

DIGITAL SAFETY

STATISTICS

Children between the age of 5 to 8 spend on average 4.5 hours a day online. At age 6, 85% of children have access to a tablet device at home, and 40% have their own. 10% of 6 year olds have a smartphone and 49% are allowed to use a family device. 88% of 12 year olds have their own device.

TALK

Talking regularly with your child can help them keep safe online. Make it part of a daily or weekly routine, like you would about their day at school.

Use age appropriate language and access resources to help such as:

<https://www.nspcc.org.uk/keeping-children-safe/support-for-parents/talking-about-difficult-topics/>

<https://www.lego.com/en-gb/sustainability/children/buildandtalk?locale=en-gb>

If you are concerned about anything online report it to CEOP:

<https://www.ceop.police.uk/safety-centre/>

BE KNOWLEDGABLE ABOUT CONTENT



The content of games with a PEGI 3 rating is considered suitable for all age groups. The game should not contain any sounds or pictures that are likely to frighten young children. A very mild form of violence (in a comical context or a childlike setting) is acceptable. No bad language should be heard.



Game content with scenes or sounds that can possibly be frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence) are acceptable for a game with a PEGI 7 rating.



Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild.



This rating is applied once the depiction of violence (or sexual activity) reaches a stage that looks the same as would be expected in real life. The use of bad language in games with a PEGI 16 rating can be more extreme, while the use of tobacco, alcohol or illegal drugs can also be present.



The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence, apparently motiveless killing, or violence towards defenceless characters. The glamorisation of the use of illegal drugs and of the simulation of gambling, and explicit sexual activity should also fall into this age category.

SET PARENTAL CONTROLS

At home for your broadband and wifi, on games consoles and mobile or tablet devices.

<https://www.nspcc.org.uk/keeping-children-safe/online-safety/parental-controls/>

Use a parental control app such as:



Google Family Link

<https://families.google/familylink/>



Qustodio

<https://www.qustodio.com/en/>