

CHILDREN USING SOCIAL MEDIA



Social Media is an essential form of communication within schools between the organisation and parents.

Although many schools talk of safety online, very few actually educate children and parents in how to practice online safety.

A recent survey by Webanywhere and NSPCC shows:

1 in 3 young people have been the victims of cyberbullying.

91% of young people have internet access at home and in school.

69% of young people say they don't want their parents checking on their online activities.

31% of 9-18 year olds who use the internet have received unwanted comments.

1 in 2 have met face-to-face with someone they first met online.

49% have given private information to someone they haven't met online.

1 in 7 share indecent photos of themselves with others online. Of these, half were shared with other people.

1 in 4 have come across racist and hate messages.

79% of young people use the internet at home **UNSUPERVISED!**

3 in 4 parents have searched for eSafety help online.

1 in 4 have experienced something upsetting on Social Media.

5-7 Year olds spend **6.7** hours online per week.
8-11 Year olds spend **9.2** hours online.
12-15 Year olds spend **17** hours online.

Here are a few ways we, as teachers and parents, can help promote safe practice on the internet:

- Spread the word.
- Parental controls - Take advantage of parental controls and the ability to block and filter certain content in schools.
- Screen monitoring - During ICT lessons, or when your child(ren) are using the internet at home, be sure to keep particular attention on the content students are interacting with online.
- Mobile phone policies - Are pupils allowed to use mobile phones in your school? What are there rules about their use?
- Downloading - Lots of young people download their content from the internet. This includes music, videos and eBooks. Ensure they are aware of safe websites to use and the damage that viruses and other malware can do to their devices.

SWIGGLE SEARCH ENGINE

[Swiggle Search Engine](#) is aimed at KS2 learners and works to provide filtered search results for educational purposes. It is free to use, all you have to do is set it as your default home page!

Features and uses:

- Provides children with easy access to key educational resources, either in the classroom or at home.
- The search feature on the home page is created using Google Custom Search with Safe Search functionality enabled.
- The search promotes specific educational keywords in order to help provide results with an education purpose.

The screenshot shows the Swiggle.org.uk website interface. At the top, there is a navigation bar with icons and text for 'home main page', 'Learning learn online...', 'Stay safe be safer online', and 'Adults page parents and teachers'. Below this is a search bar with the text 'Search the internet...' and a 'SEARCH' button. To the right of the search bar is an 'audio network' logo. Below the search bar is a section titled 'Read, Watch and Enjoy...' featuring a bookshelf with various books and a 'reading zone live' logo. To the right of this section is a 'HISTORY OF COMPUTING' banner with the text 'Better understanding of our digital future'. At the bottom right, there is a 'Know IT All' logo with the text 'Childnet Join the SMART Online Adventure...'. The footer contains links for 'Swiggle Help', 'Site Map', 'Privacy and Legal', and 'swgfl.org.uk', along with the copyright notice '© 2015 South West Grid for Learning Trust Ltd.'



CREATING SECURE
ONLINE PROFILES
FOR CHILDREN TO
ENJOY

Please be aware of these age restrictions for social media platforms and apps.

**Age Restrictions for
Social Media Platforms**

What is the minimum age for account holders on
these social media sites and apps?

13

Twitter Facebook Instagram Pinterest
Google+ Tumblr Reddit Snapchat Secret

14	16	17
LinkedIn	WhatsApp	Vine

18 / 13 with parent's permission

YouTube Keek Foursquare
WeChat Kik Flickr

Age specified in the platform's terms of service as
of 09/2014

Here are some alternative social media profiles where young children can express themselves in a safe environment and prepare themselves for safe practice when they are ready to move on to these profiles:

WHYVILLE

Whyville: Free, designed for children aged 8-15. Whyville involves playing games to earn virtual money (in this case, "clams") for use in building an avatar.

Features and uses:

- Rather than being represented as a cartoon animal, Whyville members create avatars that represent their physical selves. That's one step closer to the vibe of more grown-up sites, but it's still more a virtual world/gaming space than a true social networking site.
- Chat among new members is restricted to prewritten phrases, but those who pass a "chat license test" (to show they understand online safety) have more freedom to type personal messages to friends.
- Some words are blacklisted.
- This site doesn't push toys and is more educational than most.



DGAMER

Dgamer (Disney XD): Access is free with purchase of certain Disney video games.

Features and uses:

- Children have avatars, can chat and send virtual gifts, but the priority is gaming via the networking capability of a Nintendo DS.
- The basic chat function allows only prewritten phrases. Parental approval is required for more advanced chatting ("Open Chat" and "Speed Chat Plus"), which is watched over by human moderators.
- **A warning:** Teach children the difference between Dgamer's "public chat" (where strangers can read and join their conversations) and "private chat" (limited to those you've approved as friends).

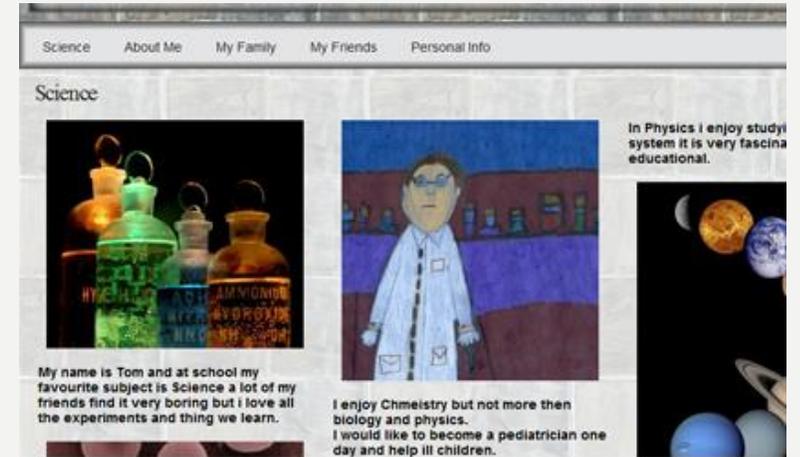


SCHOOL JOTTER EPORTFOLIO

The [School Jotter ePortfolio](#) app is a social media platform that creates its own content management system and only connects with the school and parents.

Features and uses:

- Students/pupils create and manage their own profiles.
- The social media page edits as a School Jotter webpage. (the school will need to administrate this app)
- Teachers and parents can comment on pages and flag content they don't want the children exposed to.
- Inputting YouTube videos and other external media eliminates the comments.



Messaging apps such as [WhatsApp](#), [Kik Messenger](#), and [Snapchat](#) are super popular with children and teens but they're not always safe. Children love them because they offer richer multimedia experiences than regular SMS texting.

But these extra features, plus the privacy and safety issues, make messaging apps better suited for social media savvy teens

If you have younger children, in school or at home, who are eager to get in on the messaging-app craze, some excellent programs are designed for users under 13.

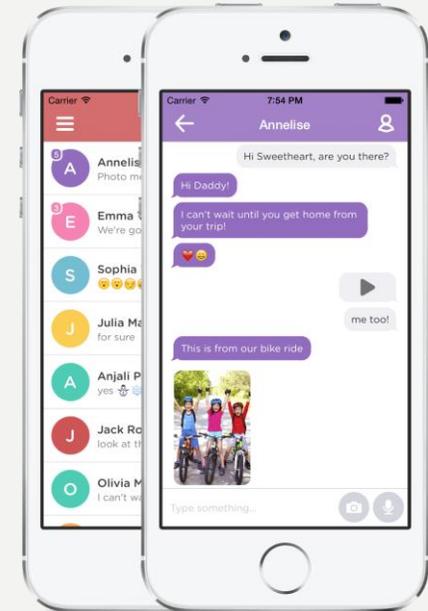
Check out:

MARIMBA CHAT

Marimba Chat, age 8+: This app lets tweens in on the texting fun and offers lots of safety features and parental controls.

Features and uses:

- Marimba verifies the identity of all new accounts using information from a parent's government issued ID.
- Geolocation filters. Profanity filters. Security alerts for parents. Marimba includes tons of small features to keep children safe.
- Allows parents to review all invitations and friend connections. Approve people you trust. Block people you don't. Observe and monitor chat activity from your phone, Marimba keeps parents engaged and in control.
- Limit chat hours.

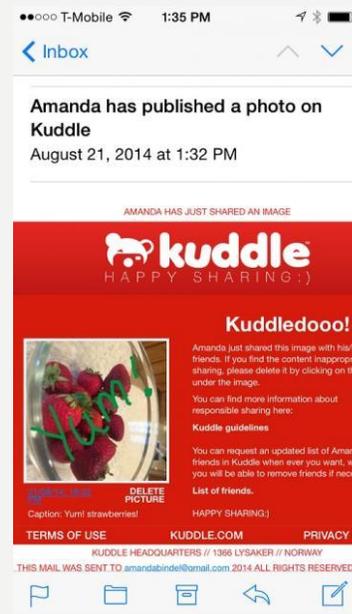
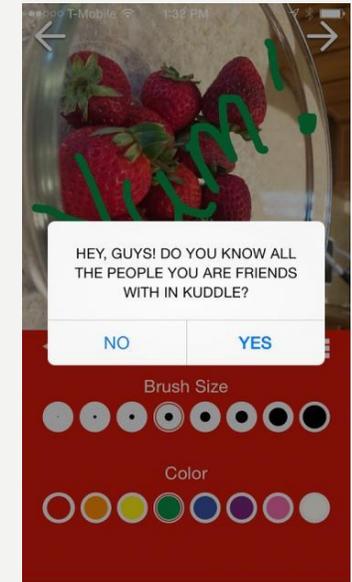


KUDDLE

Kuddle, age 9+: An Instagram-like app with built-in protections to ease children into the world of photo sharing.

Features and uses:

- To start, children enter a full name, create a username and password, and enter a birth date and gender. Then they must enter an email address for a parent or caregiver over 18.
- Children can't add friends (so no one else sees the photos) until a parent or caregiver has approved the account through the email sent to them.
- When children try to share a photo, they will be asked to answer a question that makes them reflect on safe and kind sharing practices.



YO

Yo, age 12+: This monosyllabic texting app uses one word "Yo" to convey whatever you need it to, such as "I made it home OK, " "I need a ride," or "I'm thinking of you."

- Users can only send one word and one message to other users with the app: 'YO'. Context is given to the word 'yo' by whom it's sent from and when.



If we understand the ways we can make our children safe online, we are in a better position to educate them of the benefits and implications for using social media, and how to prepare them in safe practice now for the future when they are in control of their own online profiles.

If you have more questions or concerns, our school websites include all you need to know about our E-Safety policies.

