

E Safety Commission Webinar Summary

A little about the E Safety Commission

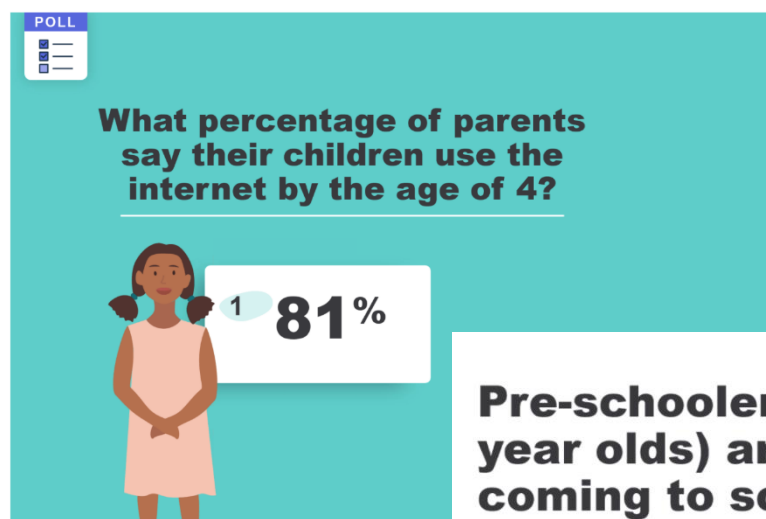
It now covers ALL ages, where it used to previously cater only for young people under 18 years. They are a specialist technological organisation who prevent and intervene in technology being used to abuse people. They conduct research, provide evidence based research and facilitate training.

What they do:

- Removal of abusive content (image based, bullying)
- Advice and help for women who experience Family Violence (protection from abuse and technology that assists to keep them safe).
- Technology to keep Older Adults Connected
- Technology in the early years (new)

<https://www.esafety.gov.au/>

Of those 37%, 20% were able to interact with others online.



Pre-schoolers (2-5 year olds) are coming to school with an online identity forming



Viewing content



Playing games
multiplayer 20%



Interacting with others

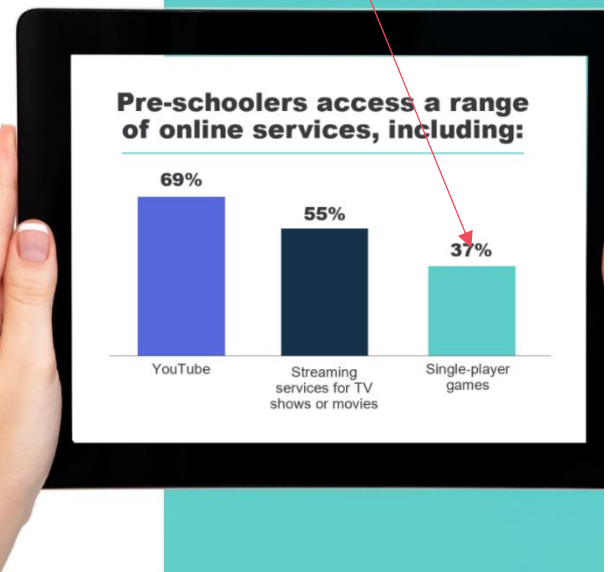
The Risks for Under 5s

Content Risks: Pop ups on youtube that are clickable

Contact Risks: Can contact others easily if they click on skype, messenger, etc.

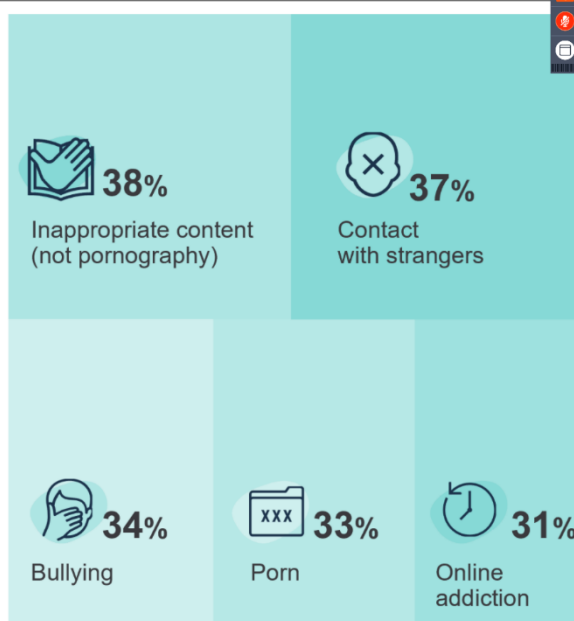
Conduct Risks: Tantrums when it being taken away.

<https://www.esafety.gov.au/parents/children-under-5/online-safety-under-5s-booklet>





Parents are worried about ...



Source: Parenting and pornography, Office of the eSafety Commissioner, 2018

And Young People's Worries?

Surprisingly Similar.

- 1- Unwanted Content
- 2- Unwanted Contact (not just strangers, but people they know also)
- 3- Bullying

Newsflash

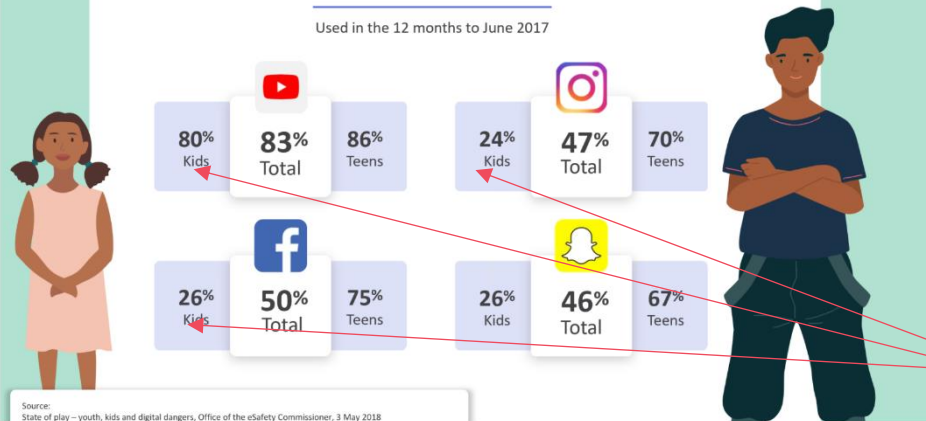
Porn and Addiction to technology has increased significantly in the last 2 years. Most children have reported watching porn by 12 years. 1/2 of the 17 year old boys in the research reported using porn as their main source of sexual education.

AND, this is often not intended, but because they accidentally click on click bait.

From Australian Maree Crabb.
<https://itstimewetalked.com/>

Top 4 social media services

Used in the 12 months to June 2017

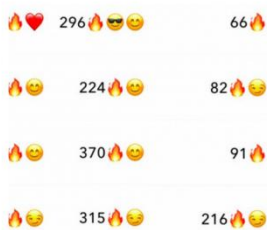


Source: State of play – youth, kids and digital dangers, Office of the eSafety Commissioner, 3 May 2018

Kids in this study are those aged 8-12 years; using apps with min ages over 13 years.

Navigating friendships

Streaks



Newsflash

SNAPCHAT STREAKS

Mainly used by teens, but primary using also. Mostly by girls. Inciting a popularity contest.

It counts the number of days messages are shared between 2 people. If they miss a day it goes back to 0. Inducing anxiety.



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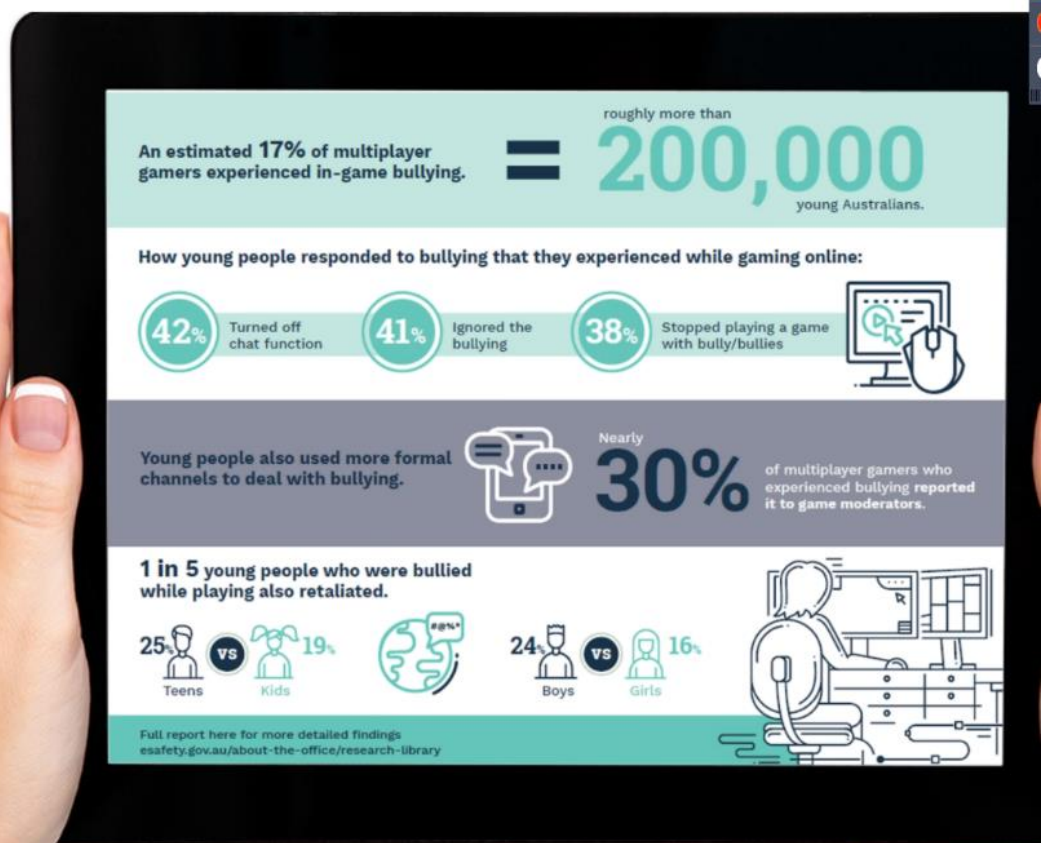
eSafety provides support for serious cyberbullying



Online bullying (1 in 5) stats very similar to face to face bullying (1 in 4).

The online bullying is often the reported by the same kids, with the online bullying an extension of the face to face bullying.

How young people respond to bullying they experience in gaming



Source: State of play – youth and online gaming, Office of the eSafety Commissioner, 5 March 2018



Kirstie Edwards, Founder, A Path To Follow
0478 310 145 | kirstie@apathtofollow.com.au
apathtofollow.com.au

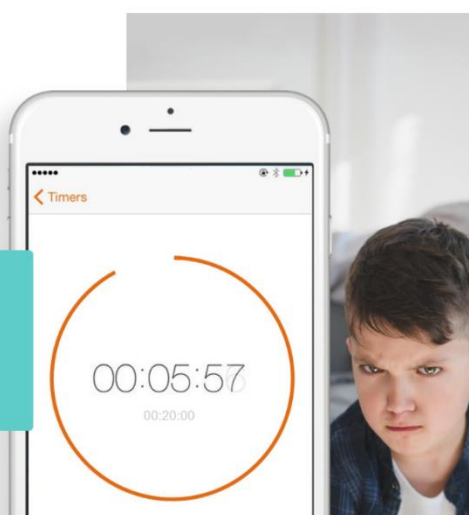
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Tips and Strategies

Avoiding the meltdown

Negotiating time allowances allows children to explain or justify what they think is reasonable

Each game of Fortnite is a max of 20 min, try saying, **'you can play two games, then finish'**



Tips for managing gaming

No devices

In the bedroom

Before chores and homework need to be done

For a specified time before sleep

Pre-agreed rules and boundaries

- You must know username and passwords
- Who they can and can't game with
- Use only a first name or nickname
- In-game purchases
- Never disclose phone number
- Never send photographs of themselves that show identity
- What to do if they need help

How to report cyberbullying material

-  Report the cyberbullying material to the social media service
-  Collect evidence - copy URLs or take screenshots of the material
-  If the content is not removed within 48 hours
Report it to esafety.gov.au/reportcyberbullying
-  Block the person and talk to someone you trust

Reporting



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The Commission^[KE1]

eSafetynews

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monthly updates



Teacher Professional Learning:
holiday edition



Read: Why we need to upskill
teachers in online safety



eSafety Guide: new apps to
keep in the loop about

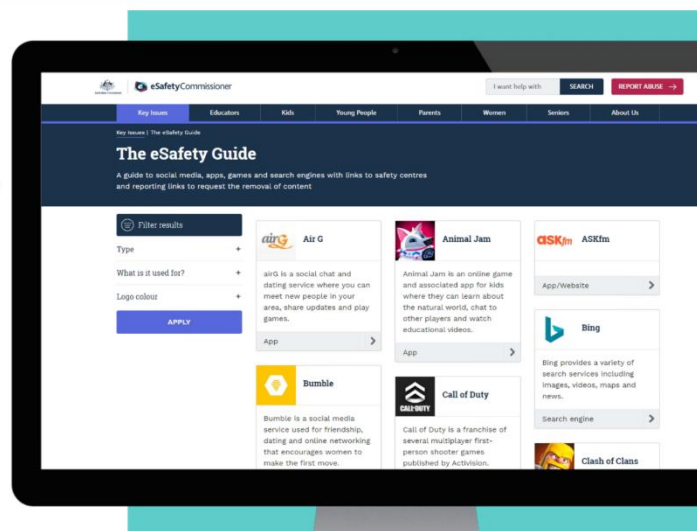


Blog: No such thing as a silver
bullet when it comes to
cyberbullying

esafety.gov.au/subscribe

The eSafety Guide

Formerly known as
'Games, apps and
social networking'



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Kirstie Edwards, Founder, A Path To Follow
0478 310 145 | kirstie@apathtofollow.com.au
apathtofollow.com.au