



Woodlands Primary School Online Safety Newsletter Term 5

April 2018

Welcome to our
next Online Safety
Newsletter!

It's the Summer Term already, I hope you all enjoyed your Easter Break and managed to make it outside for some fresh air (despite the weather).

This newsletter has taken much of its information from the #DITTO newsletter written by esafety advisor Alan Mackenzie. #DITTO is a great online magazine, available to everyone. Should you wish to find out about recent online safety issues on a more regular basis this is a great place to start!



Inside this issue:

- Gaming
 - Fortnite
 - Challenges
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- If you have any questions or queries regarding any of the content in this newsletter please email
admin@woodlands.wilts.sch.uk
and please put Online Safety in the subject line.

Gaming

To non-gamers, a game is just a game, but to gamers it's far more than that; for many children and young people it's a hugely important part of their social life. Children play with friends and sometimes others around the world and this adds another dimension to their play.

One of the concerns that is discussed with parents on a regular basis is the negative behaviour that they experience when their children are told to come off their game. Imagine that you have just completed a piece of work that has taken you hours and suddenly you are asked to turn it off without saving it and it is all lost. Or you are having a video chat with your best friend who you haven't seen for a long time and without much warning your phone turns off and you don't get to finish your conversation or say a proper goodbye. This is similar to the issues we hear at school from children. They are told to come off their game but aren't given enough time to get to the next save point in the game or to complete the level. Everything they have been working towards has been lost.

Having a talk with your children about gaming can be very interesting indeed, particularly talking about the emotions involved. Whilst not a solution to all their behaviours, that talk with your children can be quite revealing and can help understand what and why they're doing things. Ask them about levels and save points—this could help when it's time for dinner. Just giving them a time warning can help with some of those emotions.

Fortnite



With over 40 million players worldwide, Fortnite Battle Royale is now one of the biggest gaming phenomenons out there. Kids (and adults) love Fortnite because it's free, fun and you can team up with your friends. Even though it is free, there are of course upgrades. You have to pay extra for new outfits, to play the next tier right now and get season passes. The game, however, is violent, the weapons and battles are brutal, but the main risk for children is harassment and malicious comments from other gamers.

You can use parental controls to help - particularly if being played via Xbox or PS. Here you can set up the controls on that particular device which can limit time, purchases and reduce comments. On Smartphones, you can get 3rd party parental controls which do much the same. It is a good idea to ensure that on both iOS and Android 'in-app' purchases are disa-

Challenges

Have you ever completed a 'challenge' sent to you on social media? The Bucket Challenge a few years ago, for example. There are few new (far more) dangerous challenges circulating at the moment for you to be aware of.

Tide Pod Challenge— in which people record themselves biting into laundry tablets. You can read more about it here: <https://www.theguardian.com/technology/2018/jan/18/tide-pod-challenge-youtube-clamps-down-dangerous-detergent-dare-procter-gamble>

The 24 Fort Challenge—young people are dared to hide-out in department stores for a day without being caught. This is obviously concerning.

It is suggested that you talk to your children about the risks/safety aspects of these kinds of challenges.

Omegle

This is a popular live streaming video and chat app amongst children and young people. You can chat with strangers all over the world with their website stating, "it's a great way to meet friends. When you use Omegle, we pick someone else at random and let you talk one-to-one. To help you stay safe, chats are anonymous unless you tell someone who you are (not suggested!) and you can stop a chat at any time. Predators have been known to use Omegle, so please be careful!" A statement which would get most parents concerned—I'm sure you'll agree!

It has been involved in recent crimes across the UK, where children have been approached by adults posing as children.

BBC news reported in December The Child Exploitation and Online Protection Command were concerned about sites like Omegle with police stating that criminals are learning ways that young people communicate online and using the knowledge to abuse them.

If you know that your child is using this app, or one similar, think about and use the advice given by the NSPCC (this can be found on our school website).

Talk to your children.

Be app aware

Use parental controls

Talk to your child about privacy online and why it is so important!



This would be a good place to insert a short paragraph about your organization. It might include the purpose of the organization, its mission, founding date, and a brief history. You could also include a brief list of the types of products, services, or programs your organization offers, the geographic area covered (for example, western U.S. or European markets), and a profile of the types of customers or members served.

It would also be useful to include a contact name for readers who want more information about the organization.