



Fulfen E-Safety Newsletter

Spring Term

Focus on: Exploring online relationships

Gaming - Does your child play Fortnite?

Many online games include an aspect of communication with other players and Fortnite is just one example...

Fortnite is rated PEGI12 for frequent mid violence which means it's not suitable for persons under 12 years of age. The communication features or 'chat facilities' of online games, such as Fortnite, can add further risks!

What do I need to be aware of?

Chatting to strangers and inappropriate language: Fortnite contains voice and text chat. Due to the nature of the game, your child may be chatting to strangers and may hear inappropriate language. Ensure your child knows how to report players for any inappropriate behaviour.

In app purchases: All users can purchase V-Bucks directly through the game. This currency can be used to purchase items in the Fortnite store so make sure you don't store your payment details within the game/device and restrict purchases.

Parental Controls

Fortnite includes several parental controls to help you make it a safer environment for your child including disabling voice chat, filtering language and setting privacy settings. Find out more about parental controls here: <https://www.epicgames.com/fortnite/en-US/parental-controls>.

Other popular gaming consoles, platforms and apps advice can be found here: <https://www.internetmatters.org/parental-controls/gaming-consoles/>



Are you Internet-Safety aware at home?

Broadband

There's a good chance that you have a broadband line coming into your house in which all the incoming and outgoing data passes. All broadband providers enable you to filter the content that comes in via a broadband (internet) filter. Modern filters are really good, allowing you to choose what is or is not appropriate and many allow you to set up profiles, so that you can have a different level of filtering (or no filtering at all) for particular persons in the house (e.g. adults and children) or even different devices. All the filters should be completely free and usually all you need to do is to log into your broadband account and enable the filter.

Apps and games

Do you and your child know what features are available within the apps and games they are using? This could be inappropriate language filters, blocking and reporting features and other parental controls.

For advice about the features in apps and games take a look at Common Sense Media [HERE](#) and search on that app/game.

4Cs

The breadth of issues classified within online safety is considerable, but has been categorised into four areas of risk - the 4 Cs.

The 4 Cs are useful for many reasons:

They are simple to understand;

You don't have to know every risk and issue;

They allow you to consider and investigate the potential concerns;

They can be used as conversation starters with children.

CONTENT - if a child is allowed to play this game, download this app, use an online service, what can they see, what content are they subjected to? Are there filters we can use? Are there age restrictions?

CONTACT - when they are using their technology, playing games, using apps, who are they talking to? Are you happy with this? Can you turn chat off? Are there any block/report features?

CONDUCT - this describes the behaviour of the child. If allowed to use play this game, use this app, how will they behave?

COMMERCIALISM - the internet, all the apps, games and services are driven by commercialism. Many of these services are free, but they have to make money somehow. We're all used to ads and the fact our data is farmed in order to show us targeted and relevant ads, but commercialism also includes scams, identity theft, fraud etc.

Useful parental guides on e-safety

Some other resources which you may find helpful in supporting your child online are:

Tips, advice and guides for parents and carers from the [UK Safer Internet Centre \(saferinternet.org.uk/parents\)](https://saferinternet.org.uk/parents)

Advice for parents and carers from [Childnet \(childnet.com/parents-and-carers\)](https://childnet.com/parents-and-carers)

Reviews and information about games, apps, TV shows and websites from [Common Sense Media \(commonsense.org\)](https://commonsense.org)

Safer Internet Day 2022

Safer Internet Day 2022 is on the 8th of February and will be celebrated with the theme 'All fun and games? Exploring respect and relationships online'.

From gaming and chat, to streaming and video, young people are shaping the interactive entertainment spaces they are a part of. Safer Internet Day 2022 celebrates young people's role in creating a safer internet, whether that is whilst gaming and creating content, or interacting with their friends and peers.

At Fulfen, on top of embedding online safety regularly across our curriculum, we joining schools across the UK in celebrating Safer Internet Day 2022. Safer Internet Day is a global campaign to promote the safe and responsible use of technology, which calls on young people, parents, carers, teachers, social workers, law enforcement, companies, policymakers and more, to join together in helping to create a better internet.

In class, we will be discussing online relationships in an age-appropriate manner. Children will take part in a range of activities that will engage them with key online safety messages.



Safer
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Day 2022

