news/2015-03-29)

## Useful Website Links for inclusion in your Newsletters and on your School Website:

[www.cyberstreetwise.com](http://www.cyberstreetwise.com) - HM Government; this site provides excellent advice on how to protect yourself, your family & your business.

<http://uk.safesearchkids.com> - UK delivers safe results from google.co.uk, powered by Google.

<http://support.xbox.com/en-GB/xbox-live/online-privacy-and-safety/online-safety> - Find out to set up privacy settings for children accessing games via Xbox LIVE.

[www.internetmatters.org](http://www.internetmatters.org) - find out what children are doing online, issues that might be affecting children, how to take action.

[www.commonsemmedia.org](http://www.commonsemmedia.org) - provides trustworthy and reliable age appropriate media reviews - videos, games and films.

[www.thinkuknow.co.uk](http://www.thinkuknow.co.uk) - support and guidance for teachers, parents, carers and children.

[www.digizen.org](http://www.digizen.org) - cyberbullying and social networking advice.

[www.kidsmart.org.uk](http://www.kidsmart.org.uk) - online e-Safety learning for the whole family.

[www.childnet.com](http://www.childnet.com) - hot topics and how to get to grips with digital issues.

<http://www.saferinternet.org.uk/about/helpline> - UK Safer Internet.

<http://www.vodafone.com/content/index/parents.html> - online magazine which contains helpful advice for parents and carers – setting up controls, latest technology, reporting routines.

<http://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/> - helpful advice and tools.