



# A DIGITAL WORLD, SAFER



Online Safety UK Newsletter  
Halloween 2021



**CONVERSATION AS A FAMILY IS  
STILL ONE OF THE BEST WAYS TO  
KEEP YOUR CHILDREN SAFE  
ONLINE**



## **CAN INNOCENT SCROLLING TURN INTO DANGER?**



We are seeing a rising number of incidents where children are using social media apps appropriately but the content they're watching, is leading to curiosity about other platforms, websites or games. As any natural child, with Google at their disposal they're finding out about these platforms and accessing them. Unfortunately we are finding an increasing amount of Adult 18+ sites being accessed through genuine curiosity, but this could have led to serious Online Harm being caused to the user. How can you help prevent this? We encourage conversation about their interests online and if they're curious, to share that curiosity with you so if they stumble across something they shouldn't, you're already available to deal with it, with them.

# ONLINE SAFETY - PARENTS



## YOUTUBE SHORTS

YouTube is probably the best-known video streaming and creation brand out there on the internet over the years. Something that is lesser known and has been out for over a year now is YouTube Shorts. Think of it as YouTube's answer to TikTok, it provides you with 0-60-second short videos that you can just keep on scrolling through and it runs from the YouTube.com platform.

[Find out more...](#)

## NETFLIX SERIES THATS EXPLODED IN POPULARITY

Most of you will have heard about it in some form, even if you've not seen it. Squid Games has taken adults and children by storm and is officially the new 'hot potato' and we envisage this is here for a while, too. The concern it raises, is its inappropriate violent content, for younger users. With versions of the TV Series becoming games in things like Roblox and being streamed on YouTube & Twitch. [Find out more...](#)



## ROBLOX AGE VERIFICATION

Roblox is rolling out an age verification feature that will allow players to confirm their age and gain access to features reserved for older players. Age verification will be optional, and Roblox said it will "not retain any data" from the verification process, which requires showing a form of ID.

For now, only one feature requires age verification: Roblox's new voice chat feature, Spatial Voice. During its initial beta test, it will only be available to players who verify they are at least 13 years old. [Find out more...](#)

# MOTIVATION & POSITIVITY IS KEY TO ALL LEARNING

“

*“Mother Nature is providential. She gives us twelve years to develop a love for our children before turning them into teenagers.”*

- WILLIAM GALVIN  
#MondayMotivation



“

*“Why don't kids understand their nap is not for them, but for us?”*

- Alyson Hannigan



**PEOPLE PRETEND TO BE SOMEONE THEY ARE NOT ONLINE SOMETIMES.**

**DO YOU FEEL UNSURE ABOUT SOMEONE?**

**ASK AN ADULT FOR ADVICE!**



A friends list full of strangers can be **dangerous.**

Keep the number of people on your friends list low, to just your **friends in real life.**

**STOP - BLOCK - REPORT**



**KEEP IT TO REAL LIFE FRIENDS**



Follow



Follow



Follow



Follow

**FACTS**

# NEW USEFUL GUIDES

Every month we produce new guides and blogs about important topics. Take a look at these five for this month.

**NETFLIX**

[Netflix Parental Controls](#)



[YouTube Shorts](#)



[FIFA 22](#)



[Splatoon 2](#)



[Rocket League](#)



# THE YOUNGEST SOCIAL MEDIA GENERATION EVER

Lee Haywood

One of the most important points for us here in the Online Safety Sector is the need for up to date and credible research that is done on a regular basis. This is also one of the largest gaps that hinders many professionals from creating an effective learning package for their audience. This is something we are changing by giving the young people of the next generation a voice, being able to express themselves, describe what they do and why they do it whilst we add to this information with external factors to draw from.

We completed a survey of over 7,000 participants in Spring 2021 covering a wide range of questions and situations.

in 2021 we've had the first opportunity to see the real changes in behaviours involving technology and how those changes may be having a positive or negative effect on it's users and the results have been astounding in some cases. The major positive that we've found is that children's independence has increased significantly but there are added risks that come with this for more vulnerable users, which can be defined by age, family history, SEND needs and much more.



## 27% OF 7-8 YEAR OLDS ARE USING TIKTOK

Increasingly, we are seeing younger users accessing Social Media platforms on a regular basis. This has always been a concern, but the numbers of users has risen sharply in the covid era and that is probably too surprising.

The reason we are seeing this as an issue, is the natural curiosity and the power of the internet in young hands is that they will go seeking something they know little about, to find out more. There have been occasions recently, where this leads to inappropriate content being accessed by younger users.. The other issue we are concerned about into the future is where does it stop? With instant access & gratification the level to which users will go to find more impactful content rises every year, how damaging could that become for todays younger generation? **What can you do?**

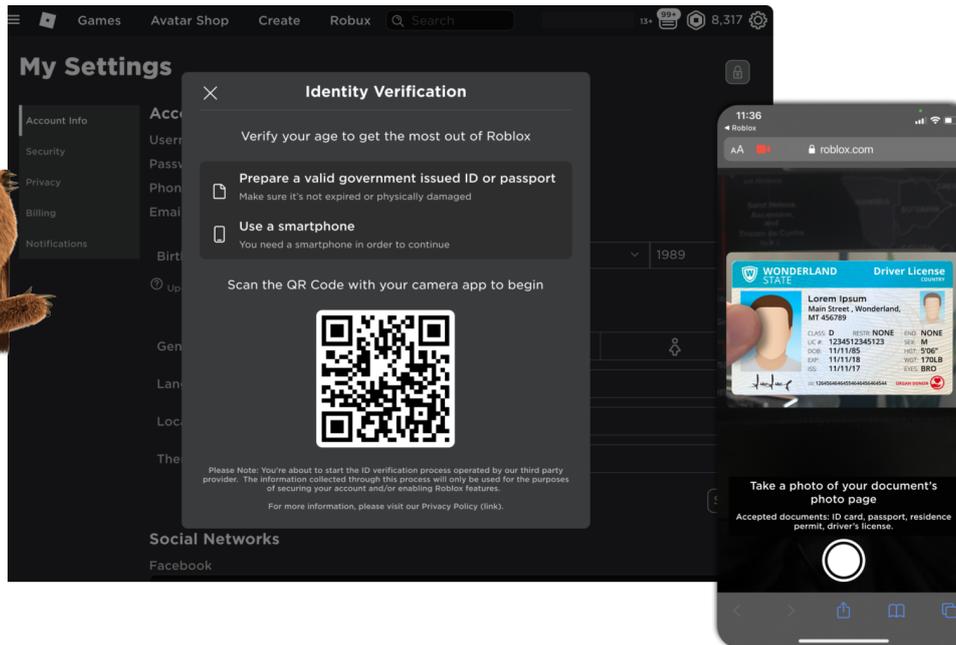
- Keep to your rules and boundaries within the home. Peer pressure rises as they get older but sticking to your guns and now allowing the access until you feel they're ready can really help. Just keep talking to them to help gauge when is it that they're actually ready.
- Parental Controls can be key to ongoing assistance in monitoring the habits and behaviours online and don't need to be used rigorously.



# ROBLOX AGE VERIFICATION

Roblox is introducing to their Roblox platform a new opt-in Age Verification service for our users. This new service enables us to provide:

- Age-appropriate communication. Later this fall, Spatial Voice, which is currently in a limited Developer Beta, will be available for early access to all users who verify that they are at least 13 years of age. To ensure you are eligible for early access to Spatial Voice when it becomes available for Public Beta, verify your age here. Note that Age Verification is gradually rolling out to all users, so it may take some time before you see the option appear in your account.
- New workflows and features for developers and creators. In addition to delivering age-appropriate experiences, developers and creators can rely on Identity Verification as a signal of trust when looking for collaborators on the Roblox platform. A verified status lets the community know that a developer or creator is who they say they are.



## How It Works

Age Verification comes in two stages. First, an ID document check, and then a selfie match. On the Roblox app, users start by scanning their ID card, driver's license, or passport. Roblox uses advanced image processing technology to validate the document's legitimacy.

From there, the user is asked to capture a selfie to check for "liveness" and "likeness." Liveness ensures that the person is a living, breathing individual taking the selfie (rather than just a static image of a person), and likeness ensures that the person in the selfie is the same person as the face on the ID document. The entire process is automated and usually takes seconds to get a result after images are captured.

We want you to know that we take our community's safety and privacy seriously, and Roblox does not store raw ID document nor the selfie data. When a government-issued ID is scanned for verification, an anonymized value is generated, allowing Roblox to safely verify identity without risking exposure of the user's real identity.

The Age Verification service is gradually rolling out to users starting today, September 21, 2021, and over the course of a few weeks. It will be available globally in over 180 countries on both mobile and desktop for anyone 13 years of age or older with a government-issued ID or passport. Age Verification marks a big milestone in our long-term vision of building a trusted, fun, and civil platform for everyone. As part of that vision, we will continue to work on seamless ways to verify a user's age, always respecting a user's privacy. Over time, we'll continue to introduce new and innovative ways for users to easily and securely maintain and protect their identity on the Roblox

# SQUID GAMES - THE NEW HOT TOPIC

Many of you will have been made aware of Squid Games recently, whether that be through the news, through school, your children or friends and family it is actually quite hard to avoid hearing about it.

So why are we writing about it? Lets break it down. Squid Games is a Netflix Series that came out recently, South Korean made, it is a bunch of games that if you fail, you die but if you win, you win big money. Clearly, it's not real life, it is complete fictional. If you hear someone saying "Green Light.... Red Light" this is probably not referring to the traffic signals, it will be a Squid Games reference.



## Exposure

So the concern is coming from young users of Social Media are seeing videos on YouTube & TikTok for example, or streamers from Twitch and other platforms and this has developed a curiosity as to what it's all about. It's quite graphic, so much younger children would likely not feel so good about watching it. Many children are talking about it in school so even if they don't know what it is, they're getting a good idea very quickly.

## Roblox Mini Game

Another concern is that the online world are re-creating the concept of the game, whether that be in creative videos or in this case, the Age 3 game of Roblox. We don't think this is too alarming, as the game graphics of Roblox are so user friendly, the mini game that's been created is relatively friendly looking and has a series of challenges that if you fail, you die. But dying in Roblox is a block character that crumbles to pieces, it's not in any way graphic. The main concern with the mini-game is what the curiosity it creates is driving them towards when they want to know more about Squid Games.

## What can you do?

We want to avoid them watching the series if they're too young. The Series is Age15+. The mini game and people talking about it in streams is relatively harmless in most cases but it is the curiosity and pressure to 'be in the know' and have watched it that is more alarming.

Have a conversation with your children about appropriate content if you need to, explain to them that some children who say they've 'watched it' haven't, and in most cases have seen YouTube videos of clips of it for example.

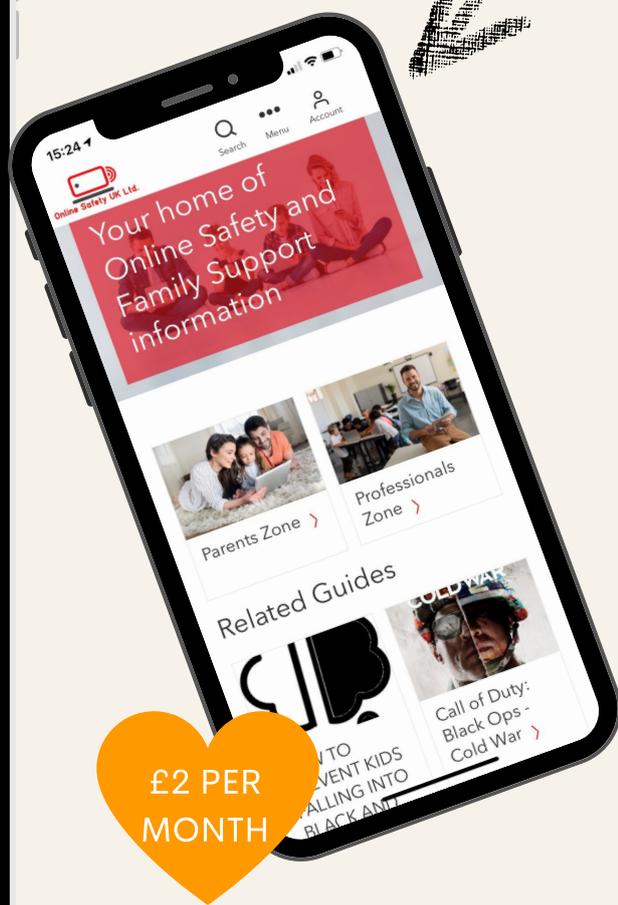
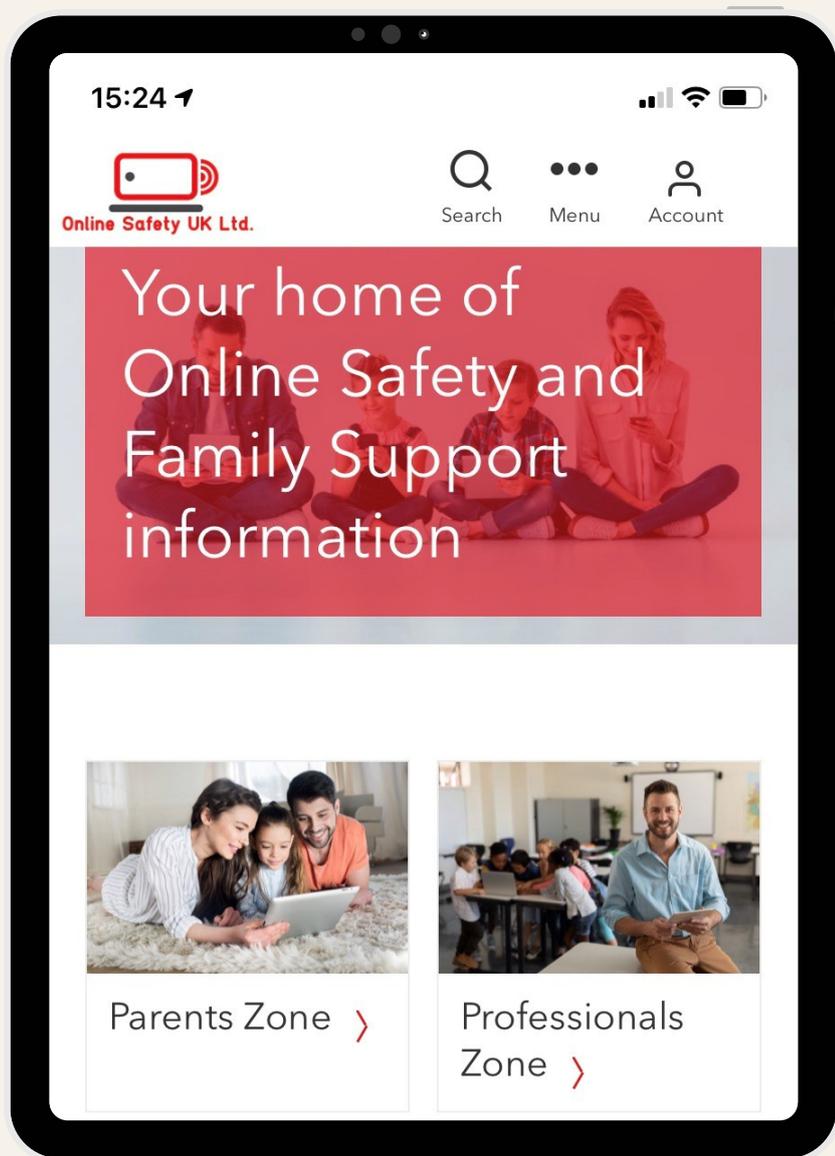
FREE PARENT EVENT ON THIS

FAMILY  
MEMBERS



Safer Digital Families

WANT TO STAY IN CONTROL OF  
YOUR CHILDS SAFETY ONLINE?



**Live Alerts, Setup Guides, Apps  
/ Games info & so much more**

[LEARN MORE](#)

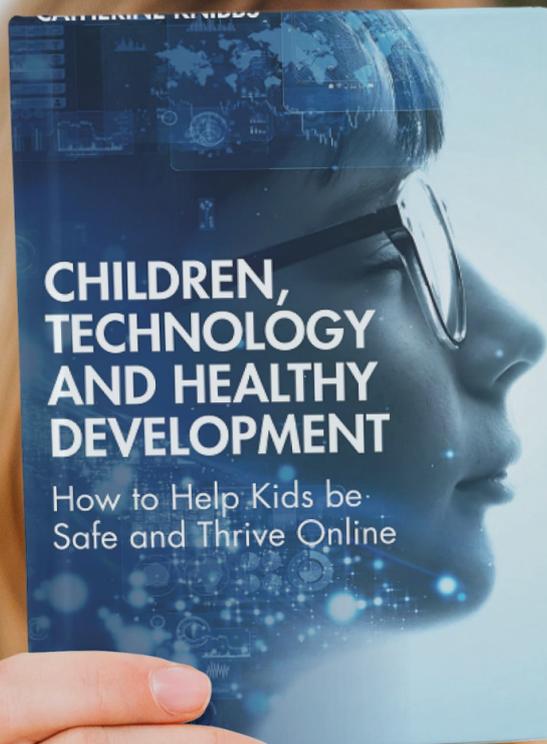
"It is not often we will promote paid for items in our newsletter, but this book is worth mentioning about. [Cath Knibbs](#) has released her breakthrough book about how to keep kids safe and thrive online. We like her research based approach to tackling issues and have really benefitted from learning about what Cath has to say."



*Lee Haywood - CEO - Online Safety UK*



[BUY NOW](#)





**WEDNESDAY  
3RD NOVEMBER  
- 7:30 - 8PM**

## Other Risks That YouTube & TikTok Are Leading Our Kids to

Spend 30 minutes with us exploring how TikTok, YouTube and other Social Media Apps & Sites are generating curiosity within children that is encouraging them to search for inappropriate content online.

[BOOK YOUR FREE SLOT NOW](#)

The Curiosity Beast



### I have a question...

Have you watched it? We would love to know why you think the show and other shows like it have become so popular amongst the younger generation!



Online Safety UK



Assessed  
School



"PASSIONATE & POSITIVE"



## WHAT DO WE DO?

- International All Year Round School Support
- Foster / Social Care Professionals Support
- Educate Children
- Empower Parents / Carers
- Inform & Encourage Professionals
- Research & Develop new products / identify new trends
- 24/7 Safeguarding Support & Technical Advice for families within our schools
- Spread positivity whilst tackling these issues

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