



North Wheatley
CofE Primary

Protect Yourself



be vigilant about
Online Safety

As part of our commitment to ensuring the safety and well-being of all our pupils, we have attached information containing valuable tips and guidance on how to support your child in safely accessing the internet online. We believe that it is important for parents to be actively involved in monitoring their children's online activities, particularly in the realm of social media and gaming.

It is crucial to note that the minimum age rating for most social media platforms is 13 years old. Therefore, we strongly advise against allowing your child unsupervised access to social media during their time in primary school. Additionally, applications like WhatsApp have a minimum age requirement of 16 years old, making them unsuitable for children under that age.

When it comes to content consumption on platforms such as YouTube, it is essential for parents to be vigilant. While YouTube Kids provides a safer environment for young viewers, children can still easily access unsuitable content if left unsupervised. We encourage parents to familiarise themselves with the types of content their children can access online and to actively monitor their online activities.

Furthermore, video games like Fortnite, with a minimum recommended age of 12, should be approached with caution. Parents should be aware of age ratings before allowing their children to play such games and consider the potential impact on their development and well-being.

To assist you in creating a safer online environment for your child, we have included online guides with advice on how to set up parental controls. These tools can help you regulate your child's online activities and protect them from potentially harmful content.

By working together and staying informed about the online landscape, we can collectively ensure the safety and well-being of our students in the digital world. Thank you for your attention to this matter and for your continued support in guiding your child's online experiences.

Should you have any further questions or require additional support, please do not hesitate to contact us. Together, we can empower our children to navigate the online world safely and responsibly.

FIVE

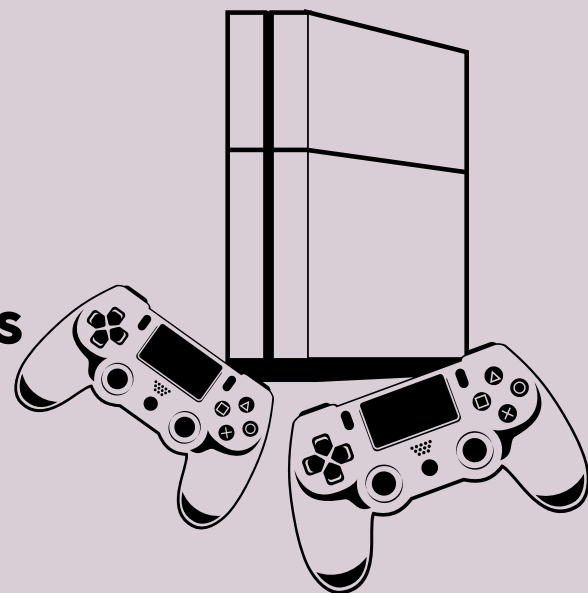
YOUR CHILD ONLINE

WAYS TO SUPPORT

1

CONSOLES

Parental controls on consoles limit screen time and online interactions. Check PEGI ratings on games for age suitability information.



2

SOCIAL MEDIA

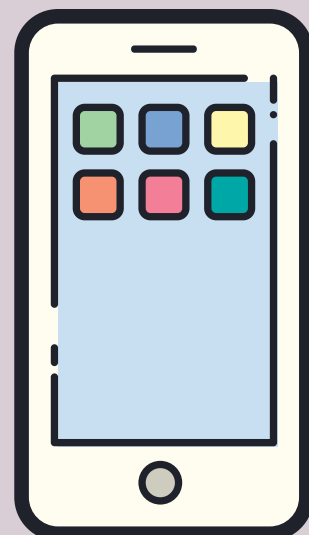
The digital world opens its gates at 13, except for WhatsApp, where children can access from 16, Parents, get ready to dive into the online safety talk, activate those parental controls, and school your kids on the art of safe internet mingling.



3

MOBILE DEVICES

You can set up free parental controls and restrictions on most mobile devices which can limit what your child can access.



4

YOUTUBE

YouTube is a platform for uploading and watching videos. Parents should monitor children's content by using restricted mode, setting up family accounts, and using YouTube Kids for age-appropriate content. Open communication and setting screen time limits are essential for a safe and enjoyable YouTube experience.



5

EFFECTIVE COMMUNICATION

- Establish family internet usage rules
- Communicate openly about online activities
- Educate about risks and privacy
- Set up parental controls
- Teach about strong passwords and avoiding scams



SOCIAL MEDIA AND STREAMING

Please read below for more information regarding the most popular social media and streaming sites. QR codes have been attached and can be scanned for further information.

01. FACEBOOK (13+)

Children using Facebook may face privacy risks, exposure to inappropriate content, cyberbullying, and age requirement issues. Excessive social media use can harm children's physical and mental health. It's better to encourage supervised, age-appropriate online activities that promote learning and creativity instead of exposing children to Facebook's risks.



02. INSTAGRAM (13+)

Instagram is not suitable for young children due to exposure to mature content, negative impact on self-esteem and mental health, increased risk of online predators and cyberbullying and promotion of unrealistic beauty standards.



03. TIKTOK(13+)

TikTok's user-generated content may lack age-appropriateness despite parental controls. The short video format can affect attention spans, particularly in kids. Emphasis on likes and comments may influence self-esteem and body image. Excessive use can lead to negative health effects and children can also face privacy and safety risks.



04. SNAPCHAT (13+)

Snapchat is not suitable for young children due to safety, privacy, and content concerns. The app's features can promote impulsive behavior, expose children to inappropriate content, and impact self-esteem. The Snap Map feature poses privacy risks.



05. WHATSAPP (16+)

Safety and privacy concerns on WhatsApp for children include vulnerability to cyberbullying, lack of parental monitoring due to encryption, distraction from learning, and exposure to unsuitable content. The platform also has a minimum age rating of 16.



06. YOUTUBE

YouTube poses risks like exposure to inappropriate content, distractions from excessive advertising, and impact on attention spans. Unmoderated comment sections can lead to cyberbullying and emotional issues. Excessive screen time may affect physical health. Supervision is crucial for safe and enriching use by children.



07. DISNEY+

The content on Disney+ varies in suitability for young children due to mature themes. Excessive screen time and online safety are concerns, requiring parental monitoring.



08. NEXTFLIX

Parents should monitor children's Netflix usage to avoid inappropriate content. Excessive screen time can harm health, causing sedentary behavior, sleep issues, and reduced engagement in essential activities like physical play and reading.



GAMING

Please read below for more information regarding the most popular games currently on the market. QR codes have been attached and can be scanned for further information.

01. MINECRAFT (7+)

Minecraft may not be suitable for primary school pupils due to:

- Cognitive and motor skill requirements
- Potential exposure to inappropriate content in multiplayer servers
- Concerns about excessive screen time and addiction
- Inclusion of combat and survival elements
- Unequal access to technology creating a digital divide

With supervision and structured use, Minecraft can still be beneficial for learning and creativity.



02. ROBLOX (7+)

Roblox might not be suitable for primary school pupils:

- Inappropriate content
- Online interactions with strangers
- Time management issues
- In-game purchases
- Privacy concerns
- Addictive gameplay



03. OVER WATCHER 2 (12+)

Over Watcher 2 might not be suitable for primary school pupils:

- Mature Themes: Intense and violent content
- Complex Gameplay: Challenging for young players
- Online Interactions: Exposure to inappropriate behavior
- Time Consumption: Addictive with excessive screen time
- In-game Purchases: Encourages spending



04. CALL OF DUTY (18+)

Call of Duty may not be suitable for primary school pupils due to:

- Violent content, mature themes, and strong language
- Online interactions with strangers
- Addictive gameplay affecting academics and health
- Desensitization to violence
- Emotional impact causing anxiety or fear.



05. WORLD OF WARCRAFT (12+)

World of Warcraft may not be suitable for primary school pupils due to:

- Complexity of Gameplay
- Exposure to Mature Content
- Online Interactions
- Time Consumption
- Addictive Nature
- In-Game Purchases



06. FIVE NIGHTS AT FREDDY'S (12+)

- Scary themes, violence, and complex plot make Five Nights at Freddy's unsuitable for primary school pupils.
- Graphic imagery, potential for nightmares, and emotional impact could negatively affect children.



07. ROCKET LEAGUE (12+)

Rocket League may not be suitable for primary school pupils due to:

- Complexity of Gameplay
- Online interactions
- Time consumption
- Emotional impact
- Lack of educational value
- Potential encouragement of aggression



08. GRAND THEFT AUTO (18+)

Reasons Grand Theft auto may not be suitable for primary school pupils in a bullet point list

- Exposure to graphic violence
- Inappropriate language
- Mature themes
- Negative role models
- Online interactions

