

## Exploitation and Sexting

Grooming online is something that we all need to be aware of. Children, young people and adults all have tendency to over share information. This information can make it a lot easier for someone to groom another online.

Due to the availability of online devices, the advice to combat these issues has increased its emphasis on relationships and making sure that children and young people can come to a trusted adult should things go wrong or they are worried about what they have seen or read online. When a child is giving any device that enables them to go online, it is incredibly important to start building these parameters into relationships.



### Devices available to children:

- Gaming platforms i.e. Playstation 4
- Tablets
- Smartphones
- Handheld gaming devices i.e. DSi
- iWatch
- Smart TVs
- Laptops

### 2012 NSPCC study by UK Safer Internet Centre

#### This study found:

- there was widespread knowledge of sexting amongst 13-14 year olds. Although not everyone was engaged in sexting, many had peers that were;
- 13-14 year old girls tended to send photos of themselves as a result of a request from a boy, whilst boys tended to send photos of themselves without any requests;
- many 13-14 year olds reported that the fear of being judged would prevent them from talking to an adult if something went wrong;
- most 10-11 year olds had to deal with some form of online abuse, but there was little evidence that they were exposed to sexualised content, or asked to send photos of themselves.

Sexting can take place when young people are in a relationship. As we have seen it can be actively encouraged or it might be a controlling element of a relationship. Revenge porn is when personal explicit media is publicly shared online without the consent of the pictured individual.

### It is a criminal offence to:

- **TAKE** an indecent image of someone under the age of 18 (which includes someone taking an image of themselves).
- **MAKE** an indecent image of someone under 18 (i.e. copy it or save it to another device).
- **SEND** an indecent image of someone 18 to another person.
- **ASK** someone under 18 to take an indecent image of themselves.
- **HAVE** an indecent image of someone under 18.

**Remember: It is important to build...**



### A few additional things to be aware of / a summary...

- A picture uploaded to the internet or even sent to a friend no longer belongs to you; remember this can be saved by others. It is very easy to quickly lose control of any images that you post online.
- Online 'reputations' can ruin job hunts; beware of what you post.
- 1) Relationships are key. Children and young people need to know they can come to you or others with their worries without the fear of getting into trouble; remember this might be exactly what they have told will happen if they tell anyone about what they have done online!
- 2) There is support out there - Professionals Online Support Helpline, UK Safer Internet Centre, Virtually Safe, South West Grid for Learning, NSPCC. You should also have someone within your organisations you can go to with your concerns - in doubt your Line Manager or Designated Safeguarding Lead.
- 3) When discussing or making assessments ask as much about the online behaviours as you do a family's offline behaviours. If you don't ask they might not tell or think it's important.

**T H I N K**

- Is it **true**?
- Is it **helpful**?
- Is it **illegal**?
- Is it **necessary**?
- Is it **kind**?

## Gaming

This section will look at online gaming. We will focus on PEGI and links to exploitation by radicalisers. But within this section have in mind the previous two sections as cyber-bullying and sexual exploitation can also take place within the gaming world.

PEGI (Pan European Game Information) ratings are just like those that you would see for films and they mean the same thing. They state what age group the game is suited to as a minimum.



There are known cases during gaming of radicalisation; these could be for political or religious ideologies. You will have learnt about this during your prevent training.

Supporting children and young people to question what they hear and develop their critical thinking skills isn't just a good skill to have but it can support them in these situations. Childnet are supporting this idea with their Trust me work which we will look at now. Giving a counter narrative to what they are saying can help them question what they are hearing. Promoting open discussion, respectful conversations. They may not be able to question the person radicalising them - this might be seen as disrespectful or met with negativity. So providing them with this opportunity can support them to internally question what they are being told.

*The Government has defined extremism in the Prevent strategy as: 'vocal or active opposition to fundamental British values, including democracy, the rule of law, individual liberty and mutual respect and tolerance of different faiths and beliefs. We also include in our definition of extremism calls for the death of members of our armed forces.' Prevent Duty Guidance.*



### Apps

There are many Apps that are used for a variety of reasons...



Children have access to social media Apps as shown above and gaming Apps as shown to the left. The issues already covered in this E-Safety Summary such as sexting, exploitation, online gaming dangers and bullying can happen on these Apps too.

Also, be aware that some Apps are free but have in-app purchases. Where passwords have been 'remembered' by applications, some may not require a password to purchase.

Ensure you check the privacy settings, which Apps can access data within contracts, access to the mic, camera or location services. You may want to limit the use of mobile data for Apps that a child can access.



Beware of 'Trolls' on social media sites and again, remind your children that if they see anything that upsets them, to inform you immediately.