LJS PUPIL ONLINE SAFETY CHARTER

The LJS Pupil Online Safety Charter is based on the 4C's of online safety: content, contact, conduct and commerce. The charter was created by our Digital Leaders to help keep all pupils safe.

As part of the LJS community I agree to:

Passwords and Logins

• Keep my password safe and secret.

• Create a username that does not give away too much information about myself and a password that only I will know.

• Sign out when I am finished on my device.

• Lock my computer if I leave the room.

• Only use a computer that is logged in with my username and password.

Web Browsing

• Only register my details on websites with permission.

• Only go to websites that are suitable for school.

• Tell my teacher if I see something inappropriate.

• Check that the websites I visit contain reliable information by checking on other websites.

• Not click on adverts.

Email and Messaging

• Not share my email address outside of the school community without permission.

• Only send messages related to school when using my school email account.

• Be polite and friendly in the messages I send.

Mobile Devices

• Only bring in mobile devices with permission from a teacher.

• Not bring in phones, smartwatches and gaming devices.

• When taking or sharing someone's photo, always ask permission first.

School Work and Prep

• Not copy work from others or the internet

• Reference the websites I have used to help me with my work.

Remember, speak out to a trusted adult if you feel unsafe or worried.

Online Safety Newsletter

March 2025
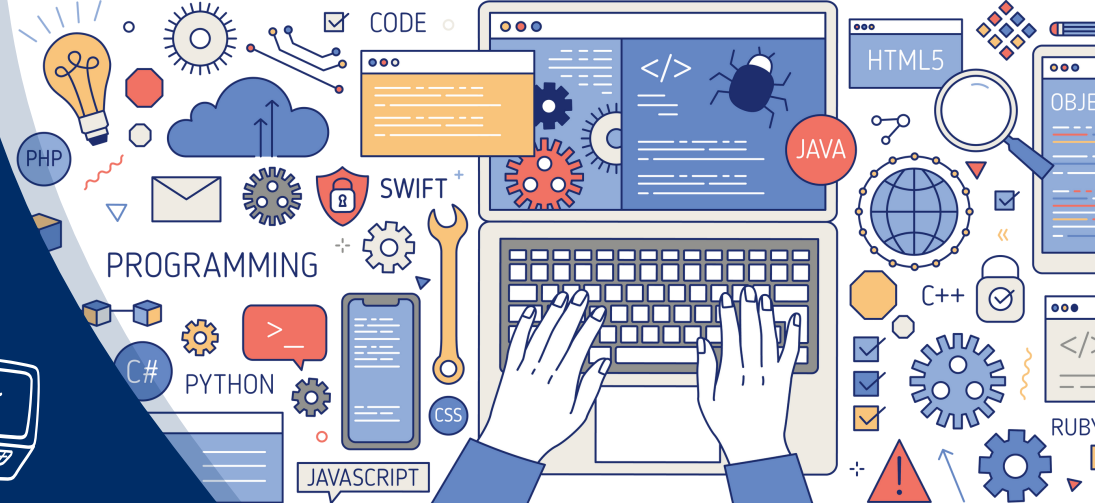
Introduction

In this month's newsletter, we're excited to share the results of our **Pupil Online Safety Questionnaire**. The feedback was very positive, reinforcing that our pupils feel safe while online at school. We're also introducing our updated **Online Safety Charter**, developed with valuable input from our Digital Leaders.

Pupil Online Safety Questionnaire – Key Findings

100%

of pupils said they would talk to a teacher or parent if they had an online safety concern at school.
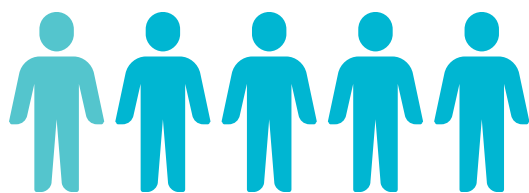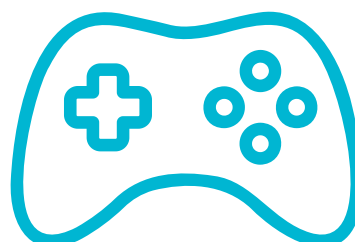
99% of pupils said they mostly or always feel safe online

84% feel that we provide sufficient online safety education, while 15% said we 'maybe' teach them enough

70% believe they know enough about online safety, with an additional 20% saying 'maybe' they know enough

62% of pupils said they are allowed devices in their bedrooms at home

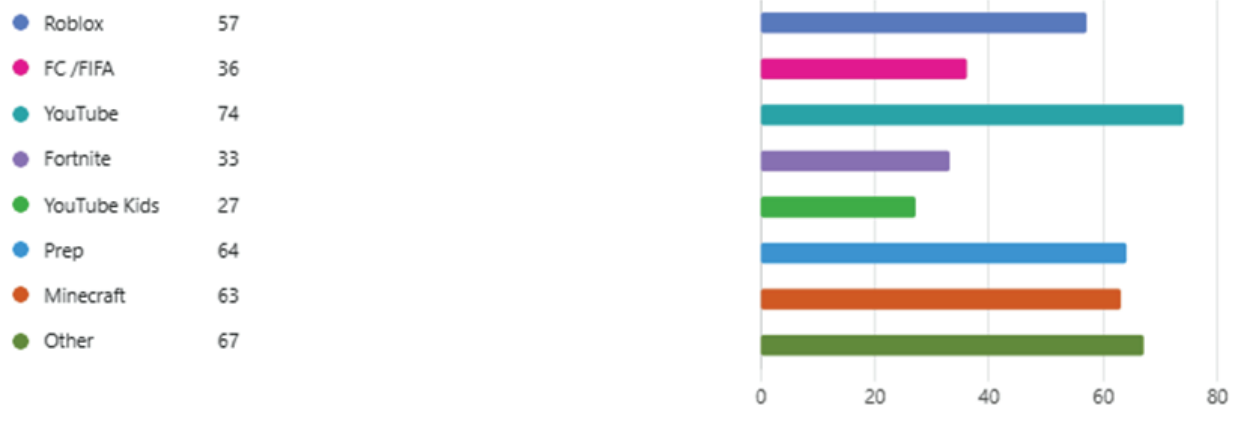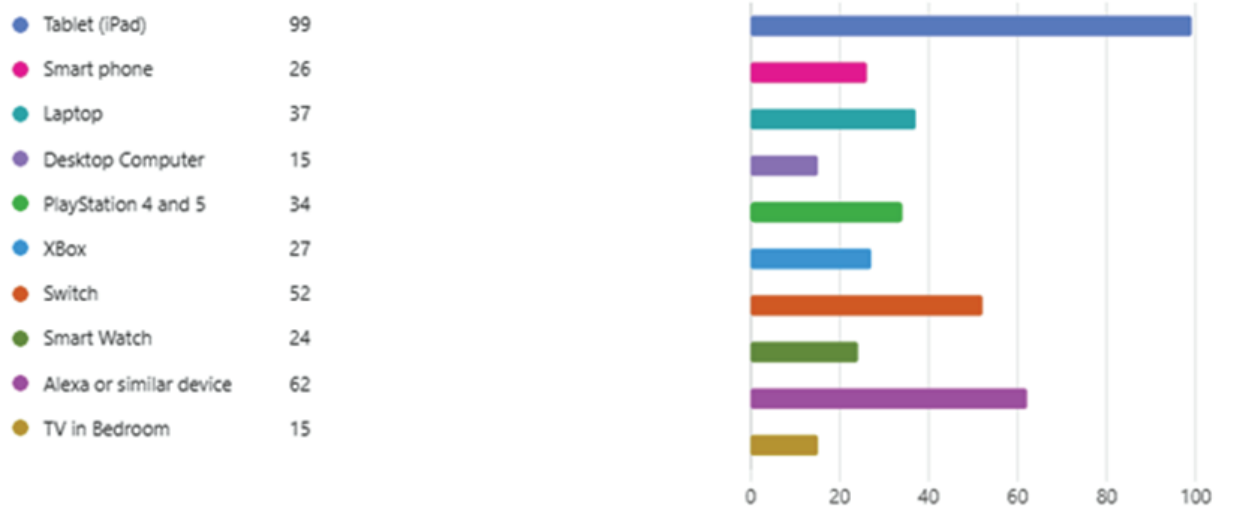**52%** reported being allowed to play games rated 12+

Pupils also shared the devices they use at home and their favourite games and apps:

Device	Count
Tablet (iPad)	99
Smart phone	26
Laptop	37
Desktop Computer	15
PlayStation 4 and 5	34
XBox	27
Switch	52
Smart Watch	24
Alexa or similar device	62
TV in Bedroom	15

App/Game	Count
Roblox	57
FC /FIFA	36
YouTube	74
Fortnite	33
YouTube Kids	27
Prep	64
Minecraft	63
Other	67

Introduction

Safer Internet Day 2025 will take place on **11 February, 2025**, with a focus on the theme: **"Too good to be true? Protecting yourself and others from online scams."** This month's newsletter highlights key events happening to mark the occasion and offers practical tips to help you stay safe from scams.

Safer Internet Day:

What is Safer Internet Day?

Safer Internet Day is a global initiative dedicated to creating a safer digital space for children and young people. Each year, it raises awareness of important online safety issues such as cyberbullying, hate speech, data privacy, and exposure to harmful content.

Safer Internet Day 2025: Tackling Online Scams.

This year's campaign focuses on online scams, helping young people understand how to protect themselves and support others. It also aims to raise awareness of available resources for those affected.

How is Laxton Junior School honouring Safer Internet Day?

At LJS, we have planned a variety of activities to engage and educate students on internet safety, including:

- Prep & Pre-Prep Assemblies
- Drama Workshops
- Online Safety Lessons
- A Parents in Partnership Webinar

Additionally, children will participate in a survey—designed with input from our **Digital Leaders**—to help us better support them throughout the year.

For more information on Safer Internet Day 2025, visit saferinternet.org.uk.

Scams

People in the UK lost £1.2bn to fraud in 2022, the equivalent of £2,300 every minute, according to bank industry group UK Finance! It said around three million scams took place with frauds involving payment cards being the most common. Below are some tips that will help stop everyone in your family from being a victim of online scams:

1. Keep Personal Information Private
What to Avoid Sharing: Name, address, phone number, school name, or location.
Why: Scammers can use this information to impersonate you or steal your identity.

2. Be Sceptical of Free Offers
What to Watch For: Ads or messages offering free items, money, or prizes in exchange for clicking a link or sharing details.
Why: These are often scams designed to trick you into providing personal information.

3. Don't Interact with Strangers
What to Avoid: Accepting friend requests or messages from people you don't know.
Why: Scammers often pose as friendly strangers to gain trust.

4. Be Careful with Online Games
What to Watch For: Scammers might offer free items or in-game currency in exchange for account details.
Why: They might use this information to steal your account or money.

5. Recognise Suspicious Messages
What to Watch For: Messages with spelling errors or strange grammar. Messages claiming you've won something but require payment or information to claim it.
What to Do: Ignore and delete suspicious messages.

6. Enable Privacy Settings
Action to Take: Use privacy settings on apps and games to control who can contact you.
Why: This limits access to strangers who might try to scam you.

7. Use Strong Passwords
How: Create passwords that are hard to guess (a mix of letters, numbers, and symbols) and never share them.
Why: A strong password protects your accounts from being hacked.

You can read more about scams here:
(https://www.childnet.com/help-and-advice/phishing-and-scams/)

Online Safety Newsletter

December 24

Introduction

As Christmas approaches, many children will be unwrapping new electronic devices as gifts. In this month's newsletter, we'll guide you on how to make sure your child's new device is safe to use. Additionally, we'll share helpful tips to ensure pupils stay safe and happy while messaging online.

New Devices:

iPhone or iPad

If your child is receiving their own iPhone or iPad, you can set up parental controls to restrict access to inappropriate content and prevent the downloading of costly apps. After setting up the device, open the Settings app, tap Screen Time, and select Use Screen Time Passcode. Enter a passcode and make sure to keep it private so your child cannot disable the protections.

After setting a Screen Time Passcode, you can customize a range of safety settings. For example, you can limit communication to only those listed in the Contacts app, restrict App Store purchases, and set age-appropriate limits for movies, music, and web content. The Screen Time settings offer many additional protective options to explore.

Playstation 5

To set up parental controls on the PS5, you'll need a PlayStation Network account as the "family manager," and your child will need their own account to sign in on the console. It's a good idea to set this up in advance, so consider doing it before the big day. Visit PlayStation.com and search for "family account" to find detailed instructions.

PC or Laptop

On Windows PCs and laptops, avoid letting your child use a shared general user account or act as the main admin on your device. When setting up a new family PC or your child's personal device, start by using your own account details to become the default admin. Then, create a separate account for your child.

Once their account is set up, the parent admin can access the Family and Other Users menu to apply restrictions. These include setting screen time limits, controlling the types of games and apps that can be installed, enabling web filters, and more.

Xbox

To configure settings on your Xbox, use the Xbox Family Settings app, available for both iPhone and Android. The app allows you to set time limits, restrict communication, and monitor the types of games being played. Additionally, it includes a feature to allocate spending money for games or in-game purchases.

Messaging Online

Here are some essential safety tips for you to share with your children when using online messaging platforms:

Only Communicate with People You Know
Encourage your child to only chat with friends and family members they know in real life. Avoid accepting friend requests or messages from strangers.

Keep Personal Information Private
Teach them to never share personal details like their full name, address, school, phone number, or passwords in messages or online profiles.

Be Kind and Respectful
Remind your child to treat others with respect online, just as they would in person, and to avoid saying anything hurtful or mean.

Think Before You Post
Teach them to think carefully before sending messages or sharing photos, as once something is online, it can be hard to take back.

Report Uncomfortable Conversations
Let them know they can talk to you or a trusted adult if they receive messages that make them feel upset, confused, or unsafe.

Avoid Clicking on Unknown Links
Warn them not to click on links or download files from unknown sources, as these may contain harmful content or viruses.

Encourage Open Communication
Keep an open line of communication so they feel comfortable coming to you with any questions or concerns about their online interactions.

Online Safety Newsletter

October 2024

Introduction

In this month's newsletter, we will be focusing on **in-game chats** and how to stay safe while using them. We will also be looking at the role our **Digital Leaders** will have this year and how they will be supporting the whole school community.

In-Game Chats:

What are in-game chats?

In-game chats are becoming increasingly popular and allow players to communicate with each other whilst playing. This communication can take place within the game itself through headsets or text, in-party chat where players on the same platform connect, or via third-party apps like Discord.

What are the risks?

- **Contact with strangers:** In-game chat is commonly open to all players. Some games have an opt in option, but others do not. This means your child could chat to anyone around the world who is playing the game. Whilst most players will be harmless, these in-game chats can involve inappropriate language, unkindness or be used by people for grooming.

- **Bullying and abuse:** Bullying and abuse can arise from the competitive nature of games, as well as from trolling. Trolling involves intentionally offensive behaviour aimed at upsetting others, often targeting younger players or marginalized groups.

What can you do?

- **Lock down in-game chat:** Most in-game chat can be disabled so children can play without the risk of contact with strangers or receiving abuse. Text chat can usually be found in the corner and can be turned off quite easily but will need to be done separately on every game.

- **Report potential offenders:** It is possible to report other users on the in-game chat. This means you will not be paired with them in the future and if the player's conduct breaks any of the house rules, they may be banned from the game.

- **Consider other chat options:** Other apps, like Discord, allow players to chat while playing using a third-party service. These apps are on private servers so only players who you know can join the chat.

- **Education:** Make sure your child knows how to use the technology and what to do if they have any concerns. Promoting positive communication while playing a game and encouraging them to speak to a trusted adult if they have any concerns is essential if they are to enjoy themselves.

Digital Leaders

This year, Laxton Junior School has eight Digital Leaders, consisting of four students from Year 5 and four from Year 6. The role of these students is to support all members of our community in the online world.

Each Digital Leader will be a point of contact for pupils who have any online queries or concerns. Just like our School Council, they will listen to pupils throughout the school and look to improve all aspects of digital learning.

They will also receive training to help support staff and pupils with technology in the classroom.

Throughout the year, they will contribute to assemblies and create content for Safer Internet Day. In fact, over the coming months, articles from our Digital Leaders will feature in our newsletter!

Online Safety Newsletter

June 2024

Introduction

A recent study showed that **nearly one third of 8 to 11-year-olds own a Smartphone.** While there are some benefits to children having access to smartphones, such as improved communication and access to educational resources, there are serious concerns about the negative impact these devices may be having on children. In this month's newsletter, we will share with you some of the dangers of smartphone use in young children and also share some advice on how you can help your child.

Research:

Physical Health

- Children who use a smartphone for 5+ hours a day are at a 43% higher risk of obesity.
- Children now spend twice as long looking at screens as they do playing outside.
- A study in 2015 found that 57% more teens are sleep deprived than in 1991.

Mental and Emotional Health

- Loneliness in children has doubled since 2012.
- Research has shown that in young adults, every year younger they were given smartphones by their parents, the worse their mental health is today.

Focus and Brain Changes

- A 2022 study found that the average child who spends 5-7 hours a day on a digital device is the equivalent of 2 school years behind a child who spends less than 1 hour a day.
- MRI scans of young children show screen time reduces the size of brain areas responsible for visual processing, empathy, attention, complex memory and early reading skills.

Inappropriate Content

- 51% of 11 to 13 year olds say they have seen pornography online.
- 36% of children aged 8-17 said they have seen something 'worrying or nasty' online in the past 12 months.

What can we do?

We would first recommend **delaying giving your child a smartphone for as long as possible**. If you can, we would suggest you decide this with other parents as peer pressure can make this a lot more challenging.

For those who already have smartphones, here are a few actions you could follow to help your child use their devices safely and sensibly.

PARENTAL CONTROLS

Ensure that your device is set up so **only age appropriate content can be accessed.** This can be done with a separate password so your child can not change them.

TIME RESTRICTIONS

Most devices should allow you to **restrict the time your child can spend on their phone** or on specific apps. This is ideal for social media apps and you can group apps together rather than do them individually.

SET UP GROUND RULES

Agree as a family to a set of rules and try and **follow them together**. If you are spending a lot of time on your phone, your child will most likely to do the same.

TALK WITH OTHER PARENTS

Get together with other parents and discuss any concerns you have. They are most likely having similar issues and, by **working together**, these are easier to resolve. Together you could schedule specific phone times in the evening or remove certain apps that you don't think are suitable.

LEAVE IT ALONE

Too often, we use our phones while doing other tasks. Remind your child to **leave their phone** while they are playing, reading, working or even watching TV.

If you would like further information on smartphone use with children, please click on the links below:

Delay Smartphones

KIDS FOR NOW

Online Safety Newsletter

May 2024

Introduction

In this month's newsletter, we are going to look at some of the key findings from Ofcom's 2024 overview of children and parents' media experience. Ofcom produces these reports annually to heighten the public's awareness and understanding of ways in which they can protect themselves and others when online. We have decided to share 5 of the findings that we feel might be helpful for our children but you can find the full report here Children and Parents: media use and attitudes report 2024 - Ofcom.

Ofcom Children and Parents: Media Use and Attitudes Report:

1 **Five-to-seven-year-olds are becoming increasingly present online**, which may pose greater risks for them...
65% send messages or make/video calls.
38% use social media apps or sites.
41% game online.
The two most common social media apps used are WhatsApp (37%) and TikTok (30%).

2 **Video gaming online continues to be a key activity for children.**
This has risen to 60% of all children aged 3-17. 64% of 8-17s who game online chat with their friends and/or people they know in real life. 31% of children who game online, communicate with strangers as well.

3 **Compared to boys, girls are more likely to say they have experienced 'nasty or hurtful' interactions in some online spaces.**
20% of girls are more likely to report having been on the receiving end of nasty or hurtful interactions via text/messaging apps compared to 14% of boys. When using social media, this is 18% for girls and 13% for boys.

4 **When asked whether the benefits outweighed the risks** to their child of using social media, messaging and video-sharing platforms, only 27% of parents of 3-17s agreed that they did.

5 **Parents' concerns about their child's screentime increases with age:**
34% of parents of children aged 3-4 said it was hard to control screentime, rising to 49% of parents of children aged 16-17. 74% of parents aged 3-4 agreed that their child had a good balance, compared to just over half of parents of older children.

App Watch: Telegram

Telegram is a messaging platform that has grown in popularity due to its secure nature and quicker performance. Below are a few important things you should know about the app:

1. **Easy to access:** Despite having a age restriction of 16+, once the games is downloaded to your device, there is no need to provide any evidence of your age.
2. **Possible Cyberbullying:** The groups in Telegram are managed by admins who can remove the options to repost replies. This could potentially lead to instances of cyberbullying in which the victim has no ability to respond.
3. **Secret Chats:** Telegram has a feature called secret chats in which messages will self-delete after a certain length of time. This means, if someone has been abusive or inappropriate towards your child, it can be extremely difficult to prove.

How to stay safe
While we would recommend not using the app, there are things you can put in place to make it safer for a user:

- Set the privacy controls to 'my contacts' or 'nobody'.
- Use the block functions against spam, abusive comments, or imposter accounts.
- Report content that could be considered illegal, unsafe or upsetting.
- Ensure passwords are strong and that you log out when using other devices.

Online Safety Newsletter

March 2024

Safer Internet Day 2024

On Tuesday 6th of February, it was Safer Internet Day 2024. The theme of this year's day was, 'Inspiring change? Making a difference, managing influence and navigating change online'. In this month's newsletter, we will look back at some of the events we had at Laxton Junior School to celebrate this year's event.

Computing Lessons

In Computing lessons, we covered a range of different topics looking at how we can inspire change and make a difference online. Each year group had a specific focus and produced some excellent work.

Reception to Year 2 looked at how technology has changed overtime and learned what to do when something changes online that makes them feel uncomfortable or worried.

Year 3 focused on how technology might change in the future, how it may help us and what it might do to keep us safe. Year 4 learned about persuasive design such as autoplay, clickbait and loot boxes, and the reasons apps might use them.

In Year 5, we focused on Artificial Intelligence and the positive and negative impact it may have on our lives. Finally, Year 6 looked at how influencers can change our thoughts, behaviour and feelings, both positively and negatively.

Parents in Partnership

In the week prior to Safer Internet Day, we ran a Parent in Partnership session at Scott House. The session began with Catriona Harrington running through the online safety content included in Oundle School's Learning for Life curriculum. She also introduced the Digital Ambassador's from the school and they described what online life is like for teenagers.

The session also included information from Mr Harper about Online Safety at Laxton Junior School. We discussed the curriculum and the different procedures we have in place to help children stay safe online during their time at school. We also went through some helpful tips to support our children at home. The slides and any useful links to websites have been shared as a School Post for anyone who was unable to attend.

Assemblies

In our Key Stage assemblies, we focused on the importance of who we can talk to if we have concerns with what we see online. We discussed who our trusted adults might be and included our Digital Leaders as people who may offer us support.

In our KS1 assembly, we heard the story, "Troll Stinks", about two goats who use their phone to send unkind messages to a troll. This picture book about cyberbullying is a great way to encourage youngsters to be kind online.

In our KS2 assembly, we shared a video created by our Digital Leaders encouraging pupils to follow the LJS Online Safety Charter. The video included short clips of our Digital Leaders sharing good online practise in the school environment.

Workshops

On Friday, Years 2, 4 and 6 took part in Online Safety workshops run by OpenView Education. In the sessions, pupils used their drama skills to perform different online scenarios. The interactive and engaging workshops were an ideal way to conclude our week of Online Safety learning.

Digital Leaders App Watch – Animal Crossing

By Hana, Annabel and Kiki

Animal Crossing is multiplayer/single player game for 7-year-olds and above! You start on a small island with a bright coloured tent. Two others will join you in animal crossing. These are NPC (non-player characters). These characters are animals and range from many species. You are the only human on this island. You work towards a bigger house and start constructing buildings including Museums, Shops, Antiques, plots for new villagers, bridges and a town hall.

How to stay safe on Animal Crossing:
- Play with people you know. Inviting strangers onto your island could be unsafe.
- Keep personal information private. Sharing your personal details is dangerous.