



1

Online Safety Forum 2025



Community Collaboration Equity Uncompromising Excellence Integrity

Age Restrictions for Social Media Platforms

What is the minimum age for account holders on these social media sites and apps?

Under 13



Roblox



PopJam



FaceTime

13+



Twitter



Facebook and Messenger



Viber



WeChat



Monkey



Yubo



Dubsplash



Instagram



TikTok



Skype



Google Hangouts



Reddit



Snapchat



Pinterest

16+



WhatsApp



Telegram Messenger



Tumblr

17+



Line



Sarahah



Tellonym

18+ or 13 with parent's permission



YouTube



WeChat



Kik



Flickr

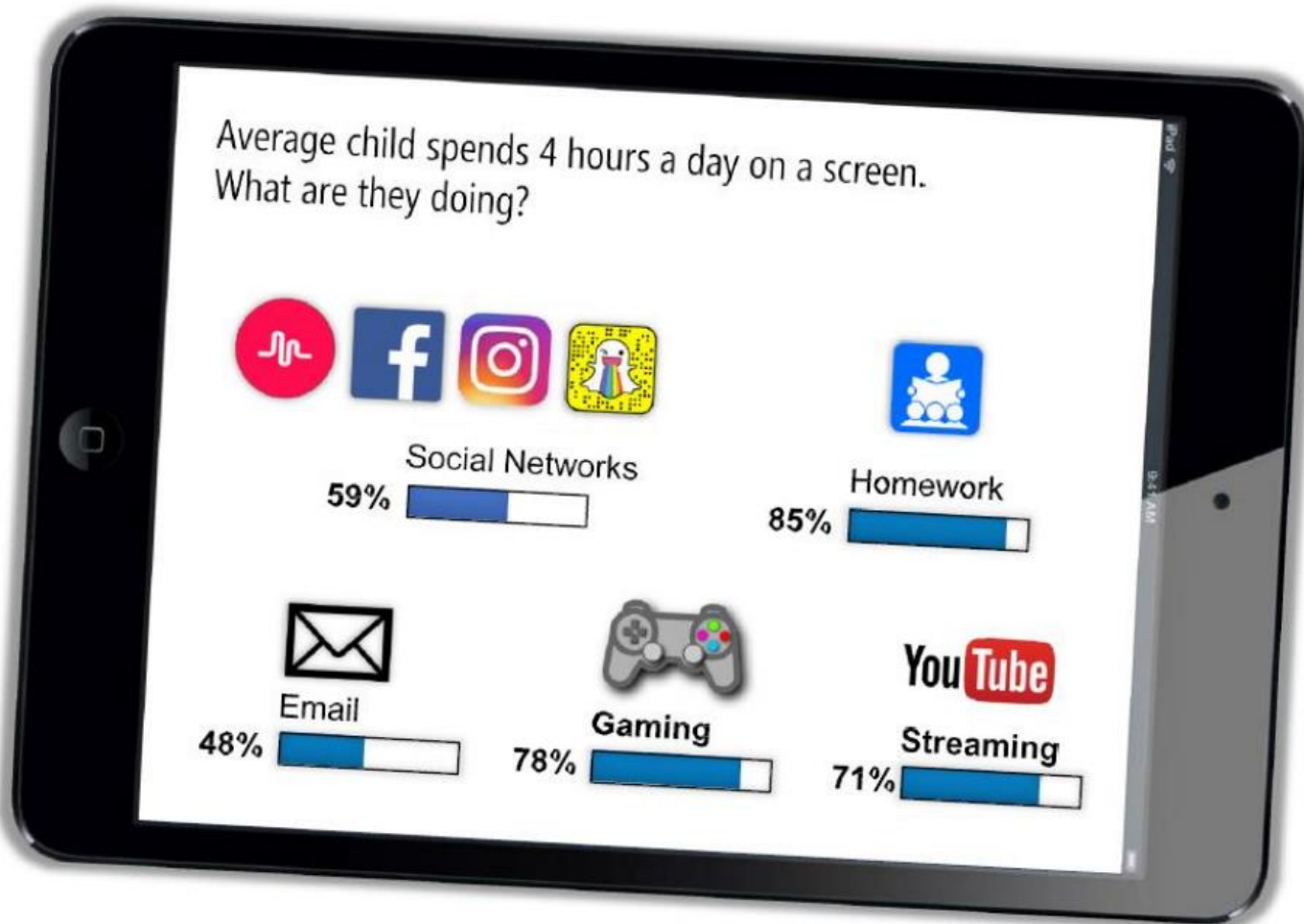


Play Store



Spotify
(12 with parental permission)

How children are using the internet



Key Life Moments

Children

Age 3-4
1% own a mobile phone, 16% own a tablet, 0% have a social media profile



Age 5-7
67% of children are online.
Average time spent per week: 8 hours 42 minutes
3% have a social media profile
Children start to browse internet for school work and general browsing

Learn to read & write



Under 10
Internet use limited to gaming, streaming video and TV and video calling



Age 8-11
90% of children are online, 49% own a tablet
Average time spent per week: 12 hours and 54 minutes
56% play games online, 12% against people who they've never met

Age 10-11
Phone ownership rises from 21% to 43%



43% of 11 year olds have a social media profile and are messaging, sharing and liking throughout the day

Age 12-13
Phone ownership rises from 50% to 74%
74% of 13 year olds have a social media profile

12-15
98% of children are online
Average time spent per week: 20 hours and 6 minutes
27% play games against people they've never met

Secondary school children use an average of 5 social networks



Start Secondary school

Parents

Age 3-4
55% of parents think the benefits of the internet outweigh the risks
10% think their child knows more about the internet than they do

Age 5-7
35% of parents have never spoken to their children about managing risks online
4% never supervise online access and use

Under 10
Parental concern is limited to sexual content, inappropriate content, violent content and strangers/grooming

Age 8-11
68% of parents think the benefits of the internet outweigh the risks
41% think their child knows more about the internet than they do
34% are concerned about their child being bullied through their mobile phone

Age 10-13
Parental concerns around online bullying increase



Age 5-15
42% of parents have no awareness of content filters



Age 5-15
16% of parents have never spoken to their child about managing risks online



Age 12-15
8% of parents do nothing to regulate or monitor their child's activity online

There are lots of positives...



Online games can
enhance teamwork
and creativity



Add to the child's
store of knowledge



Households with
computers perform
better academically



Improve both visual
intelligence and
hand-eye
coordination

Research shows the outcomes for children are better
if they benefit from connected technology

internet
matters.org

What are the risks?

- Cyber bullying
- Grooming
- Inappropriate websites
- Losing control over pictures and video / Giving out too much information online
- Viruses, hacking and security

So what are the **RISKS**?

content: being exposed to **illegal**, inappropriate, or **harmful** content, for example: **pornography**, **fake news**, **racism**, **misogyny**, **self-harm**, **suicide**, **anti-Semitism**, **radicalisation**, and **extremism**.

contact: being subjected to harmful online **interaction** with other users; for example: peer to **peer pressure**, commercial **advertising** and **adults posing as children** or young adults with the intention to **groom** or **exploit** them for **sexual**, **criminal**, **financial** or other purposes

conduct: online **behaviour** that increases the likelihood of, or **causes, harm**; sharing and receiving **explicit images** (e.g. **nudes** and semi-nudes and/or **pornography** and online **bullying**

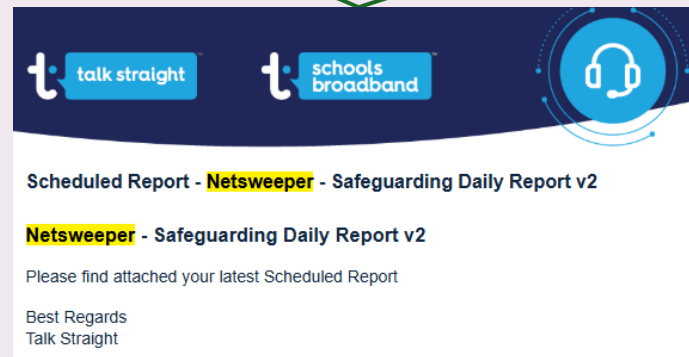
commerce: risks such as online **gambling**, **inappropriate advertising**, **phishing** and or **financial scams**



Social media's impact on self esteem



Filtering and Monitoring

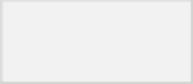


What we do at Torre:

- Online safety lessons will look at social media and other online behaviour, how to be a good friend online and how to report bullying, misuse, intimidation or abuse. However, children will often learn most from the models of behaviour they see and experience, which will often be from adults.

What we do at Torre



Digital Safety	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-Safety (YR) 	Online Relationships Online Bullying	Managing Online Information Privacy and Security	Self Image and Identity	Online Reputation	Health, Well-Being and Lifestyle	Copyright and Ownership
Assessment	Project Evolve Knowledge Maps					



I will always ask an adult before using a computer or tablet.



I will follow instruction and only use apps or sites that an adult has told me to use.



If I see something that makes me upset or I am unsure what to do, I will always ask an adult for help.



I will not share my password or personal information with anyone.



I will always be kind!



I will always ask before using the internet and only use it for a specific purpose.



I will never share my personal information with strangers, including my real name, address, contact details or school.



I will never share my password with anyone.



I will never meet up with people I have met online.



I will always be kind online. If someone is unkind, I will not reply and show the message to an adult.



I will not open or download a file unless I am sure it is safe.



I know I should not believe everything I read online.



I will always tell a trusted adult if something online that makes me or my friends upset.

YOU don't need to be an **EXPERT** ... be a **PARENT**

- **It's your choice** - Don't let others dictate when the right time is to use tech.
- **Stay involved** – make time to communicate, talk about what they are doing. What do they enjoy? What makes them laugh?
- **Don't quiz them** – have regular conversations. What's their favourite app? What is the best site to learn new things from?
- **Join in** - watch them play a game and join in. Who are they playing with? Do they know the other players?
- **'Show me how...'** – ask their advice to help you with your privacy settings, who you should add as a friend, are there any risks?
- **Lead by example** - children learn as much from watching as they do from being told not to do something, so model good behaviour
- **Reassure them** - tell them that they won't get in trouble and that you are always there to help.





Have you set up parental **CONTROLS/PRIVACY SETTINGS** for **ALL DEVICES** and **NETWORKS**?

- Controls have to be set up on both the **broadband connection** AND **each individual device**
- These **do not come as standard** so it's worth checking
- They are important because they allow you to:
 - **Block and filter** upsetting or inappropriate content or sites
 - **Plan what time and how long** your child can go online for





Parental control apps like [Google Family Link](#), [Screen Time](#) and [Microsoft Family](#) can let you set limits across devices, apps and platforms

SAFE SETTINGS, CONTROLS & MONITORING

Apple, Android and Microsoft have tools to help you control what younger children can use and how long for. Click the images below for details. Once they are older and have your trust, the same tools can help avoid arguments and help them learn to self-regulate (how long have they really been on insta today? have they put down the phone at all in the last week?).



Apple Screen Time

Great for both parental controls and teen self-regulation



Google Family Link

Digital Wellbeing is the next step for the older ones after Family Link



Microsoft Family Safety

There are no self-regulation features for older teens, but Family Safety is great for the younger ones

The Wake Up Wednesday logo is centered within a large white circle. The text "WakeUp Wednesday®" is written in a playful, bubbly font. "WakeUp" is in light blue with a yellow outline, while "Wednesday" is in dark blue with a light blue outline. The logo is surrounded by numerous colorful icons: a purple camera, three red hearts, green dollar bills, a gold key, a white ghost, a green shield, two yellow lightning bolts, a yellow triangular warning sign with an exclamation mark, a purple padlock, a grey skull, a red heart, a green speech bubble containing an '@' symbol, a hand holding a smartphone displaying a blue 'X', a computer mouse, a red circular icon with "&\$%/" symbols, and a red play button icon. Several cartoonish faces are also integrated into the design, some appearing as part of the letters or floating around them.



