

Keeping Your Child Safe On-Line



*Cotwall End Primary
School Pupil Survey
March 2020, Feedback to
Parents April 2020*

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Introduction

School recently held a Safer Internet Day, where pupils completed a variety of activities to help make them more aware of how to keep themselves safer when online. They also focused on their behaviour and how it can affect themselves and others, plus understanding the dangers and consequences of their actions online.

To follow up on this, teachers completed class questionnaires with their pupils. Unfortunately, this data was due to be submitted before the end of the Spring Term. Not all classes had collected their data before the country was taken into lockdown due to COVID19.

In light of this lockdown, however, we are aware that children are likely to be spending even longer online than previously and wanted to make sure that we shared the information with you, as soon as possible, so that you can take steps to improve the safeguarding of your children.



How Long Pupils Spend Gaming, On Phones and Tablets

We often think that we know how long our children spend on their computers and other I.T., but do we? Members of staff were shocked to hear from some children that they have to make sure that they're quiet when playing, so that they don't wake anyone up!

The data below shows how long pupils in KS2 spend gaming and on phones or tablets each week.

Year Group	Time Spent Gaming Each Week						
	<2 hours	2-4 hours	4-6 hours	6-8 hours	8-10 hours	10-12 hours	>12 hours
3	18%	21%	18%	14%	7%	4%	18%
4	20%	10%	19%	7%	19%	7%	15%
5	12%	22%	24%	3%	14%	12%	12%
6	4%	25%	14%	21%	2%	2%	32%
Year Group	Time Spent on Phones or Tablets Each Week						
	<2 hours	2-5 hours	5-10 hours	10-15 hours	15-20 hours	20-25 hours	>25 hours
3	21%	29%	14%	18%	11%	0%	7%
4	20%	24%	28%	6%	6%	7%	9%
5	26%	24%	14%	17%	10%	3%	5%
6	6%	20%	35%	4%	18%	8%	18%

As you can see from the data, the older children get the longer they appear to spend on gaming, phones or tablets. But not all children are spending excessive time, some are effectively limiting their time or are being limited by parents.

If your child spends in excess of 4-6 hours weekly gaming, then this means that they are spending more than an hour each day. As children get older, they appear to spend a greater amount of time online, particularly on phones and tablets where some of our oldest children are spending more than 25 hours each week. This is the same as the number of hours a week that secondary school pupils have timetabled lessons for!

Games Your Children Play Offline and Online

Do you know what your child is playing on their phones, tablets and/or netbooks?

As parents and educators, we need to be encouraging our children to spend less time on line. **Many games that are being played are not suitable for the age of the child playing it.**

The information shown on the table was compiled by teachers having asked their classes what they play.

Red Highlight – Unsuitable for Primary Age Children

Yellow Highlight – Close Adult Supervision

Name of Game	Age Rating	3C	3GS	4N	4W	5M	5S	6M	6P
Animal Hotel	U		✓						
Apex	16+				✓	✓			
Arena	12+								✓
Basketball	U						✓		
Batman	15+				✓				
Battle Front	16+		✓	✓					
Bottle Flip	U		✓	✓					
Brawlhalla	7+			✓					
Call of Duty	18+		✓		✓		✓		✓
Candy Crush	U		✓						
Car Games	6+						✓		
Chess and Draughts	U				✓				
Clawee	U		✓						
Click the Cookie	U		✓						
Colour Road	U			✓					
Colouring	U				✓		✓		
Crew 2	13+			✓					
Crossy Road	U		✓						
Dirt 4	3+						✓		
Disney Infinity	6+				✓				
Fifa	3+		✓	✓	✓	✓	✓	✓	✓
Fortnite	12+		✓	✓	✓	✓	✓	✓	✓
Forza Horizon	8+		✓		✓			✓	✓
Fruit Ninja	U						✓		
Gacha Life	<14				✓		✓		
Gardenscapes	U		✓						
Grand Theft Auto	17+				✓	✓			✓
Granny	13+		✓						
Halo	16+				✓				
Helix	6+				✓				
Hello Neighbour	13+			✓			✓		
Hit the Button	U				✓				
Homescapes	3+		✓						
Hoopstars	13+		✓						
I Movie	6+				✓				
Icing on the Cake	U		✓						
Jumangi	12+				✓				
Just Cause 3	18+								✓
Just Dance	10+		✓				✓		✓
Legend of Zelda	10+								✓
Lego Ninjago	13+			✓	✓		✓		
Life is Strange	17+					✓			
Magic the Gathering	13+								✓
Mario Kart	U		✓	✓	✓		✓		

Name of Game	Age Rating	3C	3GS	4N	4W	5M	5S	6M	6P
Minecraft	7+		✓	✓	✓	✓	✓	✓	✓
Mod Nation	10+							✓	
Mortal Combat	17+						✓		✓
Movie Star Planet	13+		✓				✓		
My Maths	U				✓				
NBA 2K20	3+		✓						
Need for Speed	13+							✓	✓
Olympic Games Mario/Sonic	3+				✓				
Origins	18+								✓
Papas Pizzeria	3+					✓			
Paper.io/Trivia.io/Yohoho.io	9+		✓	✓	✓	✓			✓
Piano Tiles	U						✓		
Pixel Creator	U		✓						
Plant v Zombies	12+			✓					
Pokemon	3+						✓		
Red Dead Redemption	18+								✓
Rise of Kingdoms	9+						✓		
Roblox	10+		✓	✓	✓	✓	✓	✓	✓
Rocket League	7+		✓	✓	✓	✓	✓		✓
Run Race	14+						✓		
Sea of Thieves	13+		✓				✓		
Sims	12+				✓			✓	✓
Slither	4+		✓						
Smash Bros Ultimate	U								✓
Snowball	U						✓		
Soap Cutting Puzzle	U						✓		
Spiderman	16+								✓
Spitoon 2	13+								✓
Sport's Party	3+								✓
Star Stable	12+							✓	
Tekkin	16+						✓		
Temple Run	U				✓				
Tennis	U		✓						
Theme Park	12+						✓		
Tilehop	4+		✓						
Titan 4	16+								✓
Toca World	5+				✓				
Tom 2	13+						✓		
Traffic Road	8+	✓							
TTRockstars	U	✓	✓	✓	✓	✓	✓	✓	✓
Walk Master	9+				✓				
Water Park	13+				✓				
Wishbone	17+		✓						
Wordscapes	4+		✓						
Word Swap	8+		✓						
WWE 2K20	16+								✓

What Can You do to Protect Your Children?

TALK TO THEM!

- The games highlighted in **red** are **totally unsuitable for Primary Age pupils**. They often involve extreme violence, sex, prostitution and/or drugs. Parents should stop their child/children from playing these games
- Those games highlighted in **yellow**, should be **carefully monitored by parents** as to the suitability for their child. Many of them involve violence.
- Some games have been identified as portals for grooming; they may encourage children to disclose details of their ages, their location, or have online chats.
- **Gacha Life** is for girls aged under 14. It was unclear why this should be; a quick check on line revealed the following disturbing information, girls are asked to verify their age by providing a **topless photo!** Clearly, parents need to be aware of the unsuitability of these sites.
- Go through the list of these games with your child and ask them to identify which games they are accessing. The Age Rating is a guide that can easily be identified by going online and searching by the game's name and age rating.
- If you're unsure of any game that your child is playing, search under the game's name and parental guidance. There is a wealth of information out there.
- Make sure that you have parental settings for the wifi in your home and that parental settings are also in place for phones, etc.

Social Media

- Pupils are accessing a range of social media apps and sites. The vast majority of these Social Media Apps are restricted or recommended for ages 13 years and older.
 - WhatsApp
 - Twitter
 - YouTube
 - Facebook
 - Instagram
 - Snapchat
 - TikTok
 - Discord
 - Twitch
 - Skype

How Pupils Feel when Playing Online

Pupils reported a range of emotions felt when playing games and interacting online.

Positive		Negative	
Happy	Determined	Angry	Sad
Chilled Out	Joyful	Enraged	Mad
Entertained	Energetic	Bored	Tense
Calm	Interested	Tired	Heart Racing
Excited	Good	Annoyed	Anxious
Relaxed	Cool	Frustrated	Scared
Engaged	Glad	Hyper	Emotional
Accomplished		Confused	Stressed
		Disillusioned	Cross

If you require further advice during this COVID19 pandemic, there is lots of support on the website below, where the ESafety Commissioner has published tips for parents on how to help their children to stay safe online.

www.esafety.gov.au

There is also www.thinkuknow.co.uk which has a new #OnlineSafetyAtHome social media support pack.

The school email is also being checked every day, if you need support or advice, please email us and one of the Safeguarding Leads will get back to you.

Stay Safe! Stay in! See you all soon!

