

### Gaming considerations...

**86% of British parents & carers ignore the age ratings on games, compared to 23% on films.**

**3** www.pEGI.info In game Purchases (Includes Random Items)

**16** www.pEGI.info In game Purchases (Includes Random Items)

KIDSONLINEWORLD ECP

### LOOT BOXES

In computer games, **A Loot Box is a virtual item...**

...which can be redeemed to receive **virtual items within the game being played...**

...ranging from **clothes (or skins)** for player's character - to equipment - such as **weapons and armour**

KIDSONLINEWORLD ECP

### Gambling & Gaming...

Card packs featuring a **random selection of players** are available for purchase

Players can purchase FIFA Points using **real-world currency** and use them towards card packs

Within the pack could be...  
...some of the world's **best footballers**,  
...or some of the **worst....it's a gamble**

KIDSONLINEWORLD ECP

### Gambling & Gaming...

**'Whistle to Whistle'** is a ban which means that **no gambling adverts are shown prior to 9pm**. However this does not apply to **gaming**.

Advertising is one of the biggest influences over children and young people gambling.

KIDSONLINEWORLD ECP

### E-SPORTS

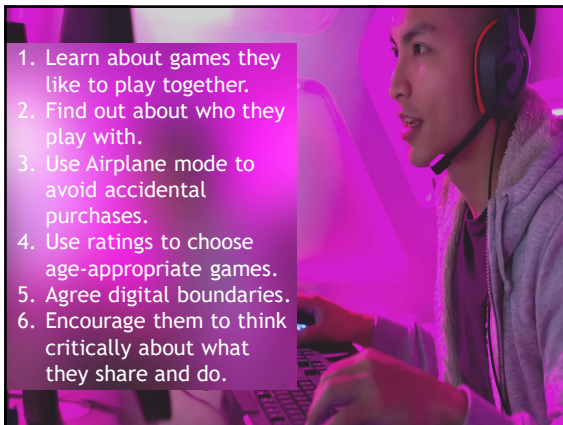
KIDSONLINEWORLD ECP

### Gaming Addiction/Disorder


www.uk-rehab.com

<h4>Initial Exposure</h4> <p>An individual's early experiences with gaming, during which enjoyment of and perhaps a fascination with such games may develop very quickly</p>	<h4>Deeper Interest</h4> <p>Gaming begins to take up a position of greater significance in the individual's life, perhaps requiring growing investment in hardware, software and time. Other activities may begin to take on a diminished significance in consequence.</p>
<h4>Growing Obsession</h4> <p>Gaming begins to take up a central role in the individual's life, with their thoughts becoming increasingly solely directed towards gaming and other activities and, now, relationships becoming increasingly neglected as the great majority of the individual's free time is now taken up with gaming</p>	<h4>Full-blown Addiction</h4> <p>Gaming becomes the individual's dominant or even sole interest. All their free time is taken up with gaming, and all their energies are focused upon it, possibly at the cost of work or academic progress. Dietary and sleeping patterns are likely to be hugely affected by constant gaming, and the gamer may find themselves entirely dislocated from friends, family and the real world</p>

World Health Organization



1. Learn about games they like to play together.
2. Find out about who they play with.
3. Use Airplane mode to avoid accidental purchases.
4. Use ratings to choose age-appropriate games.
5. Agree digital boundaries.
6. Encourage them to think critically about what they share and do.



Who are they sharing it with?  
What are they sharing?

Sharing  
The Social Web

### Live Streaming



Before 'live streaming' we need to consider...

Many social media apps support 'live streaming' which is a popular way to communicate with friends and may include participating in 'challenges' or tasks which may help raise awareness of particular social issues or promote positivity

What personal information is being shared in the background including details about them or their location

Assess risk and what could go wrong, prior to starting the "live stream" - there is no opportunity to edit a "live stream" and so consider the impact this could have

If 'live streaming' risk taking or criminal behaviour, this could have consequences that may last for long period of time

However, the NSPCC has revealed that they believe over 200,000 children in the UK are at risk of grooming on 'live streaming platforms'

It is difficult to control who views the content or who might be recording the stream

REC ●



Sharing personal information

KIDSONLINEWORLD

ECP

### Personal Information



Name

Age

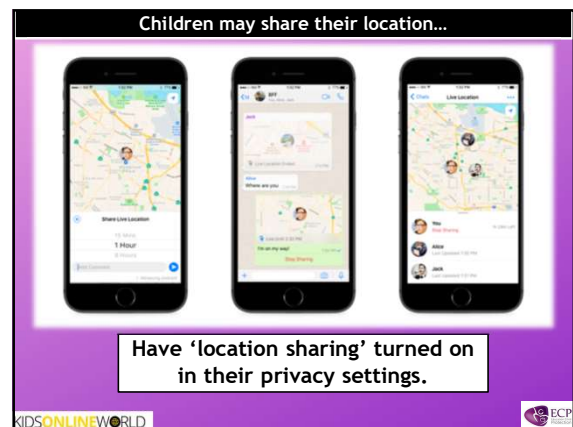
Address

School

KIDSONLINEWORLD

ECP

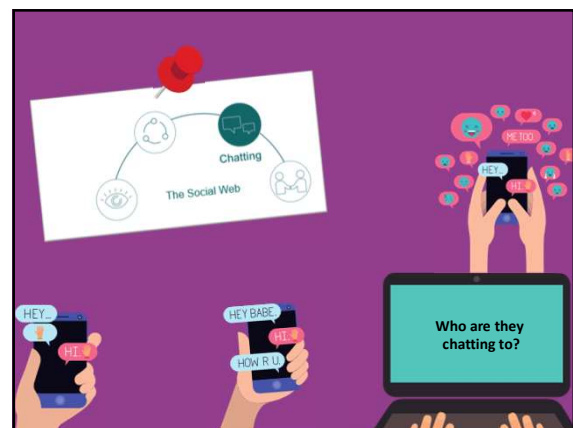
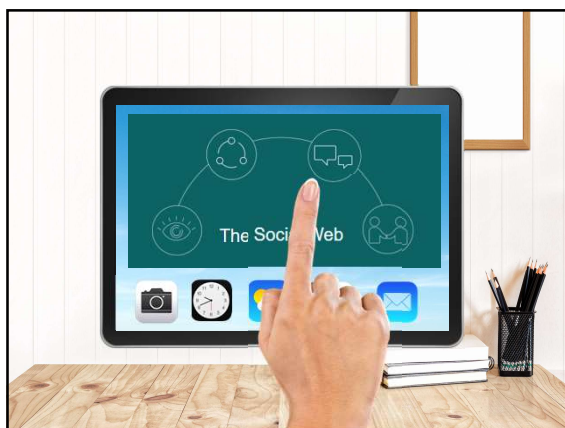
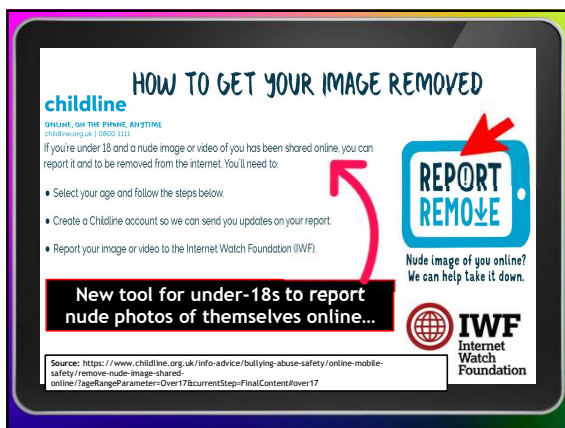
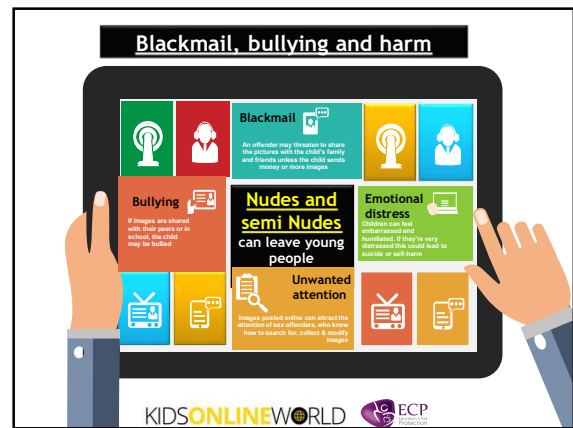
### Children may share their location...

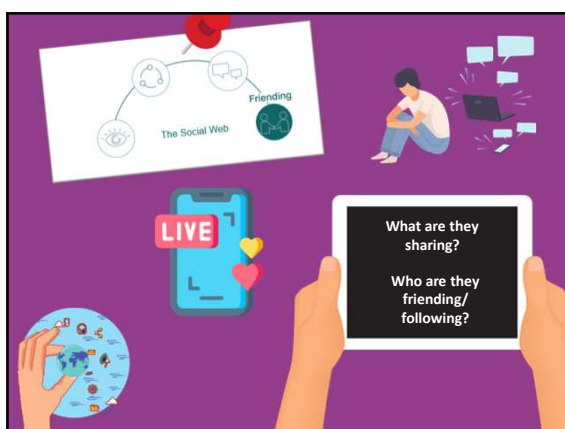
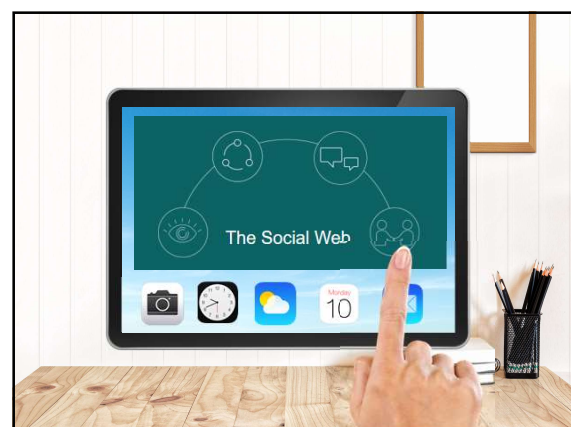
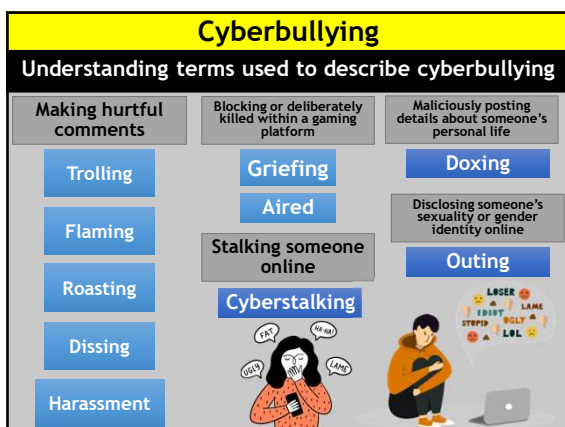
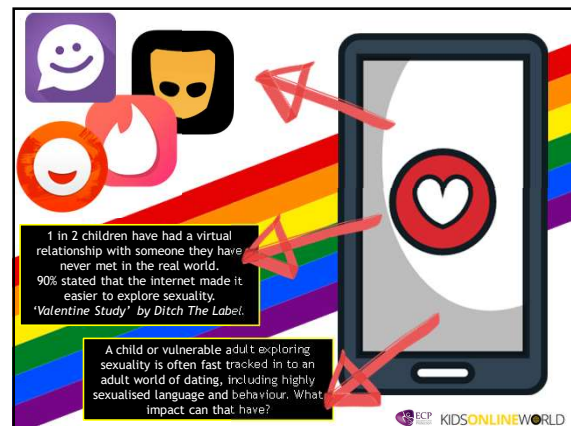


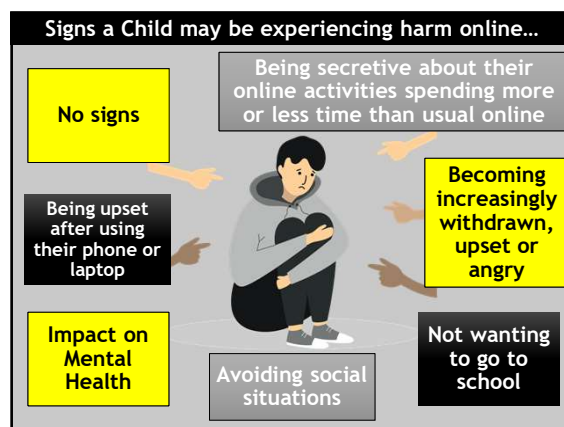
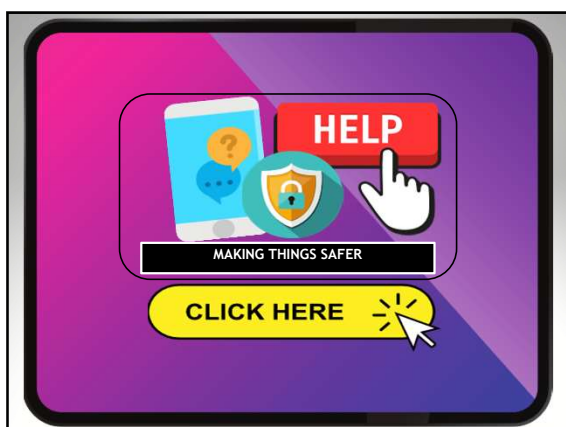
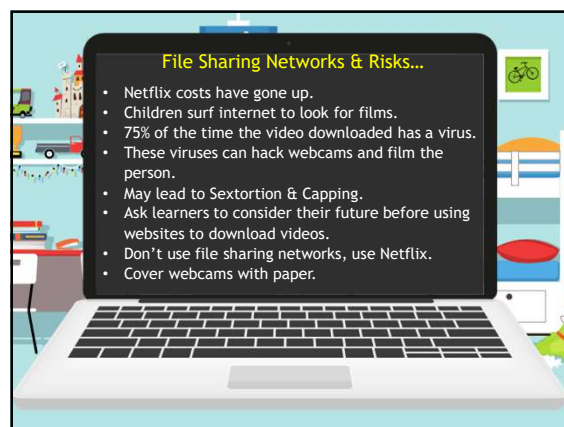
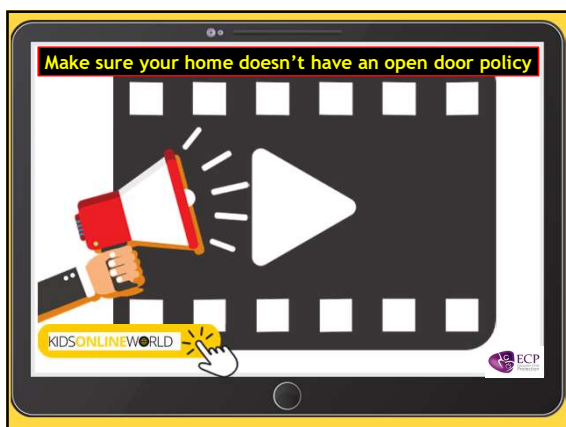
Have 'location sharing' turned on in their privacy settings.

KIDSONLINEWORLD

ECP







**Reporting mechanism for CHILDREN...**




[www.ceop.police.uk](http://www.ceop.police.uk)    [www.thinkuknow.co.uk](http://www.thinkuknow.co.uk)

**Child Exploitation and Online Protection Command**

**REPORT ABUSE**

KIDSONLINEWORLD

**THINK KNOW**

**Welcome to Thinkuknow**

Thinkuknow is the education programme from NCA/CEOP, a UK organisation which protects children both online and offline.

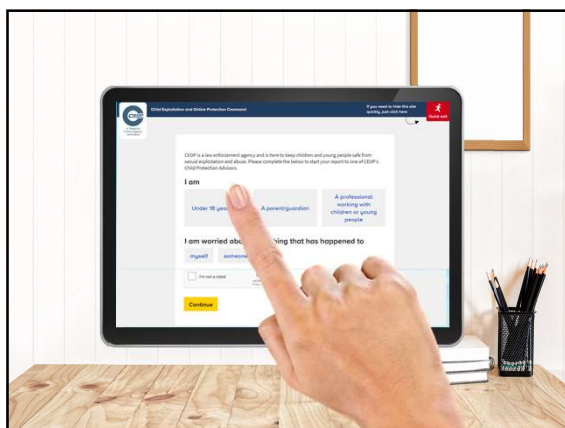
Explore one of the six Thinkuknow websites for advice about staying safe when you're on a phone, tablet or computer.

Are you...

<b>4-7?</b>	<b>8-10?</b>	<b>Parent/Carer?</b>
<b>11-13?</b>	<b>14+?</b>	<b>Children's workforce?</b>

**REPORT ABUSE**

Advice... Help... Report...



**Support - Childline**

**childline 0800 1111**

ONLINE, ON THE PHONE, ANYTIME

Info and advice    Get support

A chance for a young person to **talk to a counsellor who**

- treats them with respect about any issue
- work at their own pace
- Confidential
- Free

**HOW ARE YOU FEELING?**

Excellent | Good | Okay | Bad

Horrible | Stressed | Depressed

**No caller is traced unless at risk of serious or mortal danger**

**Online Chat**

Many children prefer to talk about their problems online, where they feel more in control.

**Keeping younger children safe**

**Search Engines**

[www.kids-search.com](http://www.kids-search.com)

[swiggle.org.uk](http://swiggle.org.uk)

**YouTube 'Kids'**

**Microsoft Edge - Kids Mode**

**Monitoring online activity**

Best 'Parental Control' software 2020 - PC Mag

**Qustodio**    **kaspersky**    **NortonLifeLock**

**Also check your broadband provider for their monitoring/safety platforms**



**Most platforms / providers have their own safety features...**

**Screen Time**

Turn on Screen Time

Keep an eye on screen time

KIDSONLINeworld

**UK Safer Internet Centre**

How to set up the parental controls offered by BT

How to set up the parental controls offered by Sky

How to set up the parental controls offered by TalkTalk

How to set up the parental controls offered by Virgin Media

**www.internetmatters.org**

How to set up parental controls

Talk to experts from O2 & NSPCC

0808 800 5002

**SETTING UP PARENTAL CONTROLS...**

KIDSONLINeworld

**parentzone**

The experts in digital family life

How to prepare for secondary school life after lockdown

Sign up for regular updates from Parent Zone

KIDSONLINeworld

**Kids Online World Updates**

sign up at [www.kidsonlineworld.com](http://www.kidsonlineworld.com)

**KIDSONLINeworld**

THE MORE YOU KNOW - THE BETTER

WELCOME TO KIDSONLINeworld

**Final thoughts...**

- o Devices used in rooms adults are present.
- o Discuss 'friends'.
- o Use parental controls.
- o Explain that you're not trying to control them but want to agree upon a set of ground rules.
- o Try to stay up to date with internet trends and best practices.
- o Talk to children about the risk of disclosing personal information.
- o Have open discussions about topics like - bullying, cyberbullying, body image, grooming, sexual exploitation, gangs and radicalisation.

KIDSONLINeworld

**KIDSONLINeworld**

**Online Safety**

slide to power off

For online safety information visit [www.kidsonlineworld.com](http://www.kidsonlineworld.com)

For podcasts and blogs visit [www.ecliplited.com](http://www.ecliplited.com)

**ECP**  
Education Child Protection

**FOLLOW**

- YouTube: @ECP\_LTD
- Facebook: @ECLIMITED
- Instagram: @EDUCATIONCHILDPROTECTION
- Twitter: @ECP\_LTD
- LinkedIn: @EDUCATIONCHILDPROTECTIONLTD

[www.kidsonlineworld.com](http://www.kidsonlineworld.com)

- Apps
- Games
- Parental Controls
- Resources
- IAD
- News
- Newsletter
- Articles

THE MORE YOU KNOW - THE BETTER  
WELCOME TO KIDSONLINEWORLD

**LISTEN TO OUR PODCASTS** **NEW**

Meet Ben our Blogger...

**BLOG POSTS**

LOCAL EDUCATION OPPORTUNITIES  
FACE-TO-FACE & VIRTUALLY