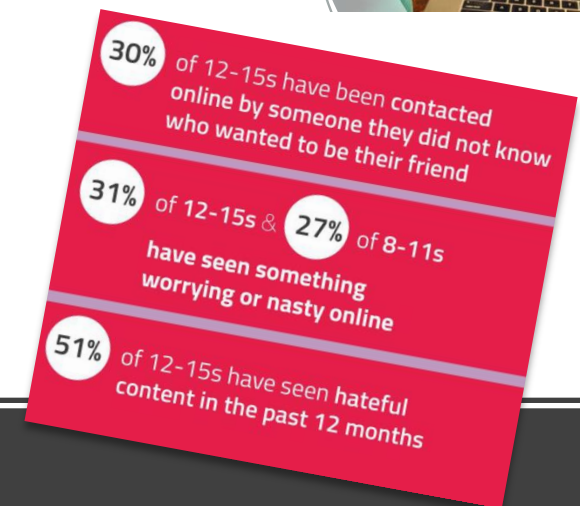
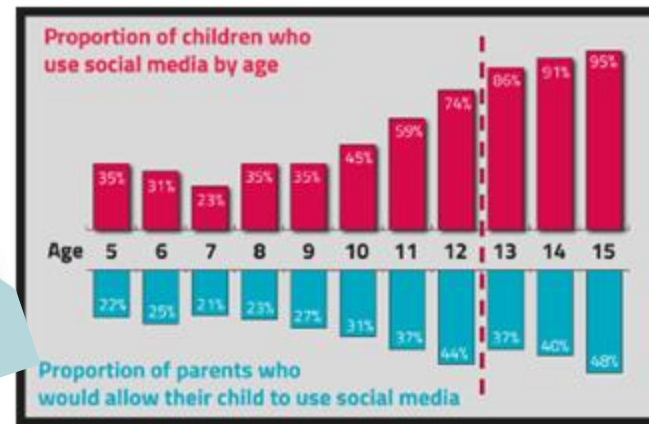
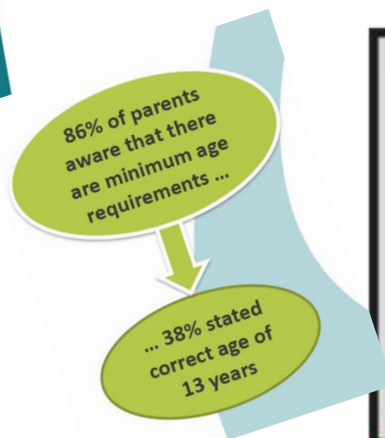
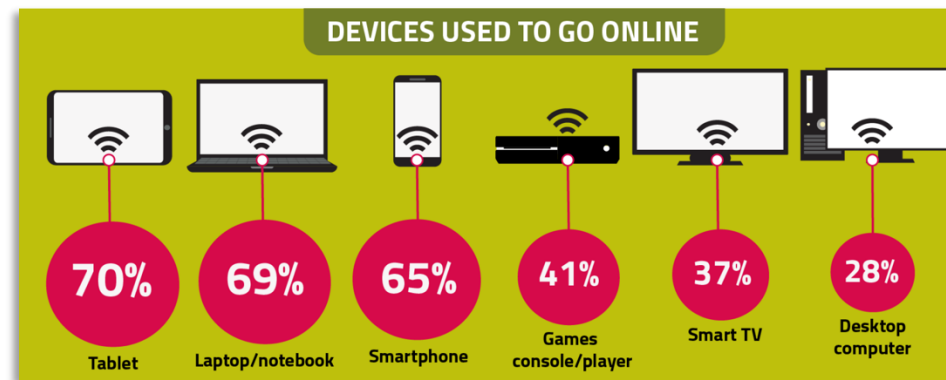




Parent Ofcom Starter activity from LGfL DigiSafe

Children and parents: Media Use and Attitudes report 2020/2021 and Online Nation 2021

This presentation brings together:

- **Key findings from Ofcom's:**
 - **Children and parents: Media Use and Attitudes report** - examines children's media literacy, media use, attitudes and understanding among children and young people aged 5-15, as well as parents' views about their children's media use, and the ways that parents seek – or decide not – to monitor or limit use of different types of media.
 - **Online Nation report** - an annual report that looks at what people are doing online, how they are served by online content providers and platforms, and their attitudes to and experiences of using the internet.
- **Suggested resources to empower parents to:**
 - keep up with the latest trends, apps and games
 - manage controls and settings
 - talk to children about risk



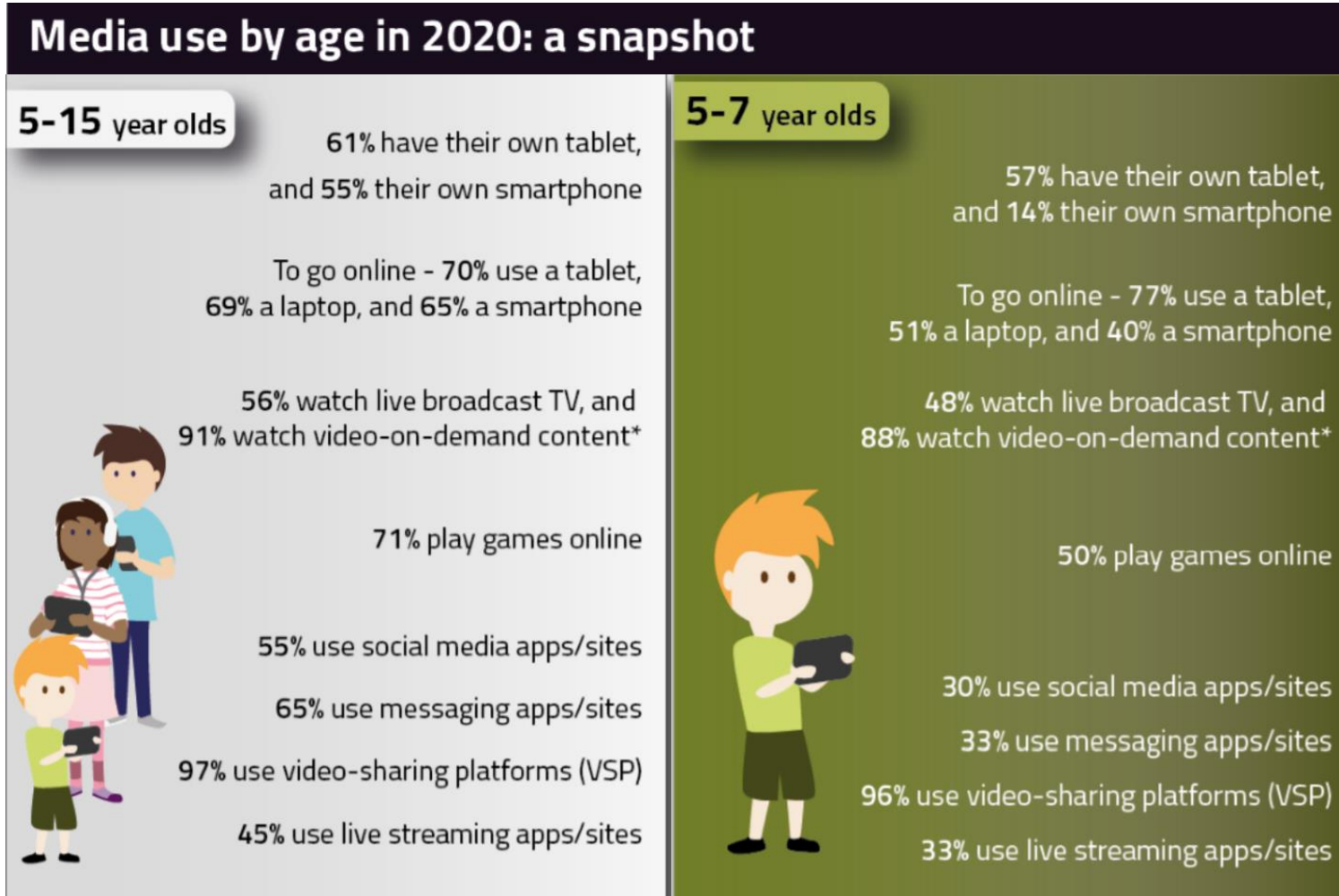
At a glance...

- Children aged 7 to 16 spend nearly four hours a day online
- Much of internet use is centred on watching video content and gaming
- YouTube continues to be used by virtually most, while TikTok grew rapidly in 2020
- Whilst the internet was a vital lifeline in 2020, over half of children had a negative experience online
- YouTube removed 34.8 million videos in 2020, while TikTok removed 194 million videos - child safety was the most common reason
- The pandemic has resulted in an abundance of information, which includes inaccurate and misleading information

https://www.ofcom.org.uk/__data/assets/pdf_file/0013/220414/online-nation-2021-report.pdf



Have you **talked** to your child about their life and experiences online – during and after lockdown?



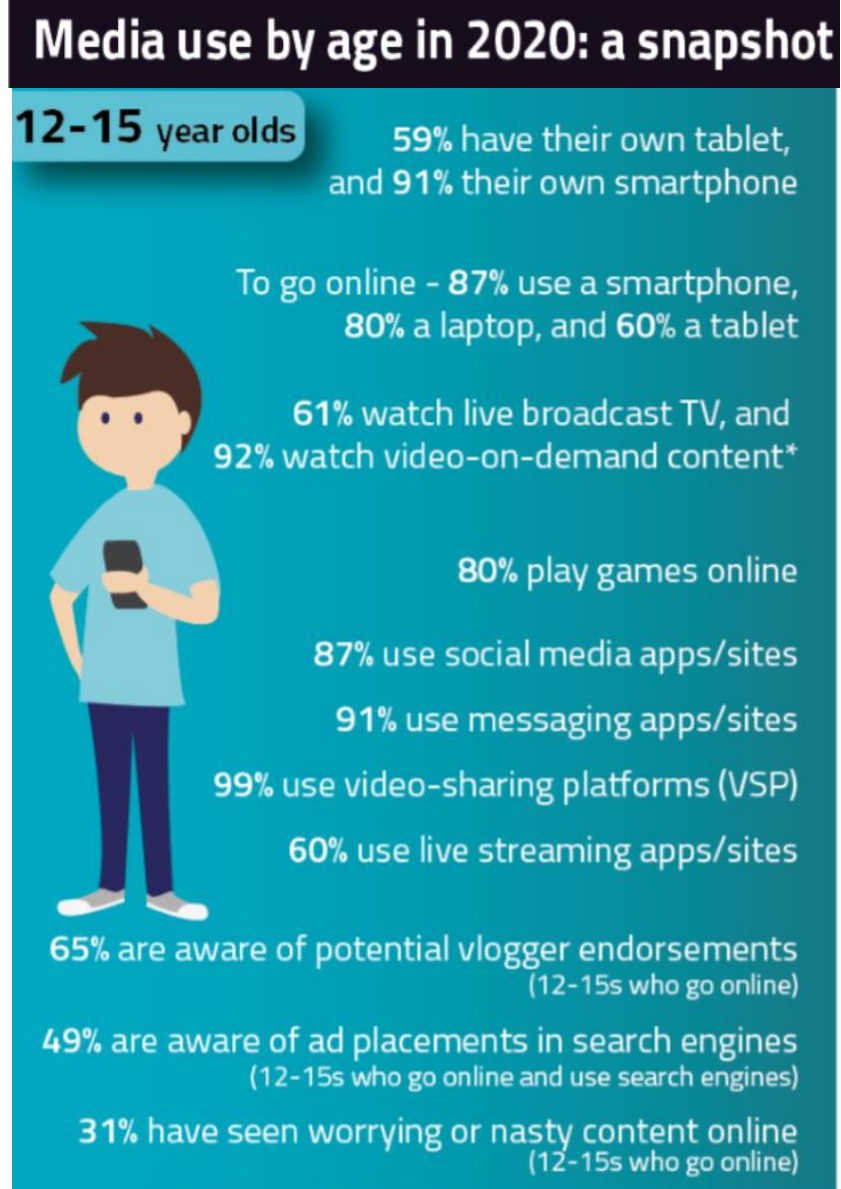
Visit parentsafe.lgfl.net for tips and ideas to help parents:

- Manage **screen time**
- Set controls **and settings**
- Understand **apps and games**
- Talk to children about **risk** - from bullying and sharing content, to extremism and gangs



Visit parentsafe.lgfl.net for tips and ideas to help parents:

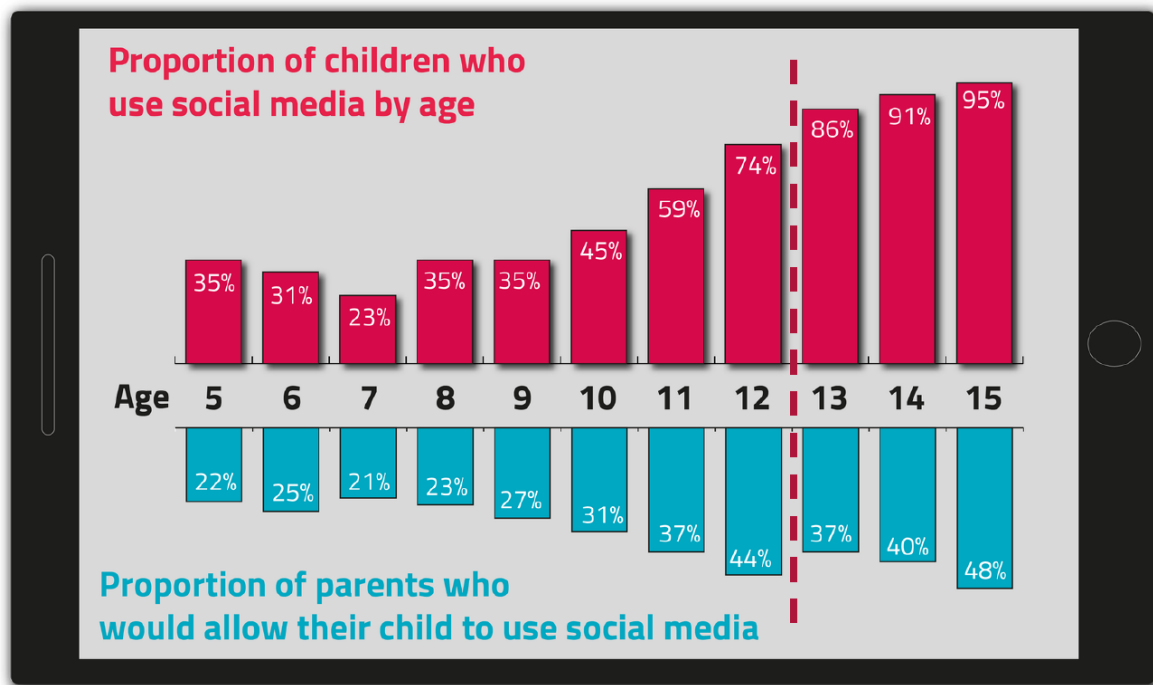
- Manage **screen time**
- Set controls **and settings**
- Understand **apps and games**
- Talk to children about **risk** - from bullying and sharing content, to extremism and gangs



Are you familiar with the apps your child is on and if they are **age appropriate**?

Go to apps.lgfl.net for guidance on apps and social media sites

Significant proportions of children are using social media while under the minimum age requirement



Ofcom
making communications work
for everyone

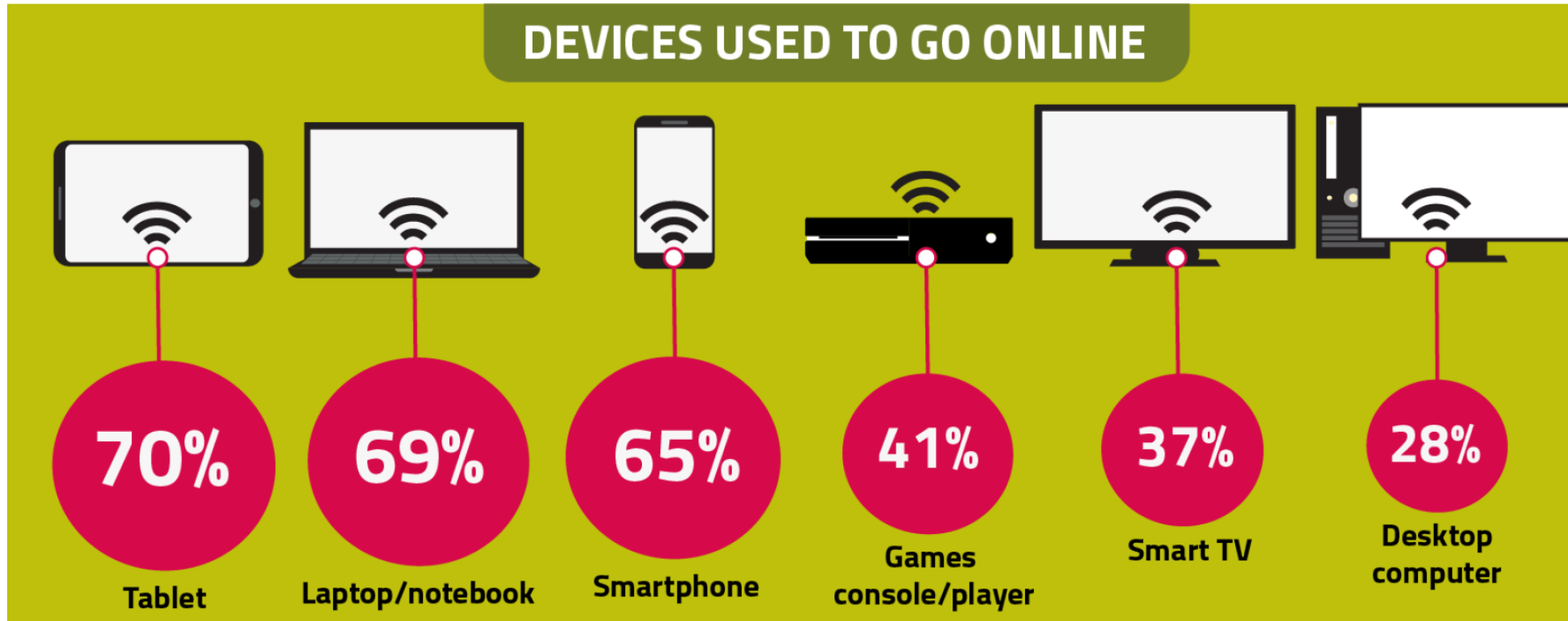
86% of parents aware that there are minimum age requirements ...

... 38% stated correct age of 13 years

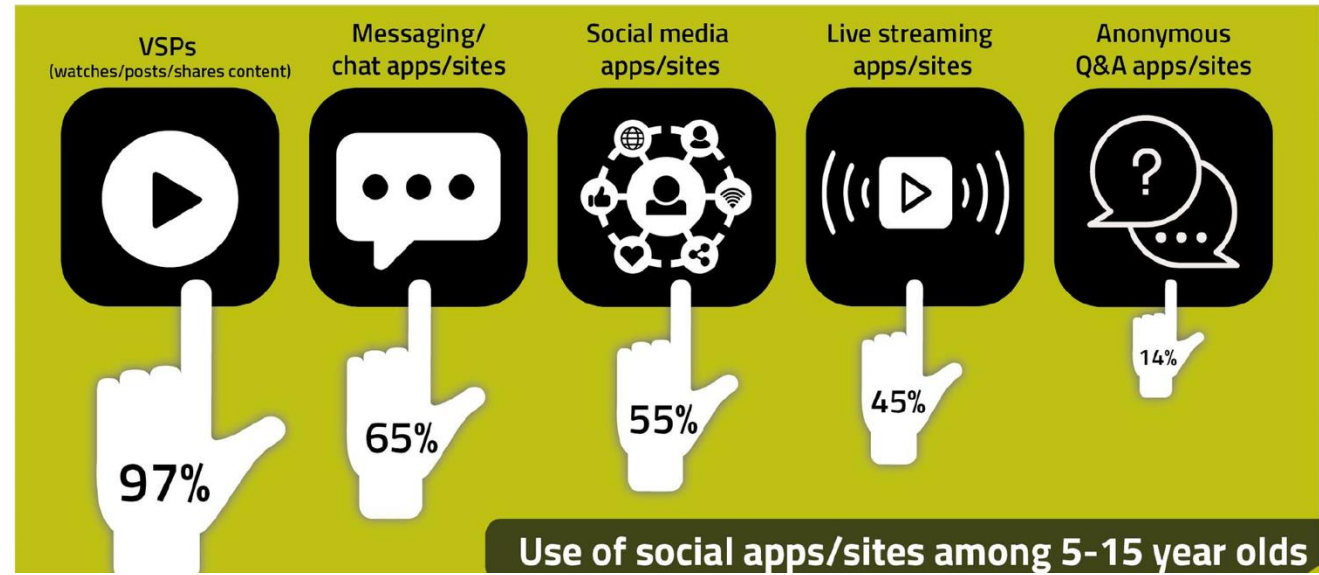


Have you set up parental controls/privacy settings for **ALL** devices/networks?

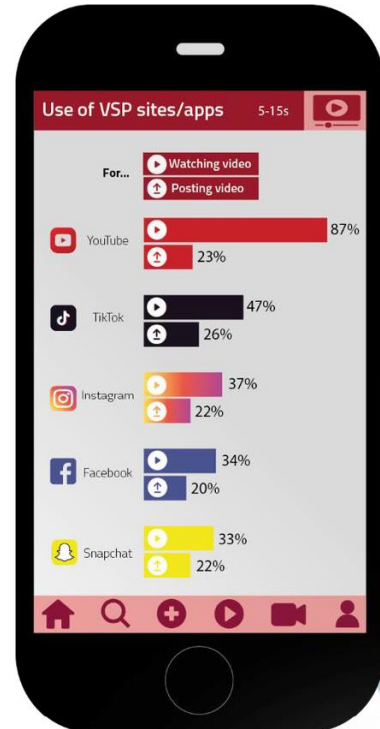
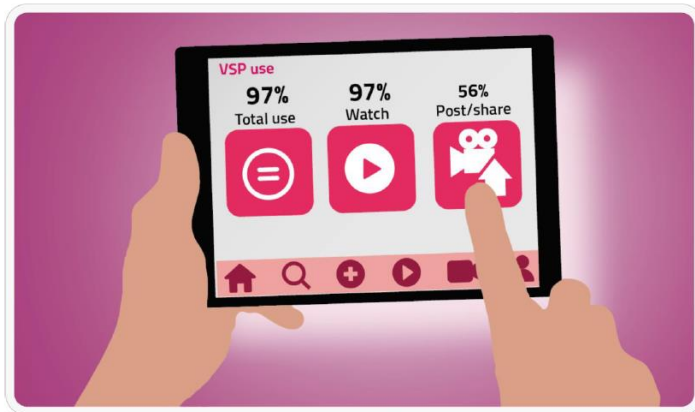
Visit www.internetmatters.org/parental-controls/ to find out how



Do you talk to your child about the sites they use and what they **share**?



Consuming content on VSPs was more popular than posting or sharing



Do you know what they are **watching**?

Find conversation starters, story time ideas and top tips to reinforce key safety messages at parentsafe.lgfl.net

Why not have a family agreement to:

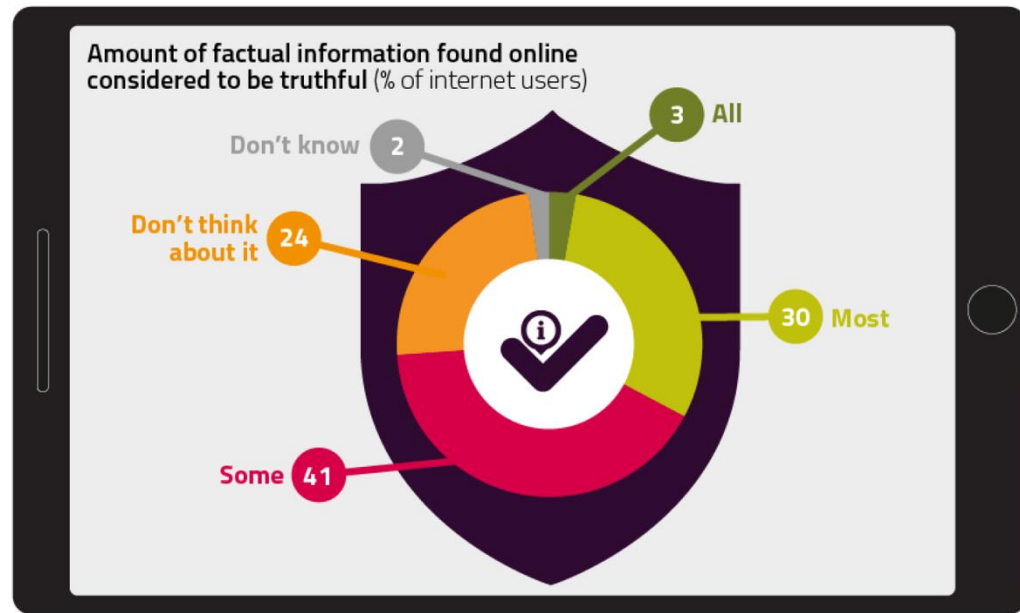
- **clarify** what is allowed...or not
- **establish** ground rules like no phones at the table or in the bedroom at night-time
- **agree** shared expectations to reduce arguments and keep everyone safe & healthy



Download it at parentsafe.lgfl.net/digital-family-agreement

Do your children **trust** everything they see online?

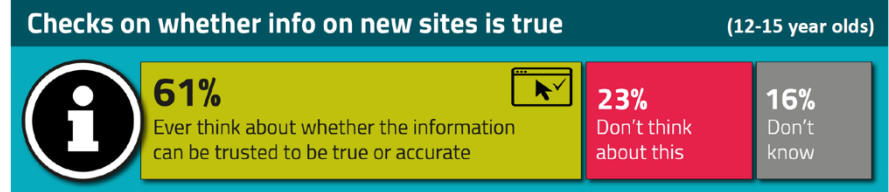
Try our Critical Thinking Quiz at believe.lgfl.net



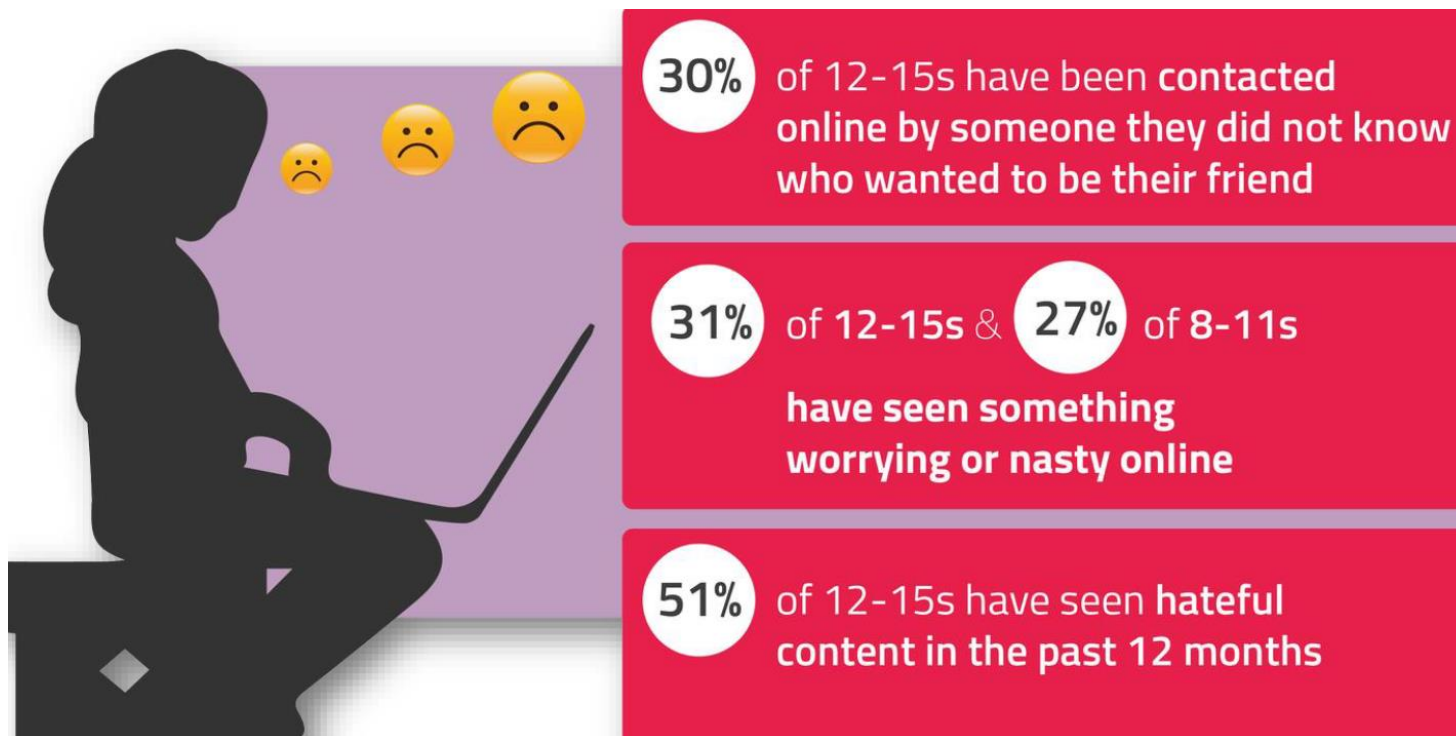
A quarter of children do not consider the truthfulness of information within newly discovered sites

Ofcom
making communications work
for everyone

46% of 8-11s and 57% of 12-15s
that went online visited newly
discovered sites and apps during
2020



Do they know who to **talk** to or how to **report** any concerns?



Go to reporting.lgfl.net to find out how to remove content from social media and where to report bullying, racial hatred, terrorism, sexual abuse and more

Are you familiar with who they are in contact with whilst playing **games**?

Visit gaming.lgfl.net for advice and activities to keep them safe

A fifth of children chat to people they do not know within online games



What if they come across hateful or **extremist** behaviour or content online?



Response to seeing hateful content online



61%

Took some action when seeing hateful content



36%

Ignored it / didn't do anything

3%

Don't know

Visit goingtoofar.lgfl.net to find out how to:

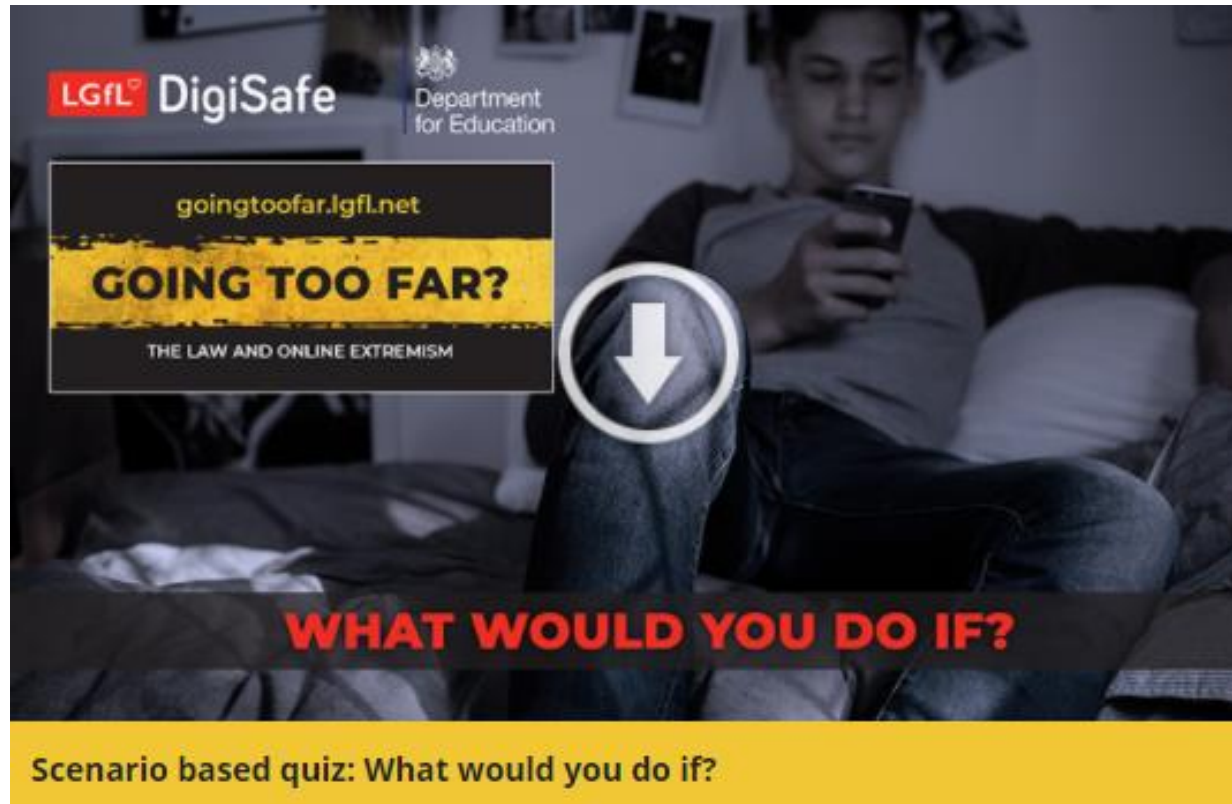
- recognise extremist behaviour and content
- understand actions likely to attract police investigation
- get help
- report concerns

Are they aware of the **implications** their actions could have?

Could they be breaking the law?

Or putting themselves or others at risk?

Visit goingtoofar.lgfl.net to find out more.



Why not take the quiz
together at
takingastand.lgfl.net