



CYBERLINE



A NEW FORTNIGHTLY NEWSLETTER FOR THE SCHOOL COMMUNITY FULL OF ADVICE, NEWS AND FUN RELATING TO THE WORLD OF TECHNOLOGY

In this issue:

- Top Tips for Keeping Safe Online
- Sharing is Caring
- App Safety
- A Brief History of Gaming
- Back Page Bonanza

STAYING SAFE ONLINE

AS A PARENT OR CARER YOU CAN MONITOR YOUR CHILD'S INTERNET USE, SET PARENTAL CONTROLS, AND PREVENT CERTAIN APPS BEING DOWNLOADED IN THE FIRST PLACE.



TOP TIPS

- ☺ **SHOW INTEREST IN THEIR ONLINE LIFE AND WHAT APPS THEY ARE USING AND HOW THEY WORK**
- ☺ **MODEL RESPONSIBLE SOCIAL MEDIA BEHAVIOUR YOURSELF**
- ☺ **TALK TO YOUR CHILD ABOUT WHAT IS GOING ON ONLINE AND WHO THEY ARE TALKING TO**
- ☺ **ENSURE YOU HAVE YOUR YOUNG CHILD'S PASSWORDS AND PINS FOR DEVICES AND APPS**
- ☺ **LISTEN IF THEY SEEM DOWN OR CONCERNED ABOUT THINGS THEY HAVE SEEN OR EXPERIENCED ONLINE**
- ☺ **REPORT ANY SERIOUS CONCERNS OR**

OUR KIDS ARE GROWING UP ON A DIGITAL PLAYGROUND AND NO ONE IS ON PLAYGROUND DUTY

- ANONYMOUS

Share with CARE

Social Media is all about sharing. While it is a great way to keep in touch with friends and family, these platforms can cause problems. We've all seen people get in trouble because of dodgy tweets, an unwise video or an inappropriate picture — but by following these simple tips you can ensure you're using social media safely.

🌀 PHOTOS

Take care when you share photos! There are laws governing the sharing of images. You can find image sharing guidance for young people on the government's website.

🌀 PEOPLE

Remember that not everyone is who they say they are — so don't accept or send friend requests for people you don't actually know! **NEVER** meet up with someone you have only met online. Discuss it with friends and family to decide together on the best course of action.

🌀 Personal info

Give away as little personal information as possible across your accounts. The more information you put out there, the more vulnerable you are to identity theft or approaches from potential fraudsters or abusers. Don't share your phone number, school details or home address. Think about using a nickname for your accounts, if you don't already.

🌀 privacy

Check your privacy settings are high. Make sure only friends and family have access to your profile. Keep the personal chat personal! Use direct messaging rather than public posts.

🌀 posts

Share with care. Pause for thought before you post anything. Could it offend or upset someone? Would you be happy for someone you respect to read it? Remember that once you put something out there, you are not in control of it any more. Even if you remove it yourself, it could have been shared many times by other people.



CEOP is a law enforcement agency and is here to help keep children and young people safe from sexual abuse and grooming online. We help thousands of children and young people every year who have been contacted directly online. **CEOP are unable to respond to reports about bullying, fake accounts or account hacking**



We work internationally to make the internet a safer place. We help victims of child sexual abuse worldwide by identifying and removing online images and videos of their abuse. We search for child sexual abuse images and videos and offer a place for the public to report them anonymously. We then have them removed. We're a not-for-profit organisation and are supported by the global internet industry and the European Commission



App safety

SOME PARENTS OR CARERS FIND OUT TOO LATE THAT YOUNG PEOPLE HAVE BEEN ACCESSING INAPPROPRIATE PLATFORMS OR CONTENT.

Some devices have built-in controls which can be activated, or you can sync your child's phone to your phone so that you can see what apps have been downloaded.

- Google Family Link is a free Android app for under 13's, which can be controlled by the parent's iPhone or Android phone.
- iPhone's iOS 12 and higher offers controls at the operating system level.
- Net-aware.org.uk lets you check out any apps before its downloaded and you can see independent reviews of the risks of any apps.

Qustodio

Net Nanny

OurPact

Kaspersky Safe Kids



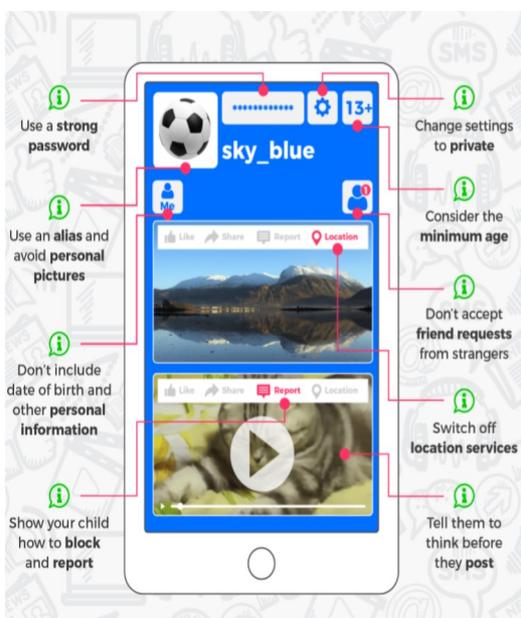
While the emotional aspects of bullying continue to be devastating, the internet and social media have changed the way children experience bullying. Cyberbullying, simply put is bullying that happens online through social, gaming or instant messaging platforms.

There are many different places online that can offer advice. Below are just a few:

<https://www.saferinternet.org.uk/blog/cyberbullying-advice-parents-and-carers>

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

What a safe profile looks



The modern age of gaming

Since the early 2000's, Internet capabilities have grown and combined with faster PC's, more high definition of graphics and ever evolving technology, every new batch of games designed seem to blow the previous generation out of the water. It's a long way from the times of dial up Internet and Atari consoles!

The ease of communicating with people around the world to play your favourite game is now a stark reality and offers immense fun and hours of time for both adults and children alike. From the release of Xbox 360 and the subsequent release of Sony's PS4, MMORPG (Massively Multiplayer Online Role Playing Games) and MMO (Multiplayer Online Games) , it has allowed people more freedom and creativity, along side communication and collaboration to achieve goals, rewards and levels as they play games. You may have heard of these games — Fortnite, Call of Duty, World of Warcraft, TemTem and Pokémon but to name just a few!

With a huge shift in the gaming industry towards Mobile gaming, just looking in the Google Play or App Store on devices can unleash a whole plethora of games to provide hours and hours of entertainment. Clash of Clans and Angry Birds again are again just two examples. In today's fast-paced world, it seems that while-on-the-move gaming is well-suited to the lives of millennials.

Message from the world health organisation

In 2018, the WHO added a new classification to its list of diseases and disorders. This was "gaming disorder".

They define it as... " a pattern of gaming behaviour ("digital-gaming" or "video-gaming") characterised by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.

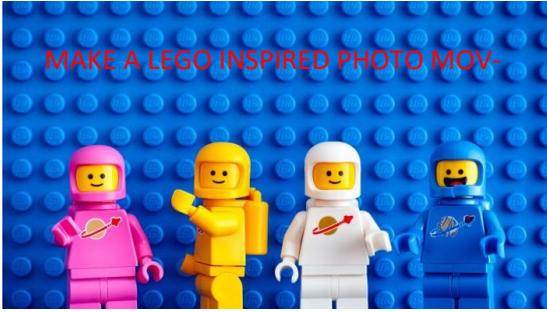
For gaming disorder to be diagnosed, the behaviour pattern must be of sufficient severity to result in significant impairment in personal, family, social, educational, occupational or other important areas of functioning and would normally have been evident for at least 12 months.

Please remember to limit the amount of screen/time while using computers and playing games — stay safe and healthy!



TECH WIZARDS CORNER

Here are some fun facts and IDEAS for things you can do using technology!



<https://kidsactivitiesblog.com/27274/stop-action>



<https://kidssteamlab.com/drawing-flowers/>



<https://www.mamasmiles.com/awesome-homemade-gift-for-kids-cardboard-laptop/>

CODING UNPLUGGED



teach kids to code by playing games *offline*

5th in a Series on Coding



<https://brainpowerboy.com/homeschool-unit-study-coding-5/>



<http://puddlewonderfulearning.blogspot.com/2014/02/leprechaun-treasure-hunt-with-qr->

Fun facts for you!



The first Computer mouse was invented by Doug Engelbart in around 1964 and was made of wood.



The average computer user blinks 7 times a minute, less than half the normal rate of 20



1

There are more mobile phones than people in Australia



Did You Know? **COMPUTER** is an abbreviation for Common Operating Machine Particularly Used for Trade, Education, and Research!



TOPPER