







1. Things move quickly in digital space







You just need to ask the right questions

- What are you doing on it?
- When do you use it?
- How do you use it?
- Why does it interest you?
- Who is on it?
- ... and most crucially
- Is it fun?



And maybe drop in on the experts

- www.net-aware.org.uk is a UK guide to apps and social networks
- www.commonsensemedia.org is a guide to apps, games, networks and more from around the world
- The NSPCC/O2 Parents helpline call on 0808 800 5002 for free, Mon – Fri 9am – 7pm https://www.o2.co.uk/help/nspcc/helpline





2. Online life is real life

- Although we all use terms like IRL and Real Life
 Friend we're not really living separate online and offline lives now
- Devices are always on and always connected
- This hyperconnected life is presenting challenges







Streaking and social pressure

- Snapchat friend markers:
 - If people snap each other once a day they get a streak
 - If they snap each other the most they get a heart
 - If they start snapping someone else more, the heart changes into a smiley
 - Other emojis indicate length of friendship, mutual friends, or "strength of friendship"

"In our research,
features such as these
seemed to contribute
to jealousy, insecurity
and a drive for
seemingly meaningless
communication"











Top five ways to reduce digital pressure

- 1. Keep devices out of the bedroom
- 2. Listen to your early warning signs is it fun? If not, stop.
- 3. Take breaks in conversations to stop and think before you message back.
- 4. Build up a list of things to do on your device that reliably make you feel good.
- 5. If you're feeling overwhelmed do a full digital detox even if it's only for a day.



A quick word about screentime

- There's lots of concern at the moment over whether screen-time is damaging health
 - Accurate if screen time is a proxy for inactivity
 - Concerns about blue light are iffy
- A useful concept to try and figure out if you are doing too much digitally is "Time on Device" (or TOD). Can you calculate yours?
- Children often say they want their parents to spend less time on their devices!



3. There are risks in digital life...

Please not ANOTHER E-Safety lesson...

Fake friends Fake news

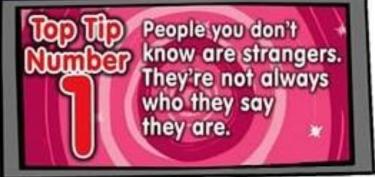
Online Fraud Scams
Bitcoin Radicalisation

Cyberbullying Grooming

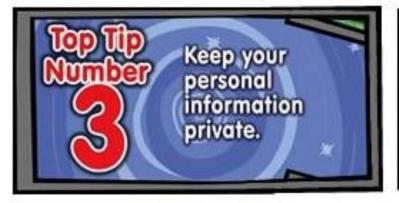
Exploitation memes Risky GamingDark web















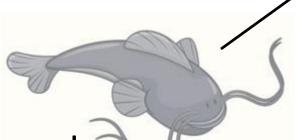






But they've heard it all before....

Awareness among young people is high.



Overall 6% of young people had met an online contact who weren't who they sad they were – 7.5% of boys and 3.5% of girls.

Catfishing, vb.

Pretending to be someone you are not when forming relationships* online.

Just like adults, they use safety strategies to help reduce risk.

* Broader than grooming, this also covers people scamming, seeking blackmail material or money, playing tricks or jokes or pursuing contact for emotional or psychological reasons This could reflect individual vulnerability, revictimization as a result of their details being shared among risky adults, or both.

2.6% of respondents said this had happened to them often



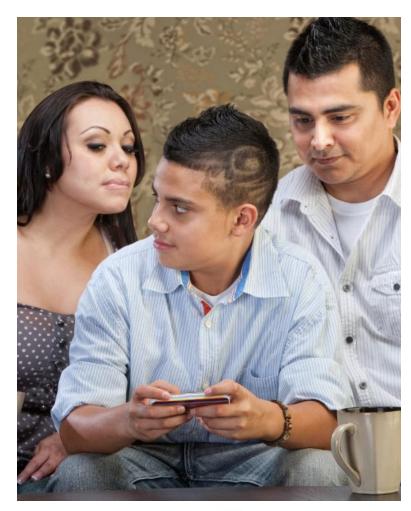
Examples of children's Safety Strategies

- Getting photos to confirm identity
- Videocall to confirm they are a real person
- Meet in a safe and public place
- Ask the other person to get a friend to walk them there (and you do the same)
- Tell parents and get them to check/take you
- Make sure there are other people there
- Being ready to leave fast if you see them and they seem dodgy



4. Children follow your example

- Children copy parents until adolescence, then they start to take cues from friends
- But they still look to parents for normal behaviour (norms), moral arbitration and security







Face time < Face-to-face time

Kids are starting a revolution to get their parents to put down their phones

- Children learn to talk most effectively from face-to-face interaction
- Adolescents say that face-to-face time matters to them more than digital contact



How safe is your home digital space?

Age-inappropriate content

Online Gambling

Facebook fights

Uncontrolled screentime

Online victimisation

Angry behaviour

Heavy phone use

Online pornography

Heavy Gaming

Risky adult contacts on

Facebook

Viruses



Modelling controlled digital life

- Devices handled calmly
- Face to face contact prioritised
- Devices put to bed
- Physical and fun activities prioritised
- Device time is interruptible
- Education and Work activities prioritised





5. Digital life is full of surprises







But there is lots of help available:

- Safer Internet Centre
 https://www.saferinternet.org.uk/advice-centre/parents-and-carers
- Think U Know (CEOP)
 https://www.thinkuknow.co.uk/parents
- BBC Own it https://www.bbc.com/ownit
- Parent Info CEOP and Parentzone https://parentinfo.org





ANY QUESTIONS???

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