

INTERNET SAFETY

HOW TO KEEP YOUR CHILD SAFE.



THIS IS A TRUE OUTLINE OF A CASE IN GOSPORT!

- A 17 year old through xbox contacted 15 children ages 6years to 11 years .
- He encouraged them to send pictures of their private parts because he was their best friend.
- Most innocently did !
- The images were shared and this is not an isolated case.



HOW DO WE KEEP THEM SAFE?

- Understand what they are doing on line ,
explore together.



INSTALL PARENTAL CONTROLS



Directly with broadband provider , they can filter restrict and monitor.

KNOW WHO THEY ARE TALKING TO.



SET RULES AGREE BOUNDARIES



MAKE SURE CONTENT IS AGE APPROPRIATE!



Face book should be for adults.

We have had occasions when children have clearly been playing 18 rated games . They are violent and scary for little children!



HAVE CONSOLES OR DEVICES IN COMMUNAL AREAS



DO NOT ALLOW HEADSETS

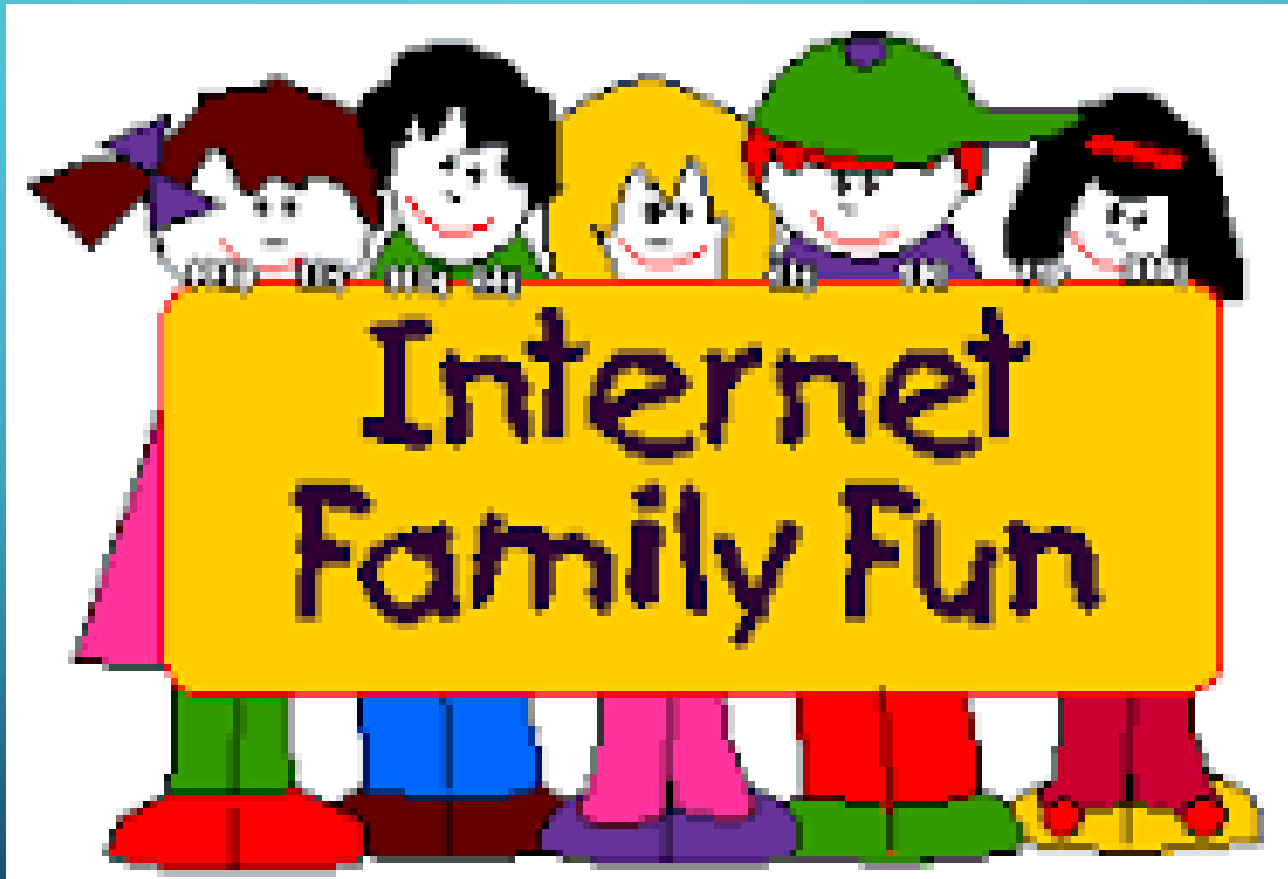


You can't hear
what people are
saying to them.

REINFORCE THE TOP TIPS

- Talk to your child
- Understand what they are doing
- Set rules and boundaries
- Install parental controls
- Have devices in communal areas with no headsets
- Use age appropriate access.

THE INTERNET IS FUN AND AMAZING WHEN USED
SAFELY !





KS1 COMPUTING CURRICULUM

- **Key stage 1**
- Pupils should be taught to:
 - understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
 - create and debug simple programs
 - use logical reasoning to predict the behaviour of simple programs
 - use technology purposefully to create, organise, store, manipulate and retrieve digital content
 - recognise common uses of information technology beyond school
 - use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

IN GOMER INFANT SCHOOL WE:

- Plan and teach the use of programmable robots (bee bots, constructabots and probots) Understanding that they are giving it a set of instructions or code.
- Introduce coding on screen as a next step to programming (Espresso coding)
- Understand the importance of and how to use the internet safely.
- Be aware of which devices can get access to the internet.

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- Plan and teach keyboard skills and how to save and retrieve files and data.
 - A range of toys to help children to explore pushing buttons to make things work (sound buttons, cameras, video cameras)
 - Explore multimedia to make videos and stop frame animations.
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