E-safety Parent Workshop

Leas Park Junior School

By Mr Walker

Aims of the session

- Looking at keeping children safe online
- Computing and E-safety in the Computing Curriculum
- Be aware of the importance of communication with children about the time they spend online on a computer at home.
- Understand how to find out about setting up parental controls at home on mobiles, computer's, tablets devices.
- Know what to do if your child encounters problems online or how to talk to your child about internet safety at home.

AGE CHECK - GAME

13

13

13

16

13

FORTNITE
12

13

WHO GOT ALL THOSE RIGHT?

The time your child spends on a computer

Children under 18 months should avoid screen time, other than video-chatting.

Children aged 18 months to 2 years can watch or use high-quality programs or apps if adults watch or play with them to help them understand what they're seeing

Children aged 2 years to 13 years can use technology with supervision for a maximum of 2-3 hours per day. However the device must not be used 1 hour before going to bed.

NHS
Greater Glasgow and Clyde

E-Safety
in the National Curriculum

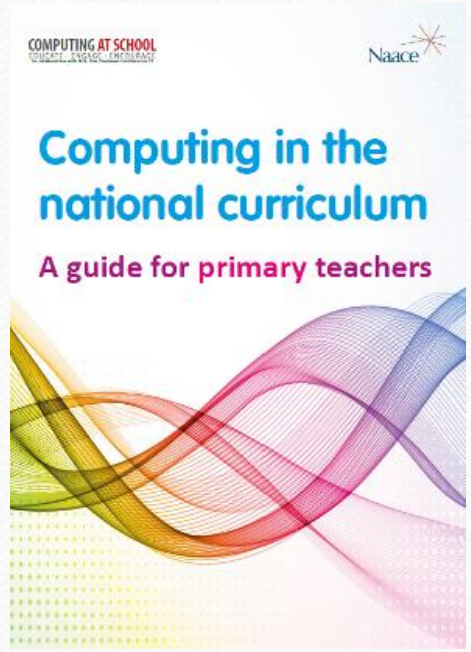
Computer Science

Information Technology

Digital Literacy

	KS1	KS2
CS	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web Appreciate how [search] results are selected and ranked
IT	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use search technologies effectively Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
DL	Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Understand the opportunities [networks] offer for communication and collaboration Be discerning in evaluating digital content Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

	CS	IT	DL
1	Understand what algorithms are Create simple programs	Use technology purposefully to create digital content Use technology purposefully to store digital content Use technology purposefully to retrieve digital content	Use technology safely Keep personal information private Recognise common uses of information technology beyond school
2	Understand that algorithms are implemented as programs on digital devices Understand that programs execute by following precise and unambiguous instructions Debug simple programs Use logical reasoning to predict the behaviour of simple programs	Use technology purposefully to organise digital content Use technology purposefully to manipulate digital content	Use technology respectfully Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies
3	Write programs that accomplish specific goals Use sequence in programs Work with various forms of input Work with various forms of output	Use search technologies effectively Use a variety of software to accomplish given goals Collect information Design and create content Present information	Use technology responsibly Identify a range of ways to report concerns about contact
4	Design programs that accomplish specific goals Design and create programs Debug programs that accomplish specific goals Use repetition in programs Control or simulate physical systems Use logical reasoning to detect and correct errors in programs Understand how computer networks can provide multiple services, such as the World Wide Web Appreciate how search results are selected	Select a variety of software to accomplish given goals Select, use and combine internet services Analyse information Evaluate information Collect data Present data	Understand the opportunities computer networks offer for communication Identify a range of ways to report concerns about content Recognise acceptable/unacceptable behaviour



DIGITAL FOOTPRINT

A digital footprint is a trail of data you create while using the Internet.

It includes the **websites** you visit, emails you send, and information you submit to **online services** an example service would be Facebook.

What to do if your child sees inappropriate material online

- **Don't Panic or Overreact** - if your child tells you about something they have seen. You might feel shocked and angry but by dealing with it calmly your child will know they can turn to you again.

DESIGNATED SAFEGUARDING LEADS (DSL)

- Helen Atkins – Executive Head Teacher
- Toni Hall – Head of School

Our Aims:
We and the school will seek to establish and maintain an ethos where children feel secure, are encouraged to talk and are listened to about safety in any form.

THINGS TO AVOID

www.vonroyalogistic.com

info@vonroyalogistic

www.abfreighlinc.it

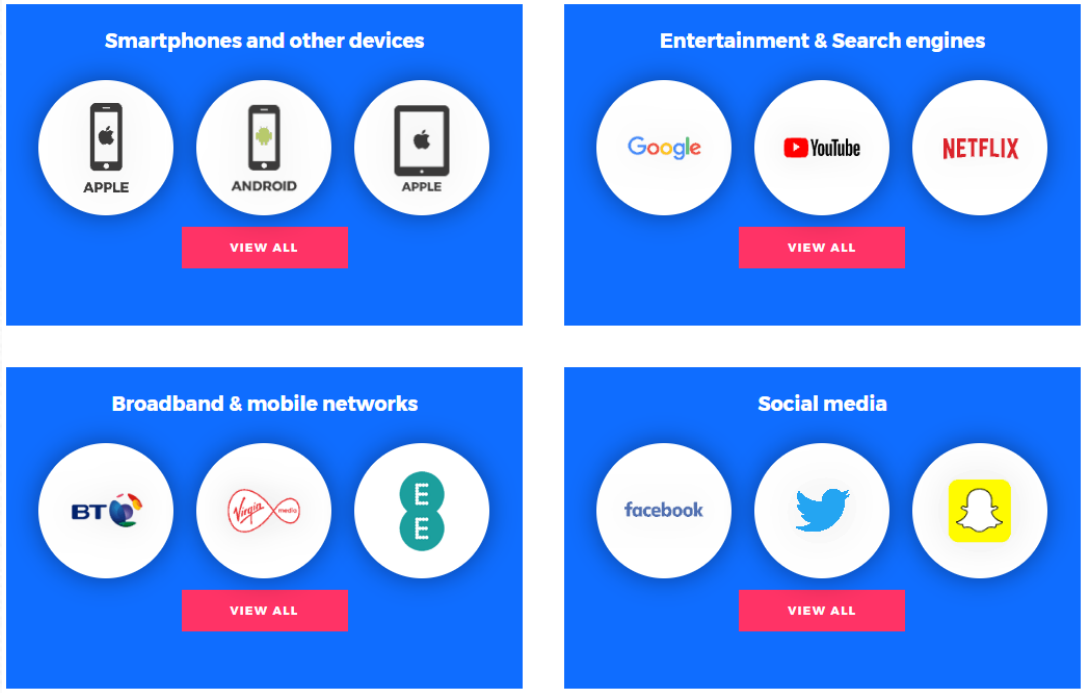
info@abfreighlinc.cu.uk.eu

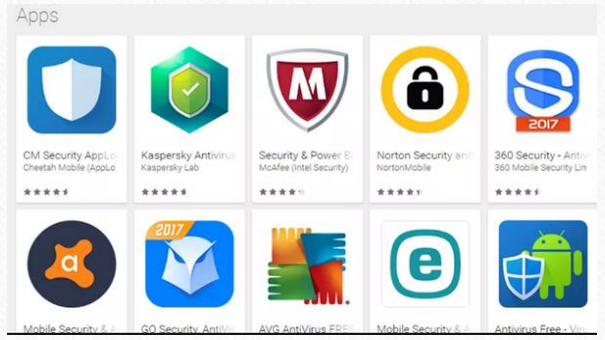
annekershawtherapies.co.nz

anygoods.top

aquaticpride.com

Anti Virus / Parental Controls





Reflecting on the aims of the session

- Reflect on the potential risks of internet use for children. (Completed)
- Computing and E-safety in the Computing Curriculum. (Understand)
- Be aware of the importance of communication with children about the time they spend online or on a computer at home. (Understand)
- Understand how to find out about setting up parental controls at home on mobile, computer's, tablets devices. (Complete, Demo, Understand, Implement)
- Know what to do if your child encounters problems online or how to talk to your child about internet safety at home. (Understand)

Any Question's

This presentation will be available to view on are website.

Please feel free to take some handout's related to E-Safety…