

Welcome to today's session



Online Safety Awareness

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The biggest lesson we can learn as adults is to **make children feel valued...**

Most risks online come back to self-affirmation - we all want to feel liked and valued.

Offenders seek to exploit vulnerability.



If we **increase self-esteem and confidence in children, then they are less likely to take risks online.**

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Positive impacts of being online...



Connects People

Tool for seeking support & learning

Allows for creativity

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Gaming, Gambling & Addiction

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www.ecplimited.com **Children and parents: media use and attitudes report 2023** 

Online Gaming: 8-17s

Activity	Percentage
Playing games with others	55%
In-game chat (messaging or headset)	47%
Chat to people they know	22%
Chat to people they don't know outside the game	22%

Answer: 22%

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ATTENTION **Gaming considerations...**



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Blurred Lines...

There are laws which make it illegal for young people to take part in most gambling activities, but there are also types of gambling that everybody is allowed to do.

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Live Streaming

What could go wrong?

- ▶ LIVE Reveal Location
- ▶ LIVE Lack of control
- ▶ LIVE Could be recorded

Key message for children: Remember... online behaviours should mirror how you behave offline

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Spotting the Signs of Harm

Changes you may notice in those affected by gambling could include:

- Preoccupation with gambling.
- Changes in mood/behaviour.
- Missing lectures/missing course work deadline.
- Withdrawal from social/friendship.
- Secrecy.
- Chasing losses.
- Borrowing money.
- Unexplained debt/ new or extra money/ possessions.
- Feeling anxious and worried.

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Blocking software is a type of computer programme or app that stops you looking at specific websites or services.

Many people use blocking software tools if they find it hard to control their gambling.

There are two kinds of blocking software:

1. Gambling-specific blocking software, which is designed to block gambling websites.
2. General blocking software, which is designed to block any sites you want and set access permissions or parental controls.

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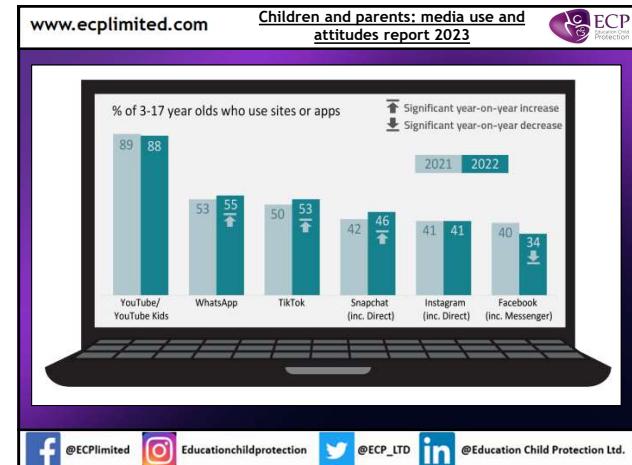
Top Tips:

Learn about the games your child likes to play	Look at gaming considerations - pegi.info
Find out who they play with	Agree digital boundaries - have fun - play together
Check to see if your bank card is linked	Encourage them to think critically - 'digital footprint'

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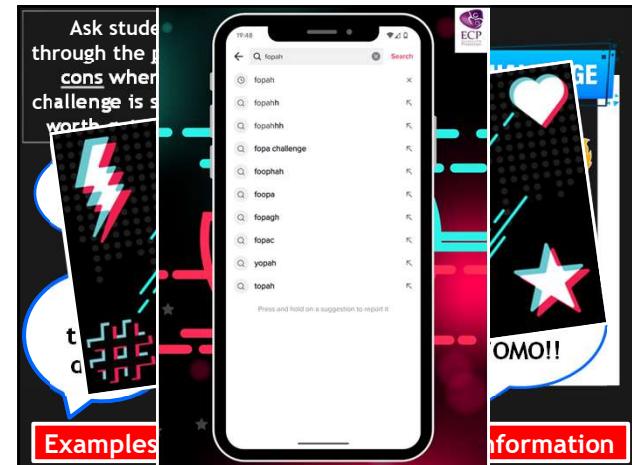
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POLL

Which of these terms are 'algospeak' for inappropriate words?

"Corn" instead of porn
"Seggs" instead of sex
"Unalive" instead of dead or kill



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- Cyberbullying
Understanding some terms used to describe cyberbullying

Making hurtful comments	Blocking or deliberately killing someone in a game	Maliciously posting details about someone's personal life
Trolling	Griefing	Doxing
Flaming		Outing
Roasting		
Dissing		
Harassment		





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Cyberbullying

Harmful content disguised as support

Eating disorder content

Pro-suicide and self-harm content

Harmful content linked to mental health conditions







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Cyberbullying

Research completed by 5,294 individuals aged 16-84 years from Swansea University found 83% of social media users surveyed were recommended self-harm content on their personalised feeds, such as Instagram's 'explore' and TikTok's 'for you' pages, without searching for it.



Worryingly, 76% said they had harmed themselves more severely because of viewing self-harm content online.

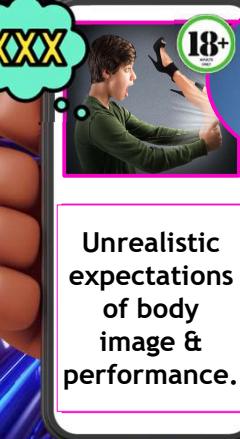
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What are the risks of viewing pornography?

Unrealistic expectations of body image & performance.







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IWF Annual Report 2022

2022 Annual Report 375,230 Reports Assessed 255,588 Reports contained child sexual abuse imagery 199,363 Included self-generated content	20% was Category A abuse 26% was Category B abuse 66% was hosted in a European country	60% increase in 7-10 year olds 14% decrease in 11-13 year olds 137% increase in imagery of boys 96% imagery of girls
Every 1.5 minutes the IWF assess a webpage. Every 2 minutes, that webpage showed a child being sexually abused.	There was an increase in the proportion of Category A images: these most severe images accounted for 20% of the child sexual abuse images actioned, up from 18% in 2021 and 17% in 2020.	127,732 reports of 'self-generated' imagery of 11-13-year-old girls.
IWF has hashed 1,663,106 individual images since 2016.	In 2022, the IWF received 187 reports through the Report Remove tool. They were able to action 101 reports.	63,057 of 'self-generated' reports featured a 7-10-year-old, a 12% increase on 2021.
	Most contained Category C Images (69%), and more boys reported than girls, with boys making up 73% of the total.	

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What is intimate image abuse?
Intimate image abuse is the act of sharing (or threatening to share) intimate images or videos of someone, whether on or offline, without their consent and in order to cause distress.

We try not to use the term 'revenge porn' as we believe it is misleading; it's not always an act of revenge and the content is not pornography. **It is abuse.**

What behaviours link to intimate image abuse?
Intimate image abuse, like many other forms of abuse, is rarely an isolated behaviour.

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HOW TO PREVENT SEXTORTION

- DON'T POST TOO MUCH PERSONAL INFORMATION
- USE YOUR SOCIAL MEDIA PRIVACY SETTINGS
- USE A NICKNAME ON DATING SITES
- NEVER ACCEPT UNKNOWN FRIEND REQUESTS
- DON'T CLICK ON LINKS OR DOWNLOAD FILES
- COVER YOUR WEBCAM
- INSTALL GOOD ANTIVIRUS SOFTWARE

REPORT REMOVED

Nude image of you online? We can help take it down.

SAMARITANS

PAPYRUS PREVENTING SUICIDE RISK

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Intimate image abuse laws in the UK

- Private sexual content shared without consent with intent to cause distress
Criminal Justice and Courts Act 2015
- Threats to share private sexual images
Domestic Abuse Act 2021
- Voyeurism and Upskirting
Voyeurism (Offences) Act 2019
- Blackmail
Theft Act 1968
- Deepfakes
No current law

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POLL

"We estimate there are between **680,000 to 830,000 adults** in the UK that pose a sexual risk to children. The use of AI for child sexual abuse will make it harder for us to identify real children who need protecting, and further normalise abuse".

(Graeme Biggar - Director General of the National Crime Agency, 2023)

SOCIAL MEDIA

EDUCATION

CHILD PROTECTION

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GROOMING

Sexual Exploitation
Criminal Exploitation
Radicalisation

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Exploitation (NRM)

- UK - 16,938 victims submitted representing a 33% increase compared to the preceding year (12,706).
- 41% (7,019) claimed exploitation as children (compared to 43% in the preceding year).
- Child victims: 80% (5,607) were male and 20% (1,401) were female.
- Children most often referred for criminal exploitation (43%; 3,013).

Snapchat Gang Recruitment Video

Source: Home Office - End of Year Summary 2022

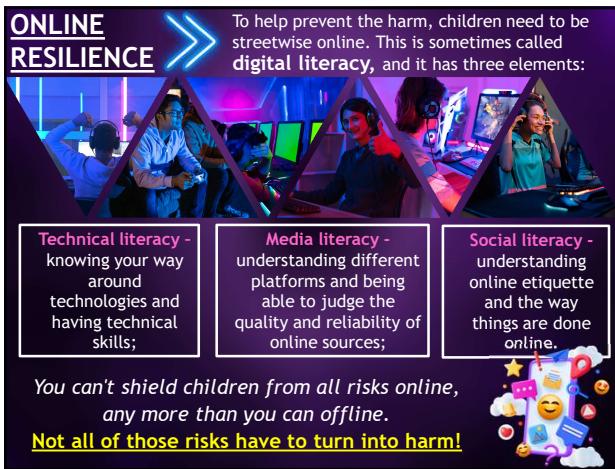
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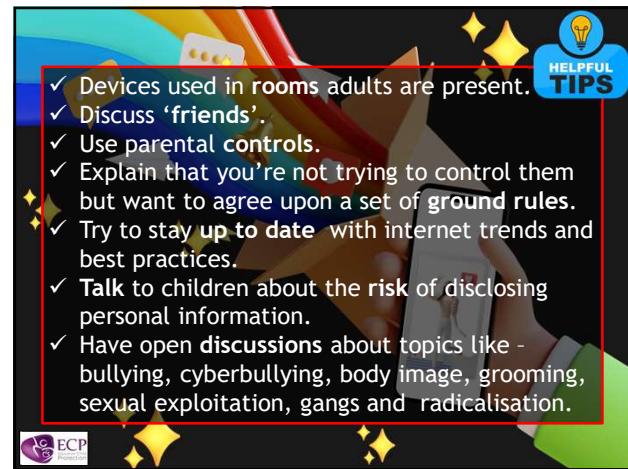
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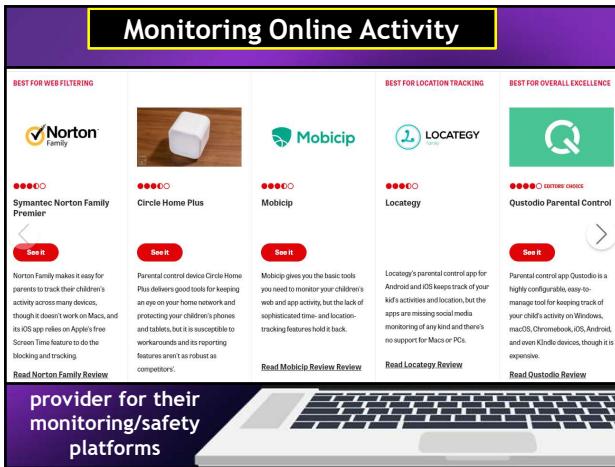
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