

Having conducted an anonymous survey of ALL children within the school about their use of technology, these were the results that were obtained.




Section One: General Internet Use




Results: We found that over 95% of children have access to the internet through a variety of devices outside of school (1% decrease) and the majority (approx 78%) use the internet three days or more every week.

Actions: this tells us that our pupils are in tune with the digital world and are confident at accessing online content through a number of devices. It is important to monitor what they are accessing through browsing history and being with children when they are online.

Section two: Accessing online entertainment

Results: Our findings show that over seventy per cent (71.9%) prefer to watch online content (such as YouTube) rather than traditional television. This is a 5% increase on last year. We also found that over 66% of New Invention pupils play games online against other users. When asked about games they have either played or watched somebody else playing, there were some alarming results. 29% of pupils have played/watched someone play Call of Duty and 23% have played/watched someone play Grand Theft Auto (both rated 18+). Their respective age reviews are given below. The most notable difference from the previous year is that over 60% of our pupils play Fortnite regularly. This reflects national trends.

| | |
|---|--|
|  | Call of Duty : WWII Activision Blizzard UK Ltd |
|  | The content of this game is suitable for persons aged 18 years and over only. |
|  | <i>It contains:</i> Extreme violence - Violence towards defenceless people - Strong language - |
| | System: PlayStation 4 |
| | Genre: Action |
| | Releasedate: 2017-11-03 |

| | |
|---|---|
|  | Grand Theft Auto V Take2 Interactive Software Europe ltd |
|  | The content of this game is suitable for persons aged 18 years and over only. |
|  | <i>It contains:</i> Extreme violence - Multiple, motiveless killing - Violence towards defenceless people - Strong language |
| | This game allows the player to interact with other players ONLINE |
| | System: PlayStation 4 |
| | Genre: Action |
| | Releasedate: 2014-11-18 |

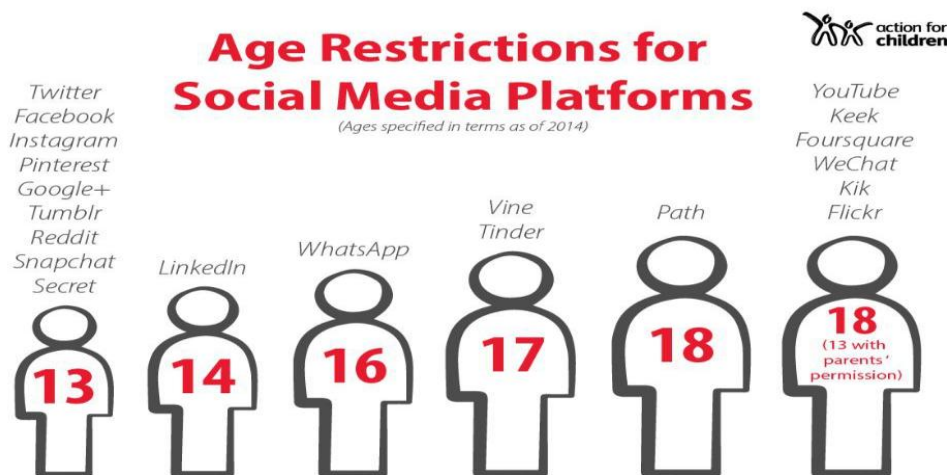
Actions: If children are accessing entertainment online through channels such as YouTube this doesn't indicate a specific risk but does show a trend moving towards more 'on demand' entertainment. However, like with television, it is important to monitor the content children are viewing as it may not be age appropriate and contain adult themes or extreme viewpoints. There is a YouTube kids app available for iPad that automatically filters out ,most adult content. Playing games online is a great way to enhance the game-playing experience playing with friends and communicating whilst playing. This can however open the door to inappropriate communications with strangers if settings are not configured correctly for children. Both Xbox and PS Plus have settings that can be altered to protect children against inappropriate communications and to prevent purchasing more content. Guides on how to use these features can be found on their respective websites. With regards playing/ watching inappropriate games, always research a game before purchasing. Discussions on increasingly popular games such as Fortnite (which has a PEGI rating of 12+) will form part of future E Safety initiatives and parent guides are available on the Safeguarding newsletter.

There are YouTube video reviews which will give an indication of a game's themes and all games receive a PEGI rating which details the age appropriateness of a game.

Section Three: Social Networking

Results: We found that just over 6% of pupils have a Facebook account; 23.8% have an Instagram account and 39% have a Snapchat account. Just over 51% use a messaging service (like WhatsApp) and we found that 31% of children have received abusive messages or messages containing inappropriate language. These all indicate minor reductions compared to previous findings.

Actions: By the websites own rules, all users of Facebook, Instagram and Snapchat should be at least 13 years of age. WhatsApp users should be 16 or over.



It is therefore vitally important that parents know what their children are using and regularly monitor their use of these social media platforms. By being on these sites, children are vulnerable to inappropriate communications from strangers with improper motives. Account settings can restrict communications and prevent content from being viewed but children must be aware that even posts amongst friends are in the public domain once communicated online. There have been instances –reported in school–where children have sent messages believing nobody else could view them that have been screen shot and reported due to their inappropriate nature. If children are going to use these communication apps then it is vital that they know how to report abuse or what to do if they see something inappropriate or makes them uncomfortable.