

Online Safety Newsletter

Merrylands



Staying safe online when broadcasting to an audience

Best practices for parents and carers

Livestreaming is a way to share video content as it is happening and unlike pre-recorded material, cannot be edited. It is important for young people to understand how personal information can be easily given out through a livestream, whether it's through something in the background or through something that's accidentally said during the stream. Be aware that viewers may be able to record or copy parts of the stream even after it has finished.

The importance of saying no

When livestreaming, there can be dangers posed by predators online. The Internet Watch Foundation [annual report](#) has shown that children can be groomed or coerced into appearing naked on camera with material recorded and then used to blackmail or threaten young people. It is important for parents and carers to discuss the importance of saying no to someone online when asked to say or do something online that is inappropriate or when faced with something they do not feel comfortable with. Highlight how ending the broadcast or communication can take them out of the situation and confiding in yourself or a trusted adult can give them support.

Reporting harmful content

If a young person likes to watch livestreamed content, there is a risk of being exposed to harmful online content. This can be from the streamer themselves or comments from the audience watching. Discuss how to report content as well as how to use privacy settings to help with setting some boundaries. Most online platforms will have a reporting procedure but for further support, if the content is legal but harmful, make sure to use Report Harmful Content. If the content in question contains child sexual abuse material, report to the IWF

<https://saferinternet.org.uk/online-issue/livestreaming-2>

How do we approach this at school?

As a school we focus on:

Understanding the apps and supporting our children

Discussing the risks associated with live streaming and sharing of information

Encouraging positive experiences whilst using the internet and being responsible

We are here to help. If you have any concerns or need advice please speak to a staff member.

Users of this guide do so at their own discretion. No liability is entered into. Current as of the date released 27.02.23.

Monday 27th February 2023

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What is Roblox?

Roblox games reflect the sort of imaginative play you often find in the playground. One child has an idea about a game to play, others join him or her and the rules slowly change as the group decides how to have fun together. As with any online game, there are some dangers to be aware of.

Please see advice parents/carers below.

https://www.internetmatters.org/hub/esafety-news/parents-guide-to-roblox-and-how-your-kids-can-play-it-safely/?gclid=CjwKCAiAxxvGfBhB-EiwAMPakqg13H4wtlcY44c4yJE6g0h2JebnOOn7PUZyooG5_3GGzB3-gK-OnHBoCAXoQAvD_BwE

This link will direct parents/carers to parental controls and monitoring a child's account. There is a direct and small chat facility called Chat and Party and even if this is limited only to friends it is really important to monitor the history and sometimes unkind words and/or bullying can occur within the chat.

Gaming

Online gaming is hugely popular with children and young people. Annual research conducted by OFCOM shows that gaming is still one of the top activities enjoyed online by 5–16 year olds, with many of them gaming on mobile phones, games consoles, tablets or computers.



Consider games' age ratings

Games, just like films, have age ratings which are regulated by PEGI. These show the age that young people need to be in order to legally buy a game in the UK. PEGI have also created a set of content descriptors which show what content will be seen in the game and give an indication to why it received its rating.

Check who your child is chatting with

Many games have a chat feature which allows gamers to communicate with other players. On some games this is an open chat box where comments can be typed, whilst others may only allow a gamer to select from set phrases. Chat within games can happen publicly, so that other players can see it and interact, or privately in the form of a personal message. Many games also allow you to chat verbally via a wearable headset.

Discuss how to report or block unkind messages

Online bullying can happen in games as well as on social media or messaging apps. It could be through unkind comments or messages, or by targeting other players within a game. Most games have reporting and blocking features which can be used to support a young person who is being bullied online.

<https://saferinternet.org.uk/online-issue/gaming-2>