

Cyber Safety Workshops

On Tuesday 20th March 2017, The Allannah & Madeline Foundation conducted two workshops. These workshops were organised by the School Culture team in response to feedback from last year's KidsMatter survey.

Our Year 5 & 6 workshop - 'The 3Cs of Cyber Safety addressed issues around Content, Conduct and Collaboration'.

Here are some key messages that students took away from the workshop:

- Some chatrooms are unmoderated so people can say anything! For example, Roblox is a massive multiplayer online game with a chatroom function that is unmoderated.
- Understanding the difference between a 'friend' and an 'acquaintance' and what should/should not be shared with each group.
- The same manners, values and behaviour should apply online as they do offline (If I wouldn't say it in front of my grandparent I shouldn't say it online!).
- Strong passwords include: letters, numbers and symbols, they are changed regularly and are not shared with anyone (exception parent or teacher).
- It is illegal to take photos of friends and post them online without their parent's permission because children under the age of 13 are minors.
- Employers these days are looking at social media profiles over resumes - your digital footprint is important!
- If you are getting bullied online: don't retaliate, collect evidence, report, change privacy setting, block and tell a trusted adult.



Parents attended a workshop in the evening titled: *Parenting in the Digital Age*. This session included information on the risks and opportunities afforded by technology for young people, and a range of parenting tips for managing a child's online life. This information was valuable as 91% of time spent online is while a child is at home.

Some of the key messages that parents took away from the workshop:

- Check privacy settings regularly as each time an app or game is downloaded or you update your mobile device it automatically is set to 'default open'.
- Turn off navigation setting on children's phones.
- Always check rating of games by searching on Google before allowing children to download them.
- Clarify if the game has a chat function, if it is moderated and if it is age appropriate.
- Agree on where computers, laptops and mobile devices can be used in the home (Keep them out of the bedroom, lights out = Wi-Fi out).
- Don't allow children to be on devices for up to an hour before bedtime as this affects sleeping.

Issues concerning Cyber safety and cyber bullying have had extensive media coverage of late; we encourage all parents to show an interest in what their children are doing online and also ensure that safety settings on all web devices used at home are in place. For more information visit: www.esafety.gov.au/education-resources/iparent

