



# Online Safety Newsletter

February 2018 - KS2 focus letter

Dear Parents/Carers,

After our recent Safer Internet day, we have become more aware of the use of social media within KS2. Social media does not only come in the form of Facebook or Twitter, but apps such as Whatsapp, Youtube and Snapchat all provide communication platforms. Alongside this, many online games whether this be on the PS4 or Ipad for example, open up options to chat.

There are many risks related to these as children may befriend people they do not actually know, many children valuing 'online friends' as much as friends in real life. Although we have made the children aware of the dangers and risks of social media and online gaming, and they understand ways to keep themselves safe online as well as report anything inappropriate, we believe it is important for them to have these conversations at home so they understand the collaborative approach to keep them safe.

We have also discussed being 'Share Aware' to encourage the children to think very carefully about what they post online. It is important that they never give out any personal information, photos and videos online.

## Ways to keep your child safe:

- Check the game's content - age ratings are usually there for a reason.
- Ensure they know how to mute, block & report other users if they feel uncomfortable.
- Be 'ShareAware' - keep an eye on what your child is posting online and remind them of safety.
- Activate safety settings. Most social media/games have the option to remain private to control what other users can see about you. Many online games activate a chat feature if the user says they are above 13 - it is important to ensure that your child isn't doing this as no KS2 children are above 11 years old.

**Most importantly, keep talking to your child! The digital world can be used in such a positive way and is a big part of the modern world. Many of our children have grown up with it and have a great understanding of its positive uses; they just need reminding of the dangers from time to time.**