One in five 8 to 11 year olds and **seven in ten** 12 to 15 year olds has a social media profile.

Source: Ofcom (2015) Children and parents: media use and attitudes report.

Around **1 in 7** young people have taken a semi-naked/naked picture of themselves. Over half went on to share the picture with someone else.

Source: Martellozzo, et al (2016) I wasn't sure it was normal to watch it.

Almost **1 in 4** young people have come across racist or hate messages online.

Source: Livingstone, S. (2014) Net children go mobile: the UK report: a comparative report with findings from the UK 2010 survey by EU Kids Online (PDF)

1 in 4 children have experienced something upsetting on a social networking site.

Source: Lilley, C., Ball, R. and Vernon, H. (2014) The experiences of 11-16 year olds on social networking sites.

1 in 3 children have been a victim of cyberbullying.

Source: McAfee survey of children and parents as reported in the Guardian (14 November 2014) "Number of children who are victims of cyberbullying doubles in a year"

There were over **11,000 counselling sessions** with young people who talked to Childline about online issues last year
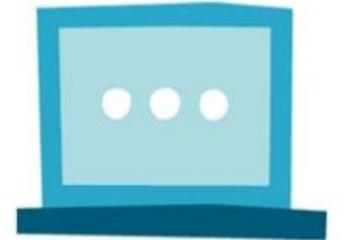
Source: NSPCC (2016) Childline annual review 2015/16: It turned out someone did care.

Kahoot.it

Nude Selfies

- **Self-produced sexual images** (and sometimes texts) have become an increasing source of interest and concern by specialist agencies such as law enforcement and educationalists, as well as the general public. The production of these images is often referred to as sexting or 'nude selfies'

- One definition of sexting is the sending or posting of sexually suggestive images, including nude or semi-nude photographs, via mobiles or over the Internet.

Snapchat

Oct. 1, 2016 Update: Snapchat has changed their name to 'Snap, Inc.'

- Users 'snap' an image or video, add a caption, and send it to friends, who can view the photo for a specified period of time before it 'disappears'

- Users are supposed to be at least 13.

RATED 12+
-Sexual content or nudity
-Alcohol, tobacco or drug use or references
-Profanity or crude humor
-Mature or suggestive themes
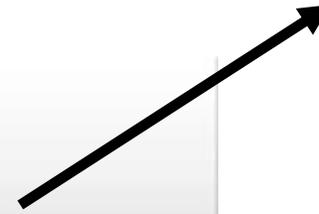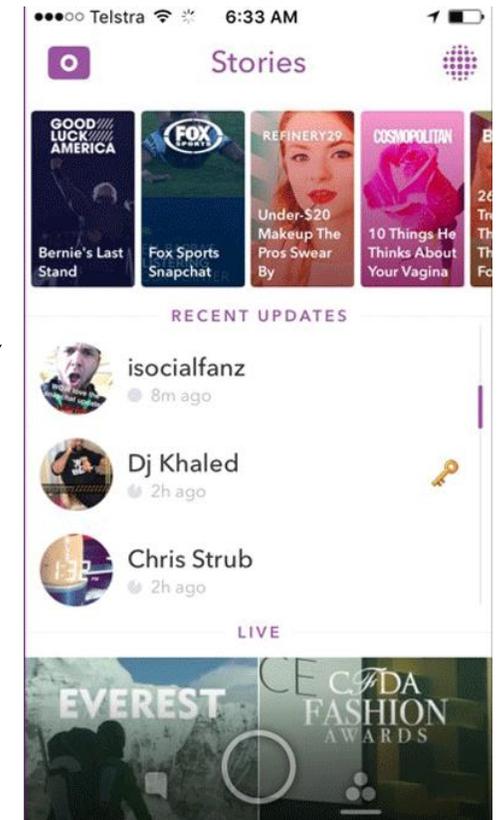
Should I be concerned?

- **Memories** – *In their words*: "Memories is a new way to save Snaps and Stories on Snapchat. It's a personal collection of your favourite moments that lives below the Camera screen." Snaps that don't disappear is a significant strategic shift for an app that has been historical ephemeral and proud of it.

- **My Eyes Only** – The July 6, 2016 update added the ability to upload photos from your camera roll. Memories also include a section called **My Eyes Only** where you can put embarrassing or explicit snaps, similar to a photo vault. You have to type in a PIN code to access those memories, and if you forget your PIN, Snapchat says they won't recover the images.
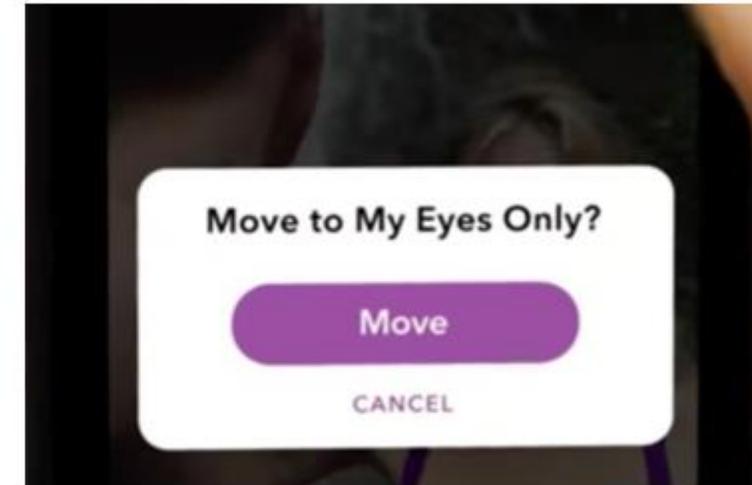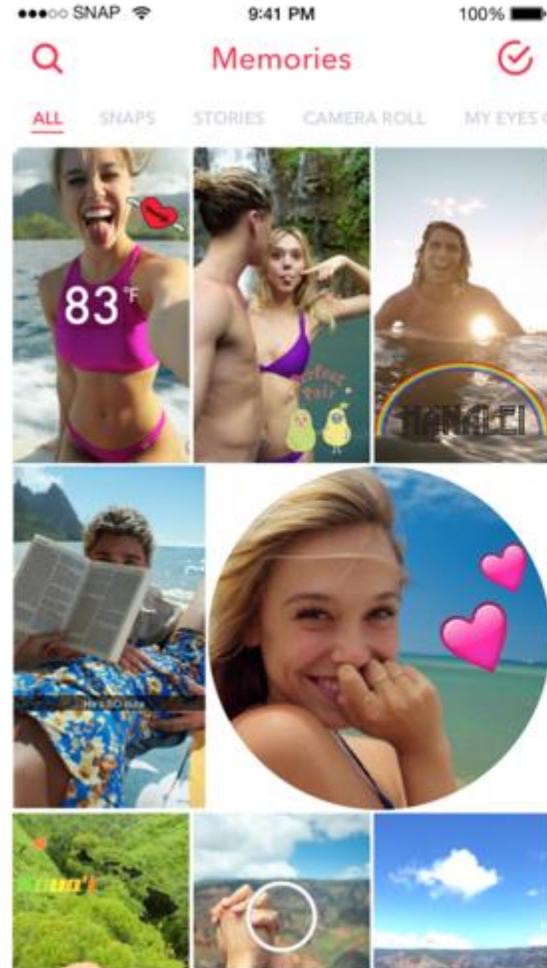
We would advise exercising caution with this app and regular monitoring is essential.

OOVOO

- ooVoo is a video chat app. It lets you make video calls, voice calls and send texts to friends and family. To register with the site, you can set up an account with ooVoo or sign up using an existing Facebook account. It is available to download for free and is compatible with many devices.

- For **over 13s** only.

- Like many other sites and apps, ooVoo is used by both adults and children. This means that children **can be directly contacted** by an adult they don't know. Furthermore, activity on services such as ooVoo is **often adult in nature.** Users may be on ooVoo to start up sexual conversation or activity on camera with other users.

Should I be concerned?

The privacy settings can be found by clicking ooVoo>Settings>Privacy in the main user interface. There are **three options** for determining who can find you on ooVoo.

1. The default privacy setting is for **anyone** to be able to find and view a registered user's ooVoo profile.

2. The second option is for **only those who know your e-mail address** or ooVoo ID to be able to find you.

3. The third option is to make yourself **unsearchable** to everybody. Other privacy options are limited to displaying birthday and the gender of a user.

We would advise exercising caution with this app and regular monitoring is essential.
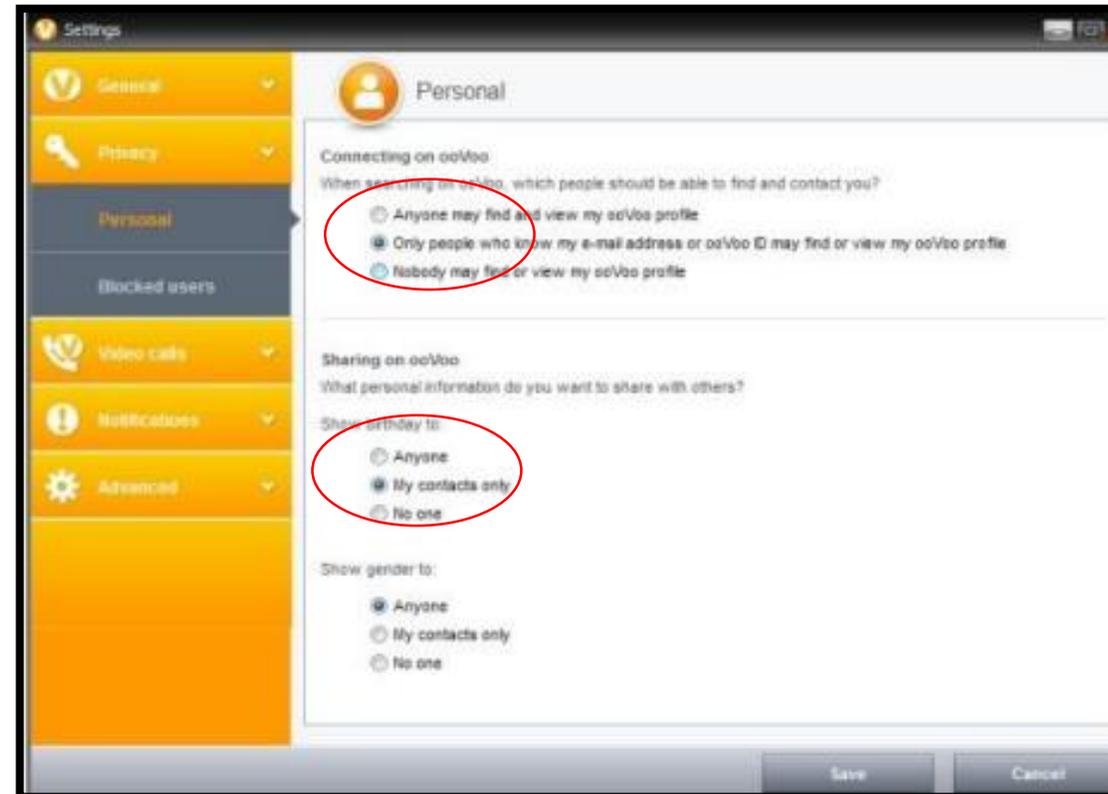
Musical.ly
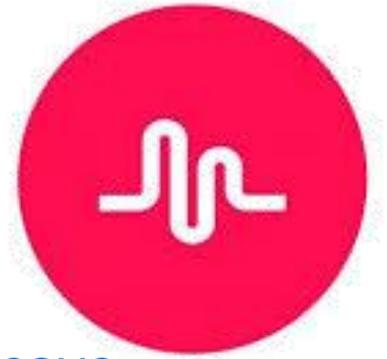
- Musical.ly is a video community that allows you to create, share, and discover short music videos. It is a social media app.

- **APP Store rating:** 12+ ("infrequent/mild alcohol, tobacco, drug, mature/suggestive themes, profanity or crude humour, sexual content and nudity," etc.) **Users must be 13 years old.**

Should I be concerned?

- **Too many youngsters** – but, there's a disturbing nature to this trend that is unique to Musical.ly. Due to the young age of users younger and younger kids are at risk being exposed to inappropriate content and as a result, younger and younger kids seem to be actively participating in creating it.

- Users can set their profile to **'private'** in the settings, which allows them to approve those people he/she allows to see their created videos.

We would advise exercising caution with this app and regular monitoring is essential.

WhatsApp

- WhatsApp is a mobile messaging app which allows users to exchange messages using existing phone contacts without having to pay text message fees. WhatsApp Messenger is available on most mobile devices. WhatsApp users can create groups and send each other unlimited **images, video** and **audio** messages.

- WhatsApp's minimum age of use is **16 years old.**

Talk to your child about their privacy settings and ask them to adjust to '**my contacts**' if they have them set to 'everyone' by following the steps below:

Privacy settings are accessed here:

WhatsApp > Settings > Account > Privacy

Instagram

- Instagram is a service which allows the user to take and edit photos and videos and then post them online. It can also be used to share photos and videos on other popular services such as Facebook, Twitter, Flickr, Tumblr and Foursquare.

- **The default setting allows anybody** to view and comment on a user's photos and videos. However, privacy settings allow the user to decide if they want only their 'followers' to see their photos and videos, and the comments about them.

- Instagram's Terms of Use state that all users must be **at least 13 years** old

Should I be concerned?

- Cyberbullying and inappropriate photos or videos being created and shared by users is a concern for lots of parents. Conversations that take place between users can contain inappropriate content and therefore can be unsuitable for younger users.

- A private account means that people can request to follow a user, who then needs to 'approve' them. **You should ensure your child has their profile set to private.**

To set posts to private from the Instagram app:

Apple iOS

1. Go to profile by tapping 👤
2. Tap ⚙
3. Turn on the **Private Account** setting

Android

1. Go to profile by tapping 👤
2. Tap ⋮
3. Turn on the **Private Account** setting

Windows Phone

1. Go to profile by tapping 📇
2. Tap **Edit Profile**
3. Turn on the **Posts are Private** setting by checking the box and then tap the check mark to save changes

Kik Messenger

- App for instant messaging. There are no message limits, character limits or fees if you only use the basic features. Most children use Kik as an alternative to SMS text messaging.

- **APP Store rating:** 17+ ("frequent/intense mature/suggestive themes"). Users must be at least 13 years old.

- The greatest risk to your child's safety and privacy is the ability to invite people via social networks. With the click of a button, a child can reach out to the public communities on Facebook, Twitter, Instagram, Tumblr and others with the message "Kik me". **There are no parental controls.**

We do not recommend that you allow your children to use this app

Omegle

- Omegle is an online chat website that allows users to communicate with others **without the need to register**. The service randomly pairs users in **one-on-one chat sessions** where they chat via text and/or webcam anonymously using the handles "You" and "Stranger" (or "Stranger 1" and "Stranger 2" in the case of Spy mode).

- **APP Store rating:** 17+ for "frequent/intense mature/suggestive themes and infrequent/mild sexual content and nudity"

We do not recommend that you allow your children to use this app

Ask.fm

- Social network where you can create a profile and send questions out to other users. There is currently over 150 million users of ask.fm

- Has been linked to the suicides of several children, including children from Leicestershire and Lancashire, due to anonymous offensive messaging.

- In recent years security has been improved when ask.com bought the company, they now have a team looking for illegal posts, however they cannot catch everything.

- **APP Store rating:** 12+ for "infrequent/Mild Profanity or Crude Humor Infrequent/Mild Mature/Suggestive Themes Infrequent/Mild Sexual Content and Nudity"

We do not recommend that you allow your children to use this app

Online gaming

Predators & Gaming

- Children are often instantly drawn to the realistic images and fast-paced action online gaming has to offer. A first-person shootout or a high-stakes poker match gives a jolt of sensation that can become quite addictive. But, since predators prey where kids play, it is no surprise that online games are the new frontier for sexual predators. They use online gaming to connect with children and groom and target their next victim.

- Online gaming allows predators to build shared online experiences and be a child's defender or online teammate. Anyone has access to a wealth of information about a child by viewing a child's gaming history. In so doing, predators have all the information they need to build trust and camaraderie in a way unique to gaming platforms.

- Parents should become familiar with parental control features **located on the game console** that restricts who has access to a child's gaming profile and allows parents to decide what games their kids can play, with whom they play and talk, and when they play online games.

Only allow online games only when you have effective and updated antivirus/antispyware software and firewall. Ensure your child chooses a user name that does not reveal any personal information. Similarly, if the game includes the ability to create a personal profile, make sure they don't give away any personal information.

Griefers

The villains. Griefers are human players that intentionally set out to destroy or steal things that other players have built or collected. Griefers can act individually or as a team, entering public multi-player servers with the aim of wreaking as much havoc as possible.

Creepers

Creepers are characters that exist within the game but aren't controlled by other players. No less annoying than the 'Griefer', their only objective is to cause as much destruction as possible. They do this by exploding next to players and damaging anything nearby.

Nether

The dark underworld of the game. Players can build and enter a portal to the Nether. There are some darker elements and it isn't suitable for young players, as it's filled with more dangerous characters and hazards.

Whitelist

Like an invite list to your child's birthday party, a Whitelist lets moderators create a community that only includes people who have been verified to join. It won't remove the risk, but can reduce the chance of bumping into someone who may spoil the fun.

Add

Add Friend

Joinable Friends

You cannot play online multiplayer through Xbox Live because of how your account is set up. This can be changed in your privacy & online safety settings on Xbox.com.
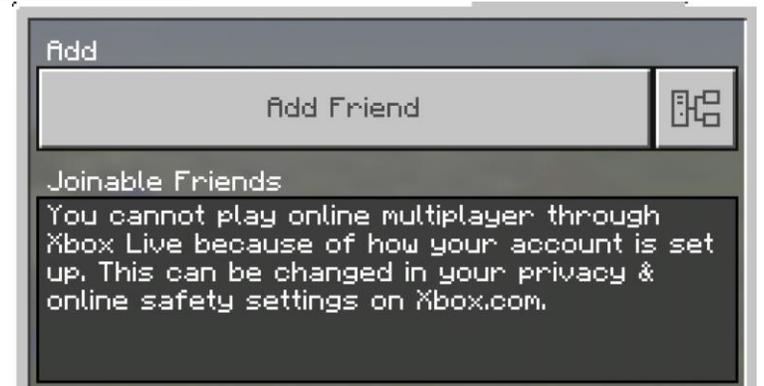
To help keep children safe on Minecraft, make sure:
- you know where they're playing
- they're using appropriate safety settings
- you talk to them about what to do if they see anything upsetting.

CEOP button

CLICK CEOP
Visit ceop.police.uk

DID YOU KNOW...

• **71%** of teens have **established online profiles** on social networking sites.

• **Nearly half** (47%) have **public profiles viewable by anyone**.

Teens with public profiles are more likely to receive messages from strangers and be harassed by peers!

[Cox Communications, Teen Internet Safety Survey, Wave II, March 2007.]

Romeo & Juliet