



# BUCKMINSTER *Primary School*

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Dear Parents and Carers,

We are constantly striving to keep our children safe in this ever changing technological world. In school we teach children about the dangers of using the internet, apps and gaming but parents need to know too and, if you are like me, it is hard to keep up with new technology.

Below is some very useful information to keep you up to date. Please click on the links for further advice and information. If you have any concerns about the games or apps your child is using at home, please do not hesitate to speak to us in school; if we do not know the answer, we will do our best to find out.

## E-SAFETY: APPS & GAMING

### Did You Know?

- 90% of children under 10 go online
- 86% of KS2 children use some form of online communication
- 86% of 3-4 year olds have access to a tablet at home and 21% have their own tablet

Early use of digital technology has been shown to improve language skills and promote children's social development and creativity. But it's not without risks for young children, who may come across inappropriate content or begin to copy what older children do online. The attached is intended to give you some helpful information and guidance on how to minimise the risks children can experience online.

### APPS

#### ***Keeping up to date***

There are so many apps being released every month, it is difficult to keep up to date with them all, however, the link below explains what the most common ones are used for. You can then click onto each icon and find information regarding minimum age, content concerns, reviews from children and parents and tips.

<https://www.net-aware.org.uk/networks/?order=title>

#### ***What age can children start social networking?***

Lots of children are already using social media before they leave primary school but the majority of apps (including Instagram, Facebook, Snapchat and Twitter) are for 13 years and older and WhatsApp has recently raised its minimum age to 16. Click the link below to find out more.

<https://www.internetmatters.org/hub/guidance/age-can-child-start-social-networking/>

#### ***Keep on the correct App***

This link explains how to set up and start a guided access session. This is particularly useful for younger children as it keeps them on the app you selected for them and prevents them accidentally clicking on an inappropriate app.

<https://support.apple.com/en-gb/HT202612>

## Snapchat Latest

A very common App used by younger people is Snapchat – the link below explains more about this app including 'exposing **your child's EXACT location** through Snap Map, sexting, Snap Streaks and addiction'. The latest feature of snapchat is the Lens Explorer (launched July 2018) which opens opportunities for age-inappropriate content to be uploaded.

[https://nationalonlinesafety.com/resources/platform-guides/snapchat-guide-for-parents/?mc\\_cid=c05634919f&mc\\_eid=693d8b2a8f](https://nationalonlinesafety.com/resources/platform-guides/snapchat-guide-for-parents/?mc_cid=c05634919f&mc_eid=693d8b2a8f)

## GAMING

### Parent Guides

**FORTNITE** and **ROBLOX** are very popular games at the moment – lots of children talk about and even play them (despite age restrictions). See the school website for a 'Parent's guide' to Fortnite and Roblox to be more informed. This site gives an overview - including tips and risks - of **MINECRAFT**

<https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/minecraft-a-parents-guide/>

### Parental Controls and Privacy Settings for Game Consoles

This link has simple step by step guidelines on how to check the parental controls and privacy settings on most of the gaming consoles your children may have at home. This means you can block in app purchasing, the online chat features and many other features designed for older children and adults. It's worth double checking – even if you think you set them up originally - they can easily reset to default settings after downloading new games, updated versions or software.

<https://www.internetmatters.org/parental-controls/>

## ADDITIONAL INFO

- **SMART** rules are taught in school – here is a link so you are able to consolidate these guidelines at home- <http://www.kidsmart.org.uk/beingsmart/>
- These **WEBSITES** have lots more information but please come into school if you have any questions or need any more advice.

<https://www.internetmatters.org/>

<https://www.thinkuknow.co.uk/>

<https://www.childnet.com/>

Parent guides to Fortnite and Roblox can be found on our website

[https://www.buckminster.leics.sch.uk/website/e\\_safety/367247](https://www.buckminster.leics.sch.uk/website/e_safety/367247)

And finally, the advice most commonly given by e-safety experts is to stay involved in your child's online activity - learn about the games, discuss the apps, take part. As we all know, this is part of their world, both socially and educationally and the more you know about what they are doing, hopefully, the more they will involve you and you can help them minimise the risks and downsides of the internet and encourage them how to benefit from it.

Yours sincerely  
Debbie Clarke

