Technology Advances

"As of August 2015, Smartphone have overtaken laptops as the UK internet users number one device. We're spending two hours online on our smartphones every day; twice as long as laptops and PCs. Super fast 4G is helping change they way we shop, bank, watch TV and communicate." (OFCOM, July 2016)

The BBC reported in Jan 2016 that more young people are spending more time playing and socialising online than watching TV. This was coupled with a surge of children's ownership of tablets – an increase of 50% on the previous year.

The Continuing Power of Video

Video will continue to be a very powerful and influential element in social media.

According to Cisco, video will dominate up to...

80% of internet traffic in the world by the year 2019,

Young People online

3 hours
amount of time 7-16 year old spend online each day

4.8 hours
time 15-16 year olds spent online

2.1 hours spent watching TV each day - down from 3 hours in 2000.

60% watch TV via a phone, tablet or laptop

38% do most of their TV viewing on demand

Cyber Bullying

"Cyber bullying is bullying that takes place via technology. Whether on gaming sites, through a mobile device or via a social networking site, the effects can be devastating for the young people involved.

With online technologies accessible 24 hours a day, cyber bullying can be relentless. It can also intrude on spaces that were previously personal, for example at home; it can feel that there is no escape from it.

21% of 8 to 11 year olds have been deliberately targeted, threatened or humiliated by an individual or group through the use of mobile phone or the internet."

If you work with children and young people- think about who do they talk to in the real world and who do they talk to online? If children and young people aren't getting the relationship they need at home or in the real world - they will look for it online. Therefore it is important to always consider their online activity. For most people it is a fundamental part of how they live their lives. If a child/ young person is vulnerable in any way, that vulnerability will transfer to the online community and may expose them to greater risks.

Further Guidance and advice can be sought from:

THINK U KNOW .CO.UK

NSPCC

Signs and symptoms of Cyber-bullying

The NSPCC has guidance on their website for looking at the signs and symptoms of cyber-bullying.

helpline@saferinternet.org.uk
**0844 381 4772**

Do you have a concern?

Safer Internet Centre

Open Mon-Fri 10-4 and the helpline can be emailed at any time

Statistics

Social Media Profiles

- One in five (20%) 8 to 11 year olds and seven in ten (70%) 12 to 15 year olds has a social media profile.
- 1 in 4 children have experienced something upsetting on a social networking site.
- 1 in 3 children have been a victim of cyberbullying.
- Three-quarters of parents have looked for or received information or advice about how to help their child manage online risks
- There were 7,296 counselling sessions with young people who talked to Childline about online bullying and safety last year

CEOP A National Crime Agency command
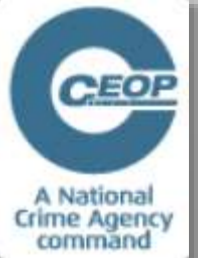
CEOP disseminated 2,866 intelligence reports to UK and overseas law enforcement agencies relating to individuals suspected of being involved in child sexual abuse.
CEOP activity led to the arrest of 192 suspects in the last year.

Dating Apps for children

A survey by the charity's ChildLine service earlier this year provided an insight into youngsters' use of dating apps and sites.

It found that nearly half of all children and young people think dating apps can be risky, while 29% feel they are unsafe.

A third of those who have used a dating site or app have been asked by someone they have met on a dating app to meet offline, with 38% of those going ahead with the meeting.

When telling an adult who had contacted them from a dating app that they were under 16, only 13% of adults terminated contact, the ChildLine poll found.

Online Conceptual Framework

CHILD'S DEVELOPMENTAL NEEDS

Health – RSI / Sleep
Education - misinformation
Emotional & Behavioural Development – Anxiety / addiction
Identity – avatars / low self-esteem
Family & Social Relationships – Isolation / fantasy
Social Presentation – Poor hygiene / aggression
Self-care Skills – Poor diet / no exercise

PARENTING CAPACITY

Basic Care – Internet as the Babysitter
Ensuring Safety – no boundaries to online activities
Emotional Warmth – desensitisation
Stimulation – lack of face-to-face conversation
Guidance & Boundaries: parents use Internet for dating and pornography
Stability – away from home

CHILD Safeguarding online Including Mobile technologies

FAMILY & ENVIRONMENTAL FACTORS

Community Resources and Gangs, drugs and sexual exploitation
Family's Social Integration / Isolation of Internet use
Income – gambling and purchases
Employment – Images on line
Housing – material conditions
Wider Family – Role in modelling dangerous behaviours
Family History & Functioning – Role modelling

This Online Conceptual Framework, takes the Regular Assessment Framework used by Social Workers (also links into The Child's Journey domains) to look at how the online world can impact Child Development, Parenting Capacity and Environmental factors.

CEOP REPORT ceop.police.uk

This button provides a direct link through to reporting concerns to CEOP within the Police. It enables Police Officers to take further action.

Zip it!
Don't give out personal information and be careful about who you talk to online.

Block it
This needs to encourage children and young people to block content or people.

Flag it
This icon is about letting others know. This goes back to our earlier comments on relationships being key.