GEMS
FirstPoint
School

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E-Safety Parent Coffee Morning

Wednesday 24th April 2024

Welcome

Miss Isabel Olley
Deputy Head of Primary
Primary Safeguarding Lead
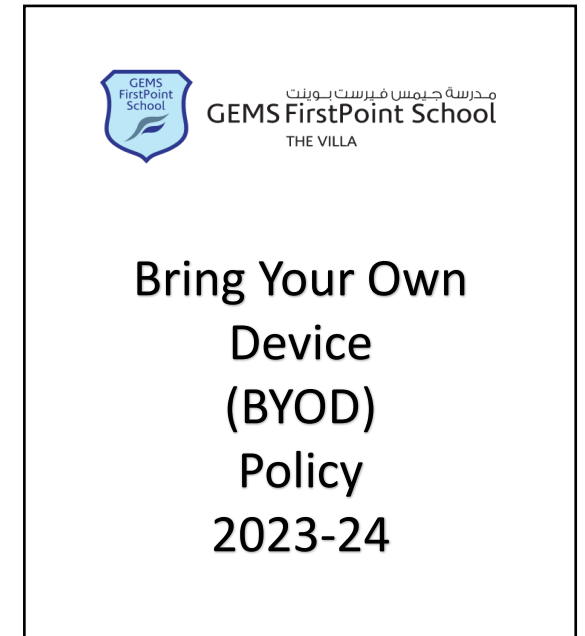
Workshop Aims

In the session we will cover:

- ❑ BYOD Guidelines
- ❑ What does E-Safety look like in school?
- ❑ Social Media and Age Restrictions
- ❑ Mental Health – Impact of Social Media
- ❑ What can you do at home to support and ensure your children are safe online?
- ❑ Useful Links
- ❑ FAQs

E-Safety

E-Safety

FPS
BYOD

E-Safety

E-Safety

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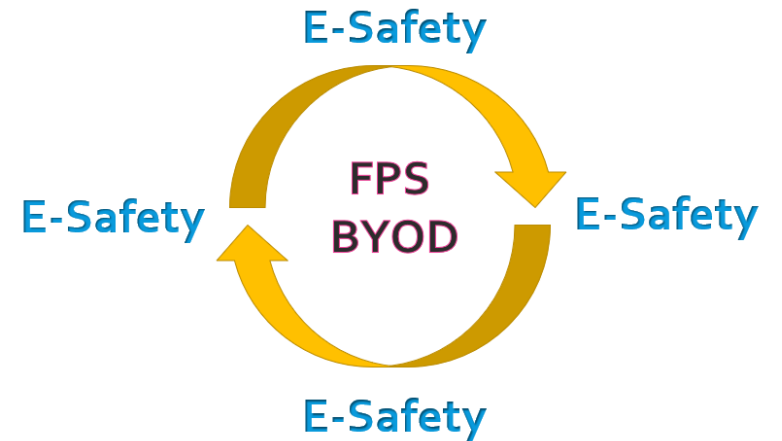
What does BYOD mean?

BYOD means Bring Your Own Device and it is a policy that runs through out FPS from Year 1 – Year 13. Our BYOD policy encourages all FPS children to bring their own device to support learning and promote purposeful technological engagement in lessons.

BYOD Policy (available on our website)

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GEMS FirstPoint School
THE VILLA

Bring Your Own Device (BYOD) Policy 2023-24

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GEMS FirstPoint School BYOD Guidelines

All devices

- ✓ Must have home games stored in a folder on the device (password protected if possible)
- ✓ Must arrive in school fully charged with the recommended apps downloaded.
- ✓ Must have a protective cover.
- ✓ Must be named
- ✓ Must be taken home daily and brought back the next day fully charged.

For device specifications please refer to our school policy

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Primary Apps

App	Name	We recommend this app because it is good in…
	Adobe spark	All areas of the curriculum: Used for making movies and graphics
	Book Creator	English: This app allows students to present the writing in the style of a digital book.
	Kahoot	All curriculum areas: This is a quiz-based app, assessing student's knowledge on current topics.
	Menti	English: Students can collaboratively collect adventurous vocabulary or share ideas.
	Nearpod	All areas of the curriculum: An interactive classroom tool, allowing teachers and students to share work electronically.
	Padlet	All areas of the curriculum: This app is a platform to allow students to share work and ideas.
	Photo maths	Maths: This app allows students to check their answers without the aid of a teacher. This encourages independent learning.
	Piccollage	All areas of the curriculum: A platform to present photos in collage form. This is useful in research tasks.
	Google Translate	All areas of the curriculum: A fundamental recourse of students with English as an additional language to communicate with their teachers and peers.
	QR Code	All areas of the curriculum: An excellent app for teachers to share web links, photos, videos or documents with students without them typing in the web addresses. This is for students who do not have an apple device.

App	Name	We recommend this app because it is good in…
	Show me	All areas of the curriculum: An interactive whiteboard
	Dictionary.com: English Words	All areas of the curriculum: Used as a dictionary and Thesaurus
	Getepic	English: This app can provide reading books at children Accelerated Reading level
	Times Table Rockstars	Maths: A Times Table fluency games, where students can practice their times tables whilst battling against their classmates
	EducationCity	All areas of the curriculum: This is an app for KS1 students, where they can play games to consolidate their learning. This app will be used for home learning.
	CenturyTech	All areas of the curriculum: This is an app with uses AI to create a bespoke pathway for students' development, automatically setting nuggets to develop their learning. This will be used for home learning. Year 2-6.
	Microsoft Teams	All areas of the curriculum: Microsoft teams may be used as a platform to share resources between the teacher and students.
	PowerPoint	All areas of the curriculum: PowerPoint may be used in our digital skills lessons but also across the curriculum when presenting learning.
	Seesaw	All areas of the curriculum: This app is used for students to access resources, powerpoints and upload work during lessons. They will also be able to access their home learning via seesaw. Please download the seesaw family app for yourselves too so you can see your child's activity.

Downloading Apps

Downloading apps is quite simple. You visit the store for your device (the name of this store depends on your device type), search for the app and then download it. You will usually need a password to download an app.

Some apps are free but you have to pay to download others.

Not all apps are suitable for children. Many apps have age restrictions on them, and it is important that there is a **restriction/parent control on the app store so you can monitor and approve your child's apps.**

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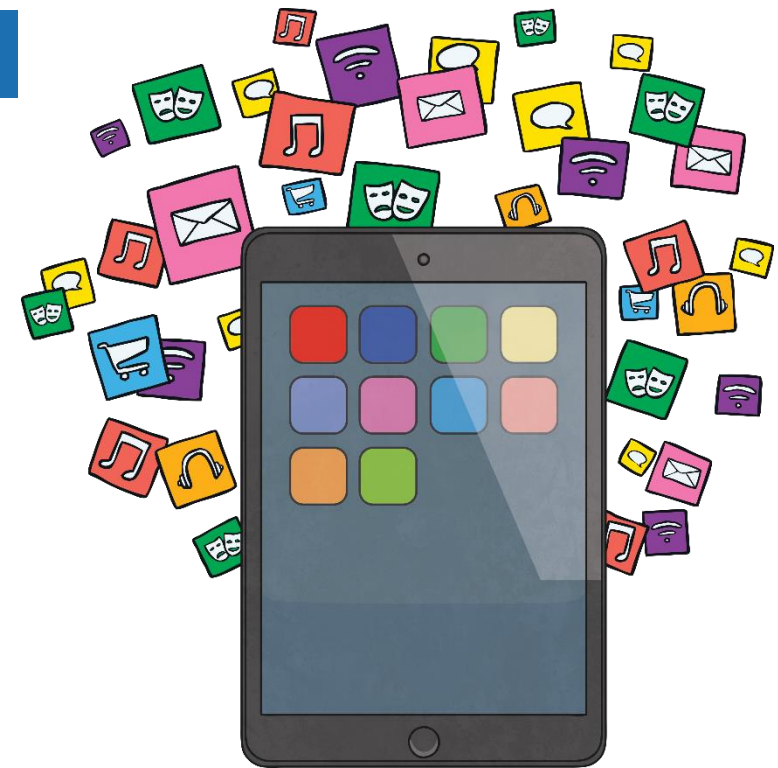
Keeping everyone safe online

https://youtu.be/K5IqSYSi1kE

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Every Minute of the Day
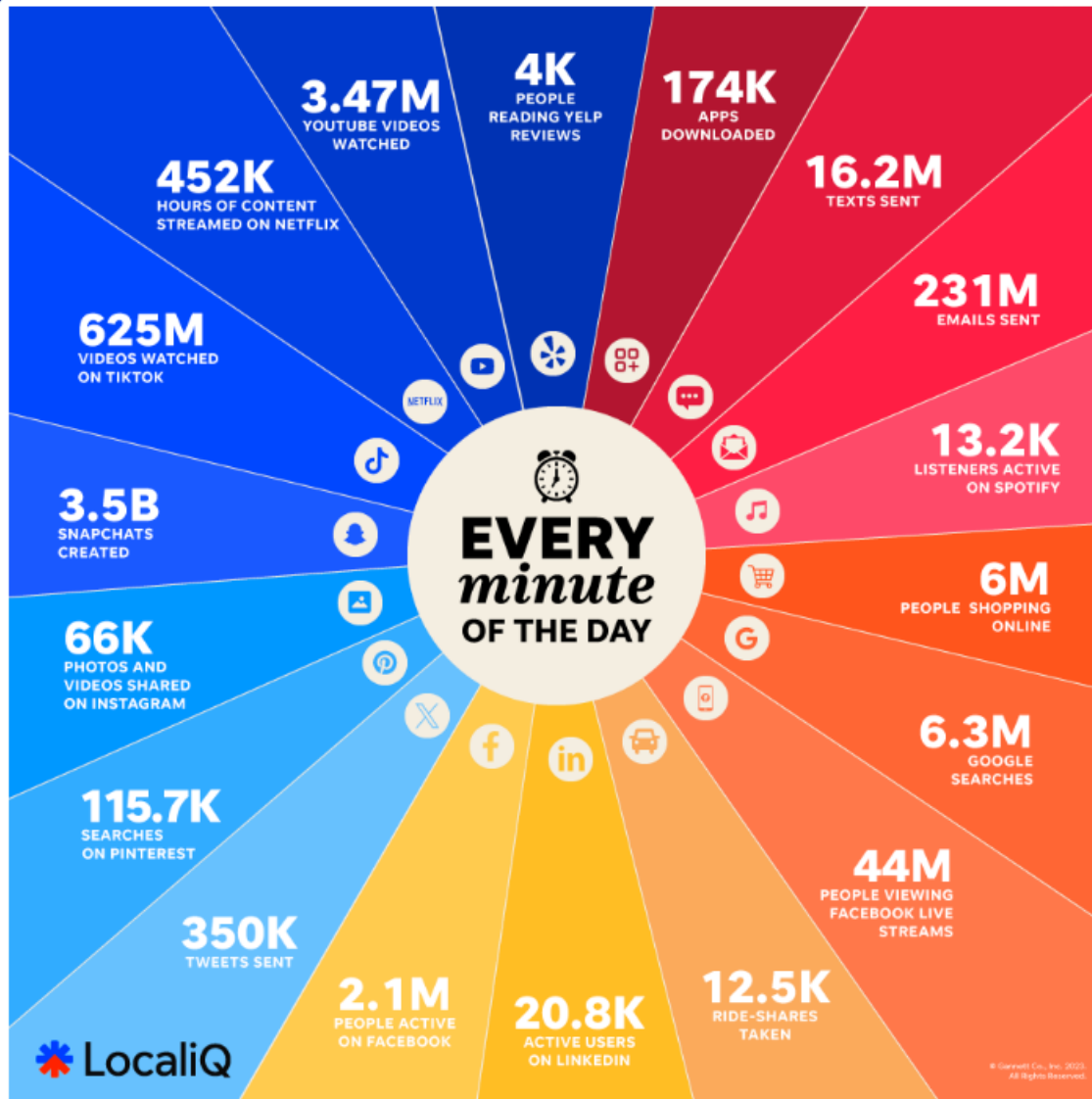
The world is forever changing and at pace however the internet is evolving at a quicker pace. Which makes it even more important that we are aware and know how to keep everyone safe.

70% of parents feel their children know more about the internet than they do.

An increasing number of parents are taking steps to monitor and mediate their children's online activity, including apps and settings to limit and measure screen time, monitoring of children's social media posts, and vetting apps, websites, or games for suitability.

21% of parents manage their children's usage 'a lot'.

[Report 2024 Internet Matters](#)

E-safety at FPS

SMART

S — Stay **S**afe
Don't give out your personal information to people / places you don't know.

M — Don't **M**eet Up
Meeting someone you have only been in touch with online can be dangerous. Always check with an adult you trust.

A — **A**ccepting Files
Accepting emails, files, pictures or texts from people you don't know can cause problems.

R — **R**eliable?
Check information before you believe it. Is the person or website telling the truth?

T — **T**ell Someone
Tell an adult if someone or something makes you feel worried or uncomfortable.

Follow these SMART tips to keep yourself safe online!

© The Federation of The Downs and Northbourne CEP Schools

Top Tips based on resources from www.thinkuknow.co.uk

We teach all of our children to be SMART!

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E-safety at FPS

Fully trained teachers and staff

Internet usage is monitored, and inappropriate sites are blocked

Regular E-safety briefing and updates for all children

E-safety at Home

Be mindful of local law and regulations

Supervise your child when they are using the internet. Empower students to be risk aware and use the internet safely

Restrict access to sites and social media.

What do you think is the minimum age restrictions for these social media platforms?
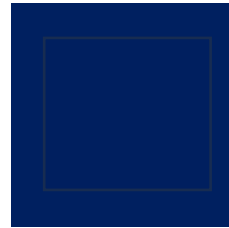
Twitter   Facebook   Instagram   Pinterest

Reddit   Snapchat   Tik Tok   YouTube   BeReal

Messenger   Twitch   Yubo   Discord

What do you think is the minimum age restrictions for these social media platforms?

Vimeo

Tumblr

WhatsApp

Nintendo Online Account

Telegram

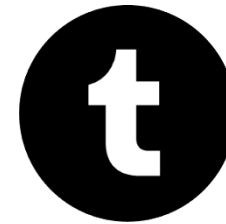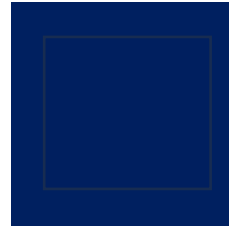# What do you think is the minimum age restrictions for these social media platforms?

Xbox Live Account

PSN Online Account

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Age Restrictions

Must be over 13

Age limits have been put on social media by the creators themselves. However, studies have found that three quarters of children aged between 10 and 12 have social media accounts.

Kids on Social Media

Share of parents in the UK saying their child has a social media profile, by age

25%	24%	30%	31%	38%
3	4	5	6	7

50%	54%	65%	72%	80%
8	9	10	11	12
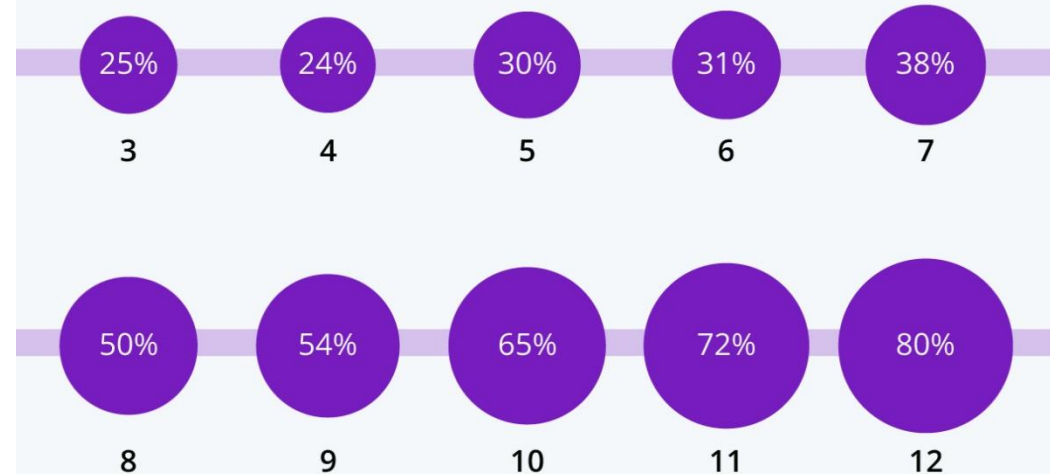
n=2,400 UK parents of children aged 3-17. Conducted Oct-Dec 2021.
Source: Ofcom

statista

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Minimum Age Restrictions for Social Media Platforms

Video games are PEGI rated.

PEGI ratings offer a traffic light system of age ratings for video games.

The age ratings for green PEGI 3 and PEGI 7 games are advisory. The age ratings for the orange PEGI 12 and PEGI 16, as well as the red PEGI 18, are legally enforceable.

The purpose of the age ratings is to indicate that the games are appropriate for players of a certain age.

Shops cannot sell games with an orange or red rating to people who are not the right age.

7 PEGI 7

12 PEGI 12

18 PEGI 18

PEGI 3

Suitable for all age groups.

These games should not include any sounds or pictures which will frighten young children.

For example:

- Just Dance
- FIFA
- DiRT Rally
- Animal Crossing

PEGI 7

Suitable for ages 7 and above.

These games may contain scenes or sounds that could frighten young children and mild forms of violence which aren't realistic.

For example:

- Minecraft
- Roblox
- Among Us
- Lego Series

PEGI 12

Suitable for ages 12 and above.

These games show violence in a more graphic way towards fantasy characters. There may be mild bad language.

For example:

- Sims
- Fortnite
- Dragon Ball FighterZ
- Super Smash Bros. Ultimate

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PEGI 16

Suitable for ages 16 and above.

Games can feature more realistic violence. They may also contain stronger bad language and feature the use of substances, such as alcohol and tobacco.

For example:

Marvel's Avengers

Battlefield 2042

Halo Infinite

Marvel's Spider-Man

PEGI 18

Suitable for ages 18 and above.

This is an adult classification. Games contain realistic and extreme violence, as well as other content that is only suitable for adults.

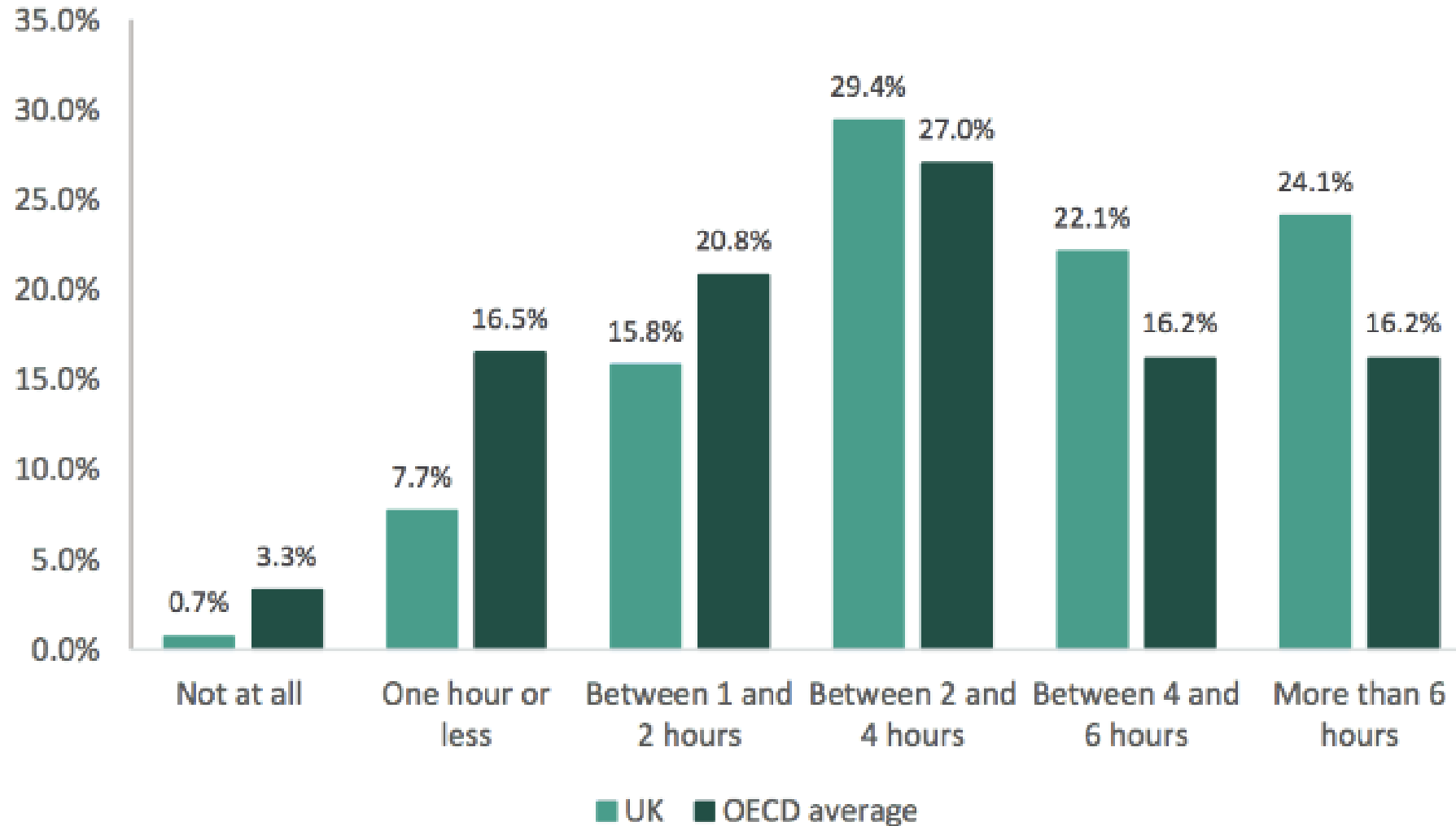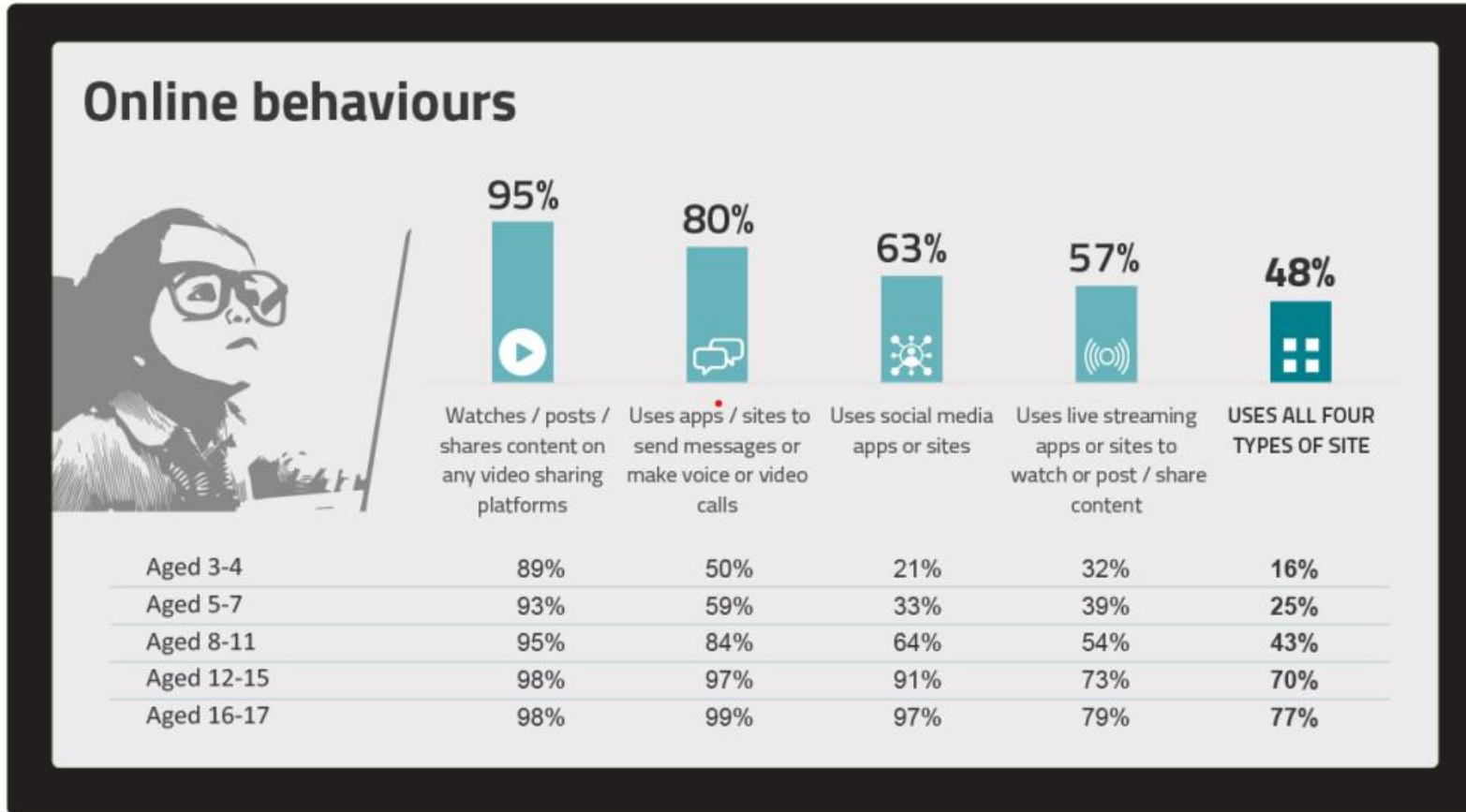For example:

Call of Duty: Warzone

Grand Theft Auto V

Far Cry 3 Blood Dragon

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Social Media Data

Figure 1.3: Internet use outside of school on a typical weekday

Online behaviours

|	Watches / posts / shares content on any video sharing platforms (95%)	Uses apps / sites to send messages or make voice or video calls (80%)	Uses social media apps or sites (63%)	Uses live streaming apps or sites to watch or post / share content (57%)	USES ALL FOUR TYPES OF SITE (48%)
Aged 3-4	89%	50%	21%	32%	16%
Aged 5-7	93%	59%	33%	39%	25%
Aged 8-11	95%	84%	64%	54%	43%
Aged 12-15	98%	97%	91%	73%	70%
Aged 16-17	98%	99%	97%	79%	77%

- Eight in ten children aged 8-17 (78%) said they had felt, at some point, that people could be mean or unkind to each other on them.
- As with the positive side of social media, girls were more likely to say this than boys (81% vs 75%).
- Nine in ten 8-17-year-olds (89%) said they had ever felt pressure to be popular on these platforms, with no difference by gender.

Children's Media Use and Attittude Report (2022 - Ofcom)

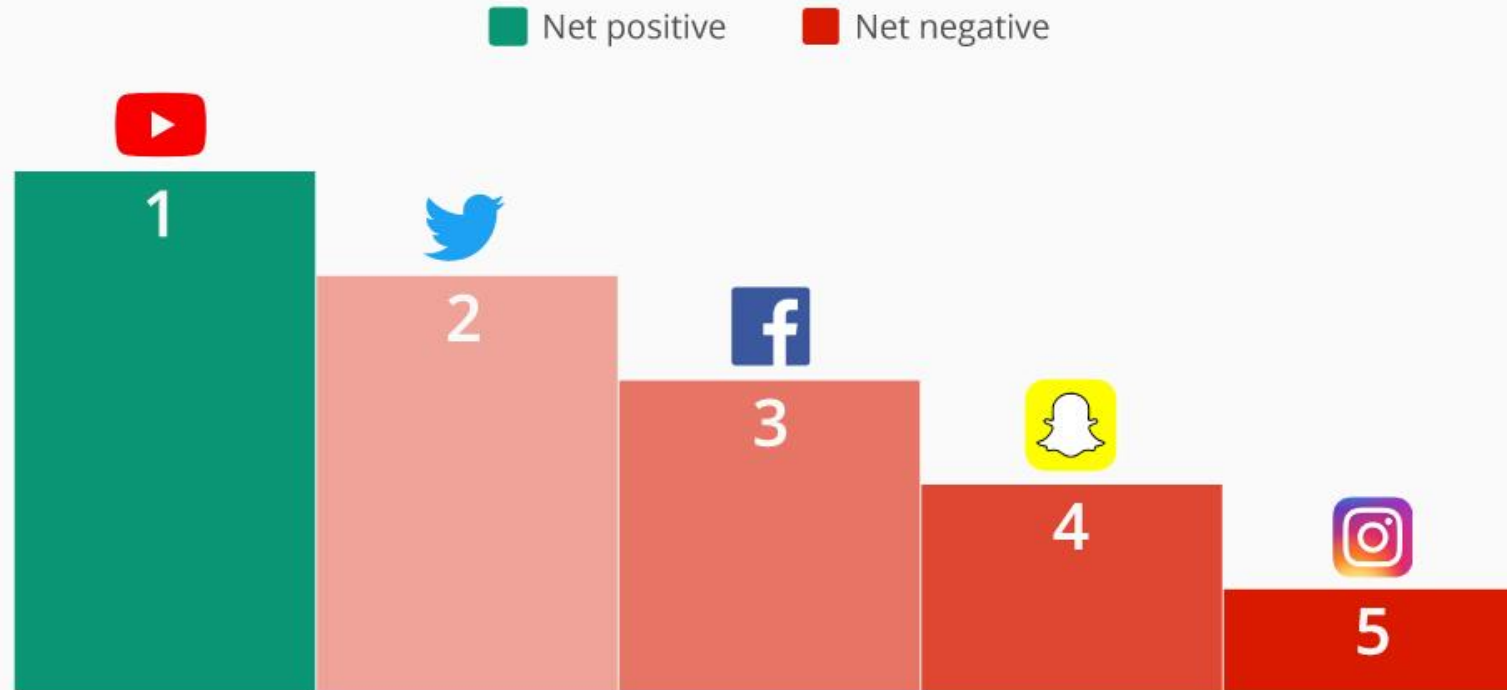Link between time spent on social media and depression

Percentage of 14-year-olds in the UK with depressive symptoms in relation to the number of hours per weekday they spend on social media
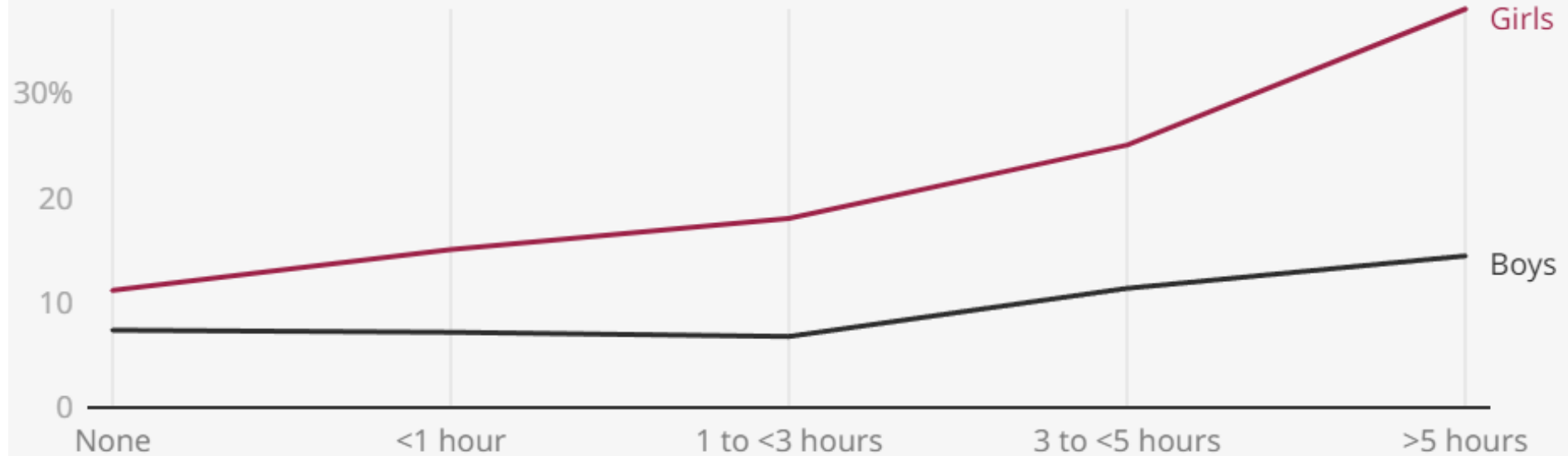
Depressive symptoms include feeling miserable or unhappy, crying a lot, finding it hard to think properly or concentrate, and feeling lonely, among others.

National College – Parent Support

There are a number of short 15-minute guides and courses you can access based around internet safety.

These include, but are not limited to:

- Social media tips and what parents and carers need to know about:

YouTube
TikTok
Roblox
Fortnite
Minecraft
Netflix
Discord

- How to set up Parental Controls
- Online gaming
- Online bullying

Enrol (nationalcollege.com)

If you would like to utilise this resource, please click the following link, where you will be asked to enrol on to our personalised site. Here you will be able to browse and access the resources designed for parents and carers.

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Useful Links

Support, guidance and advice on e-safety for students and parents
https://www.gemsfirstpointschool-dubai.com/For-Parents/Useful-Information/E-Safety-at-FPS

Internet Matters – Parental Controls
Parental Controls & Privacy Settings Guides | Internet Matters
Access the online version of this tool and also access the help and other resources.

 NSPCC
Social media | NSPCC

E-Safe
https://esafe.ae/

National College
Enrol (nationalcollege.com)

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Questions

BYOD and E-Safety