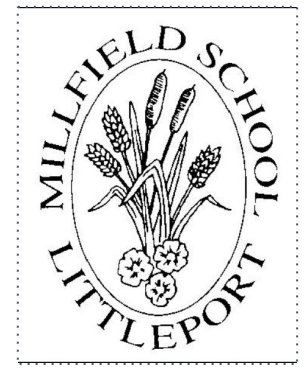




Online Safety

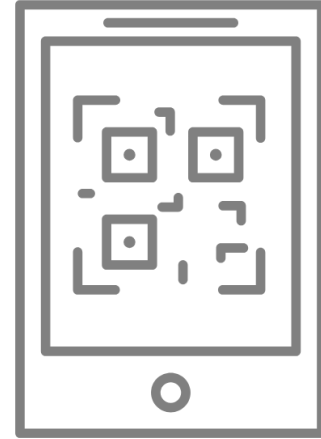
Parent Workshop

Helping primary-aged children stay safe and confident online



Useful Links

Throughout the presentation we have turned useful links into QR codes that you can scan and save as bookmarks for future reference.



Technology

Our aim today is not to frighten, but to equip.

"When used correctly, in moderation, and coupled with and not to the detriment of other activities, the use of technology can be beneficial to your child's development."



Online Safety

1

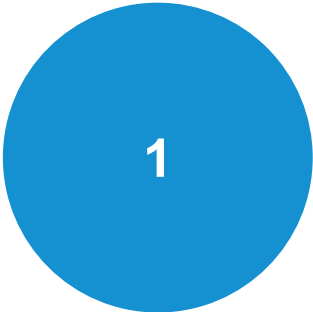
What are the challenges?

2

What steps can we take?

3

Where can we go for help?

A solid blue circle containing the white number '1' in the center.

What are the challenges?

Four categories of online risk, plus the impact on wellbeing

Five areas of risk



Content

Exposure to harmful material



Contact

Unwanted interactions and digital grooming



Conduct

Peer dynamics and digital hygiene



Commerce & Commercial

Financial exploitation



Developmental & Health

Displacement of play, activity, sleep



Exposure to harmful material

Algorithmic exposure

Automated recommendation algorithms on video and social platforms can quickly route young children toward age-inappropriate content, including realistic violence, scary viral challenges or adult material.

Generative AI & synthetic media

The rapid rise of accessible AI chatbots and deepfake imagery creates new risks around misinformation, hyper-realistic fake images and unvetted conversational tools that young children lack the critical media literacy to navigate.



Unwanted interactions & grooming

In-game chat

Multiplayer gaming environments feature open text and voice chat where children routinely interact with older users or strangers.

Roblox

Minecraft

Fortnite

Grooming and personal data solicitation

Strangers or 'bad actors' can exploit children's trust to request real-world personal information, location details or personal photos.



Peer dynamics & digital hygiene

Early cyberbullying & group chat exclusion

Primary-aged children frequently participate in class or peer group chats (e.g. WhatsApp) where exclusion, unkind behaviour and inappropriate image sharing can occur.

Low cybersecurity awareness

Young children frequently share sensitive information, reuse simple passwords or click on phishing pop-ups due to a lack of understanding of the risks.



Financial exploitation

Loot boxes & dark patterns

In-app purchases, hidden subscription and “pay-to-win” game designs exploit children’s developmental impulse control and fear of missing out (FOMO).

Data harvesting

Commercial platforms aggressively track usage habits and collect personal data from child users for targeted advertising.



Developmental & health displacements

Excessive or unsupervised screen time frequently replaces or displaces:



Hands-on play



Physical exercise



**Real-world
socialising**



**Healthy sleep
routines**



2

What steps can we take?

Practical actions for home, informed by the risks above

Practical steps at home



Content

Use filters and safe search; check age ratings; talk about what is real and what is AI-made



Contact

Review chat settings in games; know who your child plays with; keep gaming in shared spaces



Conduct

Talk about kindness in group chats; teach strong, unique passwords and how to spot pop-ups



Commerce

Turn off in-app purchases; review subscriptions; check privacy and advertising settings



Wellbeing

Agree screen-free times; keep devices out of bedrooms overnight; protect sleep and play

Age ratings and restrictions

PEGI age labels for games



Age labels are paired with content descriptors such as violence, bad language, gambling and in-game purchases.

Social media and apps

Most social media and messaging apps set a minimum age of 13 and some are higher. Terms change, so check each app's own age rules. Rules for under-16s are due to change in 2027 (next slide).

COMING SPRING 2027

Social media changes in 2027

What is changing

Under-16s will no longer be able to use certain social media, e.g. Instagram, TikTok, Snapchat, YouTube, Facebook and X

Messaging services such as WhatsApp are not planned to be included

Games: live streaming and stranger contact to be restricted for under-16s

Ages 16–17: midnight–6am curfew and autoplay (where successive videos play one after the other), personalised feeds and stranger contact off by default

How parents can prepare

Talk early: explain what is changing and why, before it happens

Know what they use: list their apps and games and check age rules

Plan the time: build in sport, clubs and time with friends in person

Stay in touch safely: use messaging with known friends and family

Don't rely on the ban: keep talking, keep controls on, watch for workarounds

Source: GOV.UK, *New rules to protect children online (updated 18 Sept 2026). Details may change.*

However....

It isn't a complete solution. Some children may find workarounds (e.g. VPNs or borrowed accounts).

Therefore, the ban is an additional help, but there is no substitute for talking to and supervising the children.



Online conduct



10

**Age of criminal responsibility in
England and Wales**



!

**Sharing inappropriate images or
videos of children can be an
offence**

In school: Google for Education

Benefits

- Future-ready children
- A smooth online experience
- Collaboration
- Children can continue learning at home

Privacy and Security Center

Google is committed to building products that help protect student and teacher privacy and provide effective security for our schools.



3

Where can we go for help?

Trusted resources, tools and reporting routes

Recommended resources for parents



Internet Matters

internetmatters.org

Step-by-step guides for applying parental controls across home Wi-Fi, smartphones, consoles and streaming services.



NSPCC / Childline

nspcc.org.uk

Guidance on online safety, social media guides for parents and direct advice helplines.



CEOP Safety Centre

ceop.police.uk

The primary law enforcement reporting portal for online grooming, exploitation or inappropriate contact by adults.



Common Sense Media

commonsensemedia.org

Independent, age-based ratings and reviews for games, apps, movies and websites.

Privacy settings & parental controls

Internet Matters

A great 'do it all' website for information on how to access and set privacy and parental controls on just about every app and device there is.

internetmatters.org/parental-controls

Broadband parental controls

[Virgin Media](#)

[Plusnet](#)

[TalkTalk](#)

[BT](#)

[Sky](#)

[Now](#)

Appropriate games, apps & tools

Common Sense Media

Independent age-based ratings and reviews of games, apps, movies and websites.

Device restrictions and controls

All of the major phone and device makers have the ability to deploy 'Controls' to aid your young person to use the devices more safely with supervision.



[Apple](#)



[Android](#)

If you need to report something



Police

Your local station or 999 in an emergency



School

Come and talk to us



CEOP Safety Centre

Child Exploitation and Online
Protection: ceop.police.uk



But most importantly, talk to your children.

- Ask what they enjoy playing and watching
- Talk openly about healthy relationships
- Make sure they know they can tell you if something feels wrong



thinkuknow.co.uk/parents

