Saltergate Schools

Spring 2 e-Safety Newsletter 2022-2023

Safe@Saltergate

This newsletter aims to keep parents and children up to date with the teaching of e-Safety. It will cover topics relevant to computing and technology used within Saltergate Schools and by our children at home. If you have any suggestions for content do not hesitate to contact school.

Fascinating Facts and Figures:

Ref: Internetmatters.org

More children are spending money online!

Over 25% of the children questioned spend money monthly.

Over 20% have spent over £100. Almost 15% took money from parents/carers. 10% used their parents/carers cards. 8% spent money that they can not pay back.

Time to Talk

It is important that children and parents feel like they can talk to each other about risks that exist in today's virtual world.

Suggested topic:

What is personal and private information?

What should we share and not share online?

https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/talking-your-child-staying-safe-online/

Terminology Explained

Algorithm Online, algorithms are a set of coded instructions that serve some sort of purpose. For example, when you search something online and then start seeing ads for that same thing on social media, that's because of algorithms designed to use your online behaviour to provide you with targeted ads. When you allow or reject cookies on a website, that is part of this algorithm.

Do you regularly check the schools website? www.saltergateschools.co.uk

Useful Websites:

Saltergate Schools

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e-Safety Hot Topic **The Effect of Gaming!**

https://buildingboys.net/how-the-war-on-video-games-is-hurting-your-son/

This article is by an American psychologist and is researched around boys gaming. However, there are some important points raised and it is worth reading. A British online safety expert states: There is a lot of talk talking about gaming, YouTube and social media. They are the 3 main areas where we find children and young people, and within those areas it is vitally important to understand their motivations, the all-important 'why' question. Understanding their motivations allows for easier clarity regarding risks, issues and behaviours. Many people believe the motivation for playing games is just about having a bit of fun and wasting time but whilst that is true for some, for the majority it's much more than that, it's **socialisation**. Over the years the media have negatively portrayed games and game-playing, that violent games lead to violence, that many children are addicted and much more. None of this is based on good scientific evidence, it's just great headlines that prey on adult (particularly parental) fears. The link provided will take you to a really good article summarising some of these issues along with some advice.

Point me in the right direction!

Following this years Safer Internet Day encouraging us all to speak up and communicate – Here are a few tips!

https://www.nspcc.org.uk/keeping-children-safe/online-safety/online-safety-blog/want-to-talk-about-it-making-space-for-conversations-about-life-online/

e-Safety Rule

Tell an adult if you see or hear something that worries you at all – unkind group chats, hurtful comments, bad language, private images.

Do you regularly check the school's website?
www. saltergateschools.co.uk

Pupil Voice:
"I love to play Roblox with my friends – I play it in my bedroom." *Y3 pupil*
"My sister had an account cloned on instagram and she had to close it down. She was really upset." *Y5 pupil*