



Online Safety 4 Schools

Responsibilities – Parents / Users / Companies / School

Children & Young Adults who use smart phones, gaming devices, computers for social media, gaming, gaming communities and direct messaging are getting younger.

Question 1- Who supplies the devices, who purchases the online games, or allows Apps to be installed ? – the answer is **'Parents & Children'**.

Question 2- Who encourages downloads and installation of Apps ? – the answer is **Parents**, Peers, designers and social media or gaming platforms

Question 3- Who decides if the child is 'Competent' to use the device, social media, games etc – the answer is **'Parents or themselves'**

However, Schools seem to be the only professionals who are scrutinised and inspected to see how they are keeping Children Safe in the Online world – fair or unfair, or understandable ?.

*Parental Information Workshops are crucial, vital, and essential to keeping children safe whilst using electronic devices, social media, and online Games – It is important for schools to play their part, but **Parents should take a far more active role and seek help, guidance, and work with schools.***