



A DIGITAL WORLD, SAFER



Online Safety UK Newsletter
September 2021



DON'T LET TECH DOMINATE YOUR FAMILY TIME

We strongly promote using tech within families, especially together. But give yourself some time to have time away from a screen too.



ONLINE SAFETY ASSESSMENT RELEASED

As part of continued growth in Online Safety we have developed an assessment framework for schools to become Online Safety Assessed, meeting all of the OFSTED, KCSIE and other Curriculum requirements plus some additional Safeguarding measures and workflows that we have introduced. This assessment is something you can grow, with a Standard and Platinum assessment criteria, with platinum being for those schools excelling and showing a real desire to inspire change in the wider community year after year.

ONLINE SAFETY - PARENTS



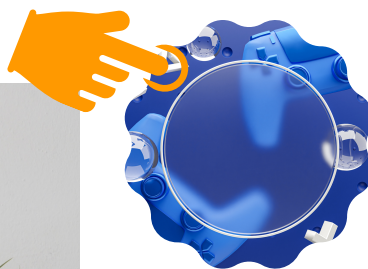
INSTAGRAM CHANGES

Instagram have made changes to their accounts so that all users who have a DOB under the age of 16 for the UK on their account, will automatically be moved to a "private" account, this is to aim to stop most unwanted contact on the platform towards minors, including stranger contact which has become more and more common since the first lockdown as reported by the users themselves. [Find out more....](#)

THE CURIOSITY BEAST

We are welcoming you to the Curiosity Beast, a curious little creature who will go through a journey with you in the real world, he helps grown ups and children alike and will let you know how he is feeling about certain things happening in the Online Safety world and ask how you're feeling about this also.

A Digital World, Safer. ❤️



[Playstation Parental Controls](#)

[Nintendo Switch Parental Controls](#)



[Xbox Parental Controls](#)

MOTIVATION & POSITIVITY IS KEY TO ALL LEARNING

“

“Mother Nature is providential. She gives us twelve years to develop a love for our children before turning them into teenagers.”

- WILLIAM GALVIN
#MondayMotivation



“

“Why don't kids understand their nap is not for them, but for us?”

- Alyson Hannigan



“WHEN YOUR CHILDREN ARE TEENAGERS, IT'S IMPORTANT TO HAVE A DOG SO THAT SOMEONE IN THE HOUSE IS HAPPY TO SEE YOU.”

- NORA EPHRON

#MondayMotivation

“IT JUST OCCURRED TO ME THAT THE MAJORITY OF MY DIET IS MADE UP OF THE FOODS THAT MY KIDS DIDN'T FINISH.”

- Carrie Underwood



Follow



Follow



Follow



Follow

ONLINE INDEPENDENCE IS GROWING

Lee Haywood

One of the most important points for us here in the Online Safety Sector is the need for up to date and credible research that is done on a regular basis. This is also one of the largest gaps that hinders many professionals from creating an effective learning package for their audience. This is something we are changing.

We completed a survey of over 7,000 participants in Spring 2021 covering a wide range of questions and situations. We will provide you with our key findings in each edition of this newsletter. We are always looking for new schools, parents and children to be a part of our next research projects, if you're interested in this, sign up below.

in 2021 we've had the first opportunity to see the real changes in behaviours involving technology and how those changes may be having a positive or negative effect on it's users. The major positive that we've found is that children's independence has increased significantly but there are added risks that come with this.



Become a part of the change by opting in to our future research projects



78% OF 11-12 YEAR OLDS **DISAGREE** WITH THE STATEMENT "YOU SHOULD NOT SPEAK TO STRANGERS ONLINE."

But why? We believe the fact that online gaming at an early age encourages stranger interaction to complete the objectives of the game and that there has been nothing bad happen to them during these interactions which adds validation to the fact that us adults just "don't get it" anymore. Also, the message "You should not speak to strangers online" is further tarnished by our own actions, whether that's online dating, the use of social media ourselves or the influencers on social media around them.

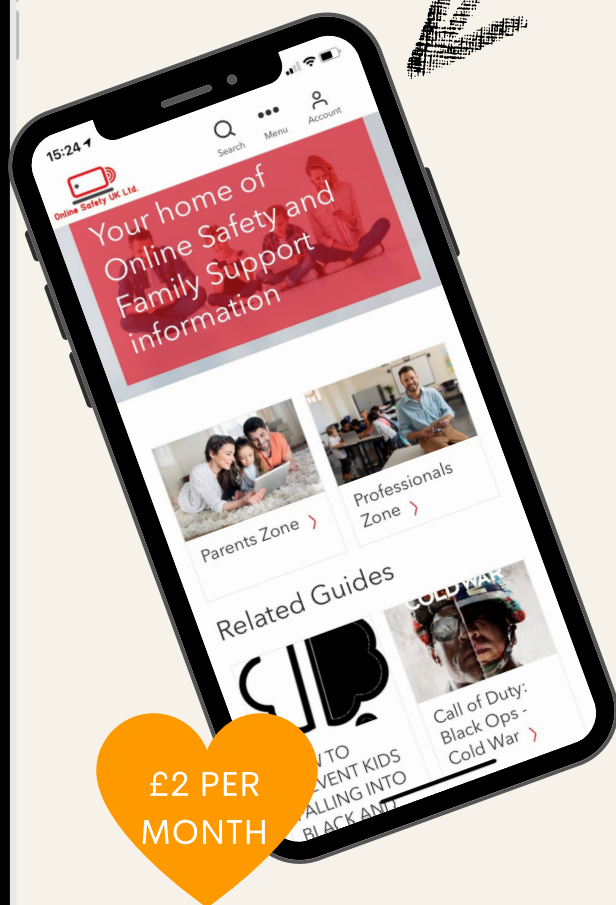
So should you be worried? Every parent is going to worry about stranger contact online, some of which is massively inappropriate to say the least, **but what are your options?**

- Try the softer approach of checking in and talking about their interactions online.
- If you have a child who isn't wanting to engage willingly, consider free parental support apps like the ones mentioned above for consoles, which will allow you to see friendships as they develop, from your own device.
- Consider how these stranger connections appear to be changing the behaviours of your child. Increased secrecy, or a real want to be online to speak with this person are little warning signs that may require some conversation to understand what is happening.

FAMILY
MEMBERS

Safer Digital Families

WANT TO STAY IN CONTROL OF
YOUR CHILDS SAFETY ONLINE?



**Live Alerts, Setup Guides, Apps
/ Games info & so much more**

[LEARN MORE](#)



Lootboxes & Micro-Transactions

Written By: Kev Clelland



The world of Video Games has for a long time been cloaked in mystery, with many non-gamers often finding themselves bamboozled by an alien language full of confusing terminologies.

One of these words has become synonymous with the world of Video Games in popular culture and the mainstream media, Loot Boxes.

Ask any parent who has a child who enjoys gaming and they will probably have a fairly good idea of what a Loot Box is, perhaps even to go as far as detailing how they work and why the mechanics behind them have caused such controversy. Understandably for those parents without a direct interest in gaming, like myself, it can be rather daunting to discover that there are aspects of video games such as Loot Boxes that inhabit the murky grey area that lies between gaming and gambling.

Much has been made of the similarities between these games of chance and the mechanics used on digital gambling platforms. However, for many Parents, the extent of their knowledge surrounding finances and gaming begins and ends with Loot Boxes. There is an entire complex world of microtransactions and in-game purchases that vary from game to game, often being navigated by children and teenagers who have a very basic understanding of how money works.

In research published by the Gambling Commission in 2019, out of the 11–16-year-olds who were aware of what Loot Boxes were, 44% said they had paid to open one. However, as the YGAM team have rolled out our training to education practitioners, we have encountered an increasing number of parents, grandparents, teachers, carers and youth workers who regularly hear children and young people talking about microtransactions and in-game currencies.

The use of in-game currencies has expanded into a wide range of gaming titles, including single player games that would not traditionally have included these features. One of the main benefits of in-game currencies for game developers/publishers is that they can create a sense of separation from real-life value and real-world money. If a player were to purchase £20 worth of in-game currency to spend on cosmetic items such as character skins or appearance modifiers, they are less likely to think about the 'value for money' of each individual item they buy. It also allows developers to structure their pricing within digital marketplaces and stores, to encourage more real-world money to be spent on credits, tokens, or whatever form their in-game currency may take.

When it comes to being a parent, we all know the powerful influence our child's friends can have on them, especially when it comes to buying new items, from toys and technology to fashion and fads. The exact same experience also happens online. In games where character skins are visible to friends, or items that denote the 'cool-factor' or skill level of an avatar, this peer pressure can be a powerful motivator to encourage children and young people to obtain the same, or even better items. With many of these items accessible through in-game marketplaces an increasing number of parents will have noticed their children asking to spend money on in-game currencies. With terms like 'V-bucks' or 'Robucks' flying around, its no wonder that many parents struggle to understand exactly how this system works and what the implications can be for their kids.



**THURSDAY 30TH
SEPTEMBER -
8PM**

Lootboxes & Microtransactions

Spend 45 minutes talking about why in game purchases have become so important to the gaming industry, why they are so hard to resist for the users of all ages and how to help put measures in place to stop unwanted transactions occurring as the 14 day cooling off period does not apply to digital currency such as these.

BOOK YOUR FREE SLOT NOW



The Curiosity Beast

I have a question...

Have you had unwanted transactions from games consoles before? If so, come along and let us stop that from happening again