



November 2015

E-Safety Update 09



Welcome to Cornwall Learning's November edition!

Reminders for schools:

Recent news has highlighted the need for us all to be very careful about keeping our personal data safe and secure.

Under the Data Protection Act 1998 (DPA), schools are responsible for ensuring that the collation, retention, storage and security of all personal information they produce and hold meets the provisions of the DPA.

This includes:

- personal information appearing in a pupil's educational record
- any other information they hold which identifies individuals, including pupils, staff and parents

Schools must consider the implications of the DPA, under which they are required to register as a data controller with the Information Commissioner's Office (ICO).

(NB: Cornwall Learning's first e-Safety newsletter (November 2014) recommended schools viewing the ICO's video:)

'Information rights video for schools' - this 9 minute video is aimed at head teachers, managers, governors and staff, focussing on the areas of Data Protection and Freedom of Information Acts.

<https://ico.org.uk/for-organisations/education>

The ICO website also includes lesson plans for primary and secondary schools which have been developed by teachers and tailored to the national curriculum:

<https://ico.org.uk/for-organisations/resources-for-schools>



Is your school considering moving (data) services or have you moved services to 'the cloud' - do you know your obligations in respect of data security?

The Government document 'Cloud (educational apps) software services and the Data Protection Act'

Will provide:

- A straightforward overview of the type of obligations that schools have in respect of data security
- General guidance
- Links to supplier checklist and service provision documents that enable a comparison to be made between a variety of providers
- Useful links (Section 7) which give detailed insight into the Data Protection Act and all the responsibilities



NB. The guidance is intended purely as an aid to decision making and should not be viewed in isolation

https://www.gov.uk/government/uploads/system/uploads/attachment_data/file/464935/Cloud-services-software-dept-advice-July_23_2015.pdf

Did you know that the 30th November 2015 is International Computer Security Day?

What is International Computer Security Day?

The Association of Computer Security Day created the concept 'International Computer Security Day' in 1988 just after the world experienced the worst computer virus outbreak (NB. 1988!) The day was created to raise awareness of computer security issues.

Points to consider for this year:

1. Do not use 'simple' passwords, change and update regularly
2. Never open email attachments from or click on links from strangers
3. Never disclose any personal, financial information to a telephone caller
4. Never reply to an email to confirm your account password or any other information
5. Take care when you post online – don't give out your personal details, such as address, telephone number, bank details
6. Lock your Wi-Fi network!

Useful advice:

<http://www.lbc.co.uk/stay-safe-online-10-ways-to-protect-yourself-on-the-internet-67881>

<http://www.lbc.co.uk/how-to-lock-your-wi-fi-network-11399>



How early should we talk to children about e-Safety?

A survey of students aged between the ages of ten and sixteen undertaken by Adrienne Katz (director of the BIG Award) indicated that they think the right age to be teaching e-Safety is at 8 years old. www.teachers-media.com

Computing Curriculum Attainment Targets at KS1:

...use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Use Childnet's story of 'Smartie the Penguin' to introduce e-Safety to KS1 www.childnet.com



A reminder to all primary and secondary state-funded schools in England

From April 2015, the DfE provides licences for copyright management organisations (CMOs).

View list of CMOs and further guidance/information:

<https://www.gov.uk/guidance/copyright-licences-information-for-schools>



All e-safety newsletters can now be accessed through - www.cornwalllearning.org/services/e-safety

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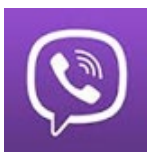


raising
aspiration &
achievement
strategy



**For Parents****Children in Cornish Primary Schools are claiming to use:**

Viber – A computer program and app, which lets you text, call, share photos and send messages to people worldwide. **Terms and Conditions state 13+.** Areas for concern = talking to strangers and privacy settings



Omegle - Anonymous chat app filled with inappropriate conversations. **Terms and Conditions state 18+.** Areas for concern = Many users request personal data upfront, including location, age, and gender.

**Children in Cornish Primary Schools are claiming to have created their own YouTube channel**

YouTube is a place to watch, create and share videos. When you create your own channel you will have a public profile. **YouTube's guidelines state minimum age 13+.** Areas for concern = access to sexual content, violent content, bullying.



To read reviews provided by Mumsnet and NSPCC on Viber and YouTube and other apps, programs and networks:

<http://www.net-aware.org.uk>

<http://www.net-aware.org.uk/networks/youtube>

Did you know?

Video Games have been available for more than 30 years.

- Today's sophisticated video games require players to pay constant attention to the game
- Players engage on a deeper level – physically and emotionally (more so than when watching a film or TV)
- Studies show that video games with violent content are linked to more aggressive behaviour in teens
- Part of the increase in aggressive behavior is linked to the amount of time children are allowed to play video games



<http://www.pamf.org/parenting-teens/general/media-web/videogames.html>

Games with 18 and 18+ ratings are being played by children and young people. The following games reviews are taken from Common Sense Media's website:

- Grand Theft Auto V (18+) - Crime, violence, sex, drugs, and alcohol = **not for kids**
- Assassin's Creed II (18+) - Violence, sex, and revenge make epic game = **not for kids**
- Call of Duty Modern Warfare 3 (18+) Bloody military shooter with disturbing cinematic moments = **not for kids**

To read reviews provided by Common Sense Media on video games, films, apps, books and TV:

<https://www.commonsensemedia.org>

**Do you have a positive digital footprint?**

Your digital footprint is the mark that you leave behind when using the internet and can shape your online reputation. Your digital footprints are made up of the content you create, post and share; as well as the content that others post, and share, with you and about you.

Guidance on how to create a positive digital footprint, to download an online reputation checklist:

<http://www.saferinternet.org.uk/news/create-a-positive-digital-footprint-online>

Childnet reaches 20!

To access Childnet's special anniversary report visit:

<http://www.childnet.com/what-we-do/20-years-of-childnets-work>



All newsletters can now be accessed through Cornwall Learning's e-Safety area:



<http://www.cornwalllearning.org/services/e-safety>

Common Sense Media publishes their new guide to 'Managing Media for Tweens and Teens'

A large scale study of the use of media by children and young people in America aged from 8 to 18 provides a comprehensive picture of the use of media by Tweens (8-12) and Teens (13-18). Findings from the census include:

- Teens use an average of nine hours of entertainment media per day, and tweens use an average of six hours, not including time spent using media for school or homework.
- On any given day, 34 percent of tweens and 23 percent of teens spend two hours or less with screen media, while 11 percent of tweens and 26 percent of teens spend more than eight hours.

The census also identifies distinct types of media users with different patterns of use. They include Heavy Viewers, Light Users, Social Networkers, Video Gamers, Mobile Gamers, Gamers/Computer Users, and Readers.



To view their video:

<https://www.commonsensemedia.org/research/the-common-sense-census-media-use-by-tweens-and-teens>

NB. The full report can be accessed via the above link but requires registration