

LSCB NEWSLETTER

Online Safety

The internet has become part of the fabric of our lives. Young people and children feel especially dependent on being digitally connected and the internet can provide a wealth of opportunities. Unfortunately, digital technologies also generate challenges and issues regarding the safety of our young and vulnerable people which need to be addressed.

Children are never too young to learn the importance of keeping safe online. While the advice they receive will vary depending on age, it is vital to teach them key messages as early as possible.

This issue focuses on providing tips and resources for parents and professionals that can be used to keep children safe online.

Useful Resources

The following links are great for parents & professionals to understand online risks and how to mitigate them:

www.ceop.police.uk – Focussing on keeping children safe from sexual abuse and grooming online

www.thinkuknow.co.uk – Information and advice for children and parents/carers regarding online experiences

www.parentinfo.org – A free news and advice service for parents that schools can run on their own website

www.internetmatters.org – An independent, not-for-profit e-safety organisation

www.parentzone.org.uk – UK's leading parenting organisation specialising in the digital world for parents & professionals.

www.vodafoneigitalparenting.co.uk – Excellent resource for parents, young people, schools and professionals

Safer Internet Day

Safer Internet Day 2018 will be celebrated globally on Tuesday 6th February 2018 with the slogan “Create, Connect and Share Respect: A better internet starts with you”.

To check out the activities taking place across the UK for Safer Internet Day visit: www.saferinternet.org.uk

PEGI Guide

 PEGI labels – indication of suitability of game.

Descriptors showing main reasons for game's rating.



Visit www.pegi.info for further information

The Pan-European Game Information (PEGI) age rating system was established to help European parents make informed decisions on buying computer games.

The system is supported by the major console manufacturers, including Sony, Microsoft and Nintendo, as well as by publishers and developers of interactive games throughout Europe.

Digital 5 A Day

The Digital 5 A Day provides a simple framework that reflects the concerns of parents/ carers as well as children's behaviours and needs. It can also act as a base for family agreements about internet and digital device use throughout both the holidays and term time.



To access the free resource – “Digital 5 A Day: A Guide for Children and Young People” visit the children's commissioner's website:

www.childrenscommissioner.gov.uk/2017/08/06/digital-5-a-day