APP/GAME OF THE MONTH



Omegle have updated their terms and conditions. You must be 18+ to use Omegle.

Omegle is a social networking/chat website that connects two strangers together for either a text or a video chat. Chats are anonymous unless a user provides this information.

Omegle should not be accessed by children due to the potential imagery shared and language used which can be explicit.

What should I be aware of?

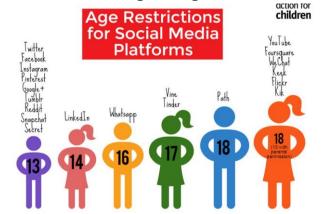
*No registration is required to access Omegle (therefore no age verification) and there are no reporting facilities. *Users are given an option to save the chat's log and share the link. It is also possible for other users to take screenshots of text and video chats.

You can find out more information from Internet Matters, including imitation apps that you should also be aware of:

https://www.internetmatters.org/hub/news-blogs/what-is-omegle-what-parents-need-to-know/

Age-rating information:

Age ratings are used across different types of online content and platforms to guide on what is suitable for different ages according to the level of risk that it will pose to children. Most popular content and platforms – from the films and TV shows you stream, to the games you play and the social media you use – will have an age rating.



Healthy screentime:

We're often asked how long children should spend on their devices each day. Childnet have created a blog discussing why it is difficult to specify a limit and what you should consider. You can read it here:

Screen Time Guidance for Parents and Carers

1 Childnet



Polwhele House

01372 271132 Head: Mrs H Mann office@polwhelehouse.co.uk www.polwhelehouse.co.uk

POLWHELE HOUSE ONLINE SAFETY INFORMATION FOR PARENTS & FAMILIES

Dear Polwhele House Families, We hope you find our Summer Term Online Safety information helpful.

You can find out more information and see further guidance on our Online Safety for Parents webpage: Online Safety Information -Polwhele House School Learning

We welcome communication with our families about any concerns they have about online safety. Please feel free to email the Office or complete the 'Contact Us' form on the webpage above.

Our mini-poster this term is aimed at our younger pupils:

This term we are celebrating and exploring Child Safety Week 2024.



SOCIAL MEDIA INFLUENCERS

What is an Influencer?

An influencer is somebody prominent on a social media platform such as YouTube and Instagram, who has a high number of followers. Influencers share their opinions and ideas and may be paid to advertise/promote products through their account. Whist there are some great influencers, there are some that choose to share their own opinions, which could be misogynistic or racist for example. These opinions can be expressed or interpreted as fact. It is important to talk to your child about the spread of misinformation online and how we should fact check and critically analyse what we see and hear online.



media platforms is influenced by algorithms, which predict what type of content we are most likely to interact with. Whilst there are benefits of algorithms, it can mean that once we start looking at certain content, our social media feed can become more aligned with that opinion, so we don't see a balanced picture. You can find out more here: https://www.childnet.com/blog/algorithms/

The NSPCC have created an article detailing what you need to know about online influencers. You can read it here: https://www.nspcc.org.uk/keeping-children-safe/online-safety/online-safety-blog/2023-05-16-the-influence-of-influencers/

REC ROOM:



Rec Room is available across different platforms and is free to play. It can be played with or without a VR headset. Rec room consists of player created rooms, in which players can play games and interact with others.

Rec Room is rated as 9+ by the App store. For players under 13 years of age, they are assigned a junior account. When creating a junior account, you can also add your own email address, which will allow you to manage your child's password and other settings such as in app purchases. Users with a junior account will not be able to message each other.

You should be aware of the following if your child is playing Rec Room:

- In app purchases: make sure your bank account details are not linked to the device your child is playing on.
- **Chat**: if your child does not have a junior account then there is a chat facility within Rec Room so there is a risk that your child could communicate with strangers.
- **Inappropriate content**: your child may come across themes or content that is not appropriate for your child.

Rec Room does have reporting facilities so if your child is playing Rec Room, then please ensure they know how to use them and to talk to a trusted adult if they see anything that concerns them.

You can find out more about Rec Room here: https://recroom.com/parents-guide

NEWS



JusTalk

Users can use this app to video chat, call and text. There are two versions – JusTalk and JusTalk Kids with both versions having the option to unlock further functions via a premium subscription. JusTalk is rated as 12+ and JusTalk Kids is rated as 4+ on the App store. Even though the apps may be rated as age appropriate for your child, there are still risks in using either version, such as in app purchases.

For older children, JusTalk is being used an alternative to What's App. For more information please see:

https://oursaferschools.co.uk/2023/02/08/whatis-the-justalk-app/

MoneySense from NatWest

NatWest have an area on their website full of useful articles and guidance to support your child and enhance your understanding.

Articles include avoiding fraud and online scams, information on digital game currency and the dangers of fraud. Do you know what a money mule is?

The site also includes activities to complete with your child to enhance their understanding of money including a 'savings challenge' for ages 5 – 8 and 'money and your mental health' aimed at young adults. You can find this information and lots more here:

https://natwest.mymoneysense.com/parents/