

HOW TO KEEP SAFE USING SOCIAL NETWORKING

A Presentation By
Children from Year 6



What is a Social Network?

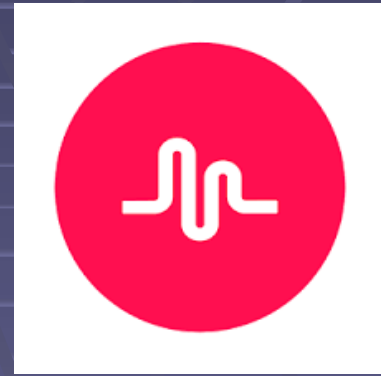
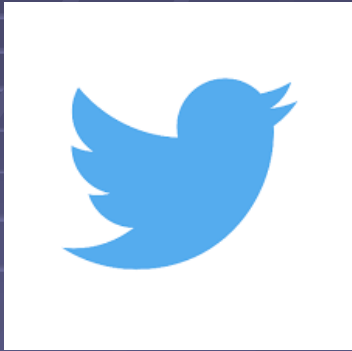
- A virtual community.
- Somewhere you can post pictures.
- A place where you can talk to your friends over the internet.

A social Network is an online communicating system. It lets people connect without facially meeting them, so they can do it online.

You can take pictures, videos and send messages to one another with it being private.



Examples of Social Networks – can you name these icons?



Why can Social Networks Be Dangerous?

Social networks are dangerous because...

- If you post something, it's out there forever and you won't know who will see it.
- You could receive a message from a stranger who asks to meet up with you.
- You might feel threatened.
- You could accidentally post something personal.
- You might get bullied (cyber bullied).
- Someone might ask you for your name, address and mobile number.



Why can Social Networks be dangerous?

You're Correct!



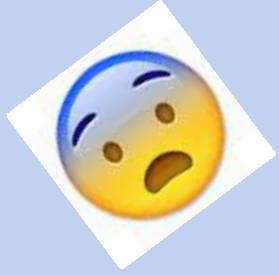
It is bad to talk to People you don't know when you're on the web.



Don't give people your personal Information...

...because they Can see what you write and can Pretend to be a Child and...

...they might Organise to meet you And you might say Yes but they turn Out to be an adult.



Why can Social Networks Be Dangerous?



- Social networks are dangerous because...
- People can find out your personal information.
- People can post the pictures you have posted and label them rudely.
- People can share your information and give it away to other people.



Cyber bullying

- Cyber bullying is when someone writes a hurtful thing about you and that can make you feel upset and alone.
- Sometimes it can be really dangerous because other people might know about your problem.

Why can Social Networks Be Dangerous?

- **Trolling**
- **Trolling is writing malicious comments to upset other people.**



Going too far

- **Online dares might be popular but they can have tragic consequences.**

Top tips keep for keeping safe

- Keep to the smart code which is:

Be smart @ internet

S SAFE Keep safe by being careful to give out personal information when chatting or posting letters. Personal information includes your email address, phone number and password.

M MEETING Meeting someone you have only been in touch with online can be dangerous. Only do so with your parents' or carer's permission and only then only when they can be present. Always make sure you tell someone you trust about meeting in real life.

A ACCEPTING Don't accept any messages or opening files, pictures or links from people you don't know or trust who send to you. Don't accept or reply to any messages.

R RELIABLE Someone online might be about who they are and information on the internet may not be true. Always check information with other sources, books or someone you know.

T TELL Tell your parent, carer or a trusted adult if someone is sending you text that is unkind or abusive, or if you or someone you know is being bullied online. You can report online abuse to the police on www.netmatters.co.uk

www.kidmart.org.uk

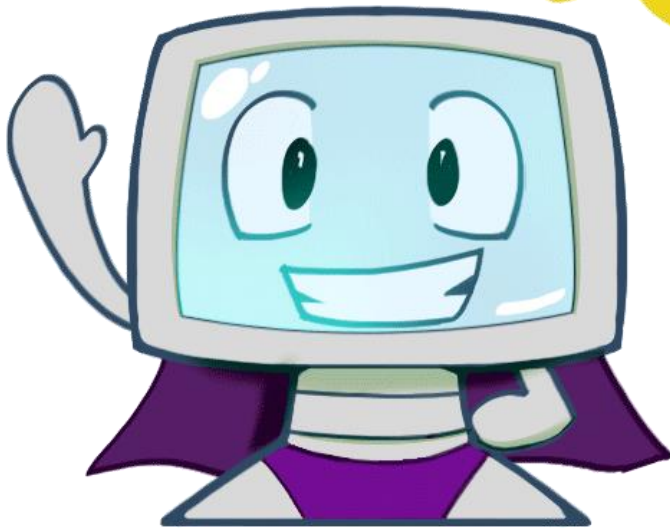
Visit Children's Edition of websites to play interactive games and test your online safety knowledge. You can also share your favourite activities and online safety facts by writing cards with people all across the world.

Top tips keep for keeping safe

1. Don't post any personal information online - address, email address or mobile number.
2. Never give out your passwords.
3. Think carefully before posting pictures or videos of yourself. Once you've put a picture of yourself online most people can see it and might be able to download it.
4. Keep your privacy settings very high.
5. Don't befriend people you've only met on the internet.
6. Ask for permission to go on a social network.
7. Remember, not everyone is who they say they are.

Remember: Social networking can be great fun - as long as you use it wisely!

CAPTAIN Safety





Thanks for watching!



Google Search

I'm Feeling Lucky