



Preventing Child Abuse

PARENTS SURVIVAL GUIDE FOR SCREENS AND TEENS

HOW TO TEACH YOUR CHILDREN TO THINK AND TO BE A GOOD DIGITAL CITIZEN

We do not need to know how a car works we just need to ensure our **BEHAVIOURS** keep us safe. It is the same with the Internet “how it works & screen shots” won’t prevent harm it is **HOW YOU OPERATE IT** which will keep you safe – **KNOW THE RULES**

New alert BUT not a new app (2015) DISCORD

Pupils themselves have informed us of the grooming and unpleasant issues – recommend 13+ age group – **HIGH RISK**

The Dark Sides of Discord

- **No official verification of age.** When the kids sign up with the Discord app there is no proper procedure to check their age. Poor verification process led the kids below 13 to enter into this chat platform easily.
- **Possibility of chats related to adult content:** The kids may communicate adult chats like sex, porn, etc. It brings a great threat to innocent minds. Consistent usage of this chat platform becomes an addiction to young kids. Discord app converts into an addictive application for children.
- **Cyberbullying:** When the communication between kids has controversies then it will lead to bullying. There is a high risk of bad words usage, unethical speech, etc can occur at any time.
- **Kids can wander:** In this app, the children can wander around the server and get access to crude and offensive languages easily. There is no option to restrict the entry of users to another forum. The users can view all the threads available on this app without any difficulty.
- **A quick flash of Adult content without search:** Kids need not search for adult content instead of the lewd words with porn images appear within 15 minutes of your sign in. This scenario is highly dangerous for kids below 18 years. This app gives easy access to sexual content.

November 2021 - WORRYING RISE IN INCEL in schools of a subculture communities online

"A member of an online community of young men who consider themselves unable to attract women sexually, typically associated with views that are hostile towards women and men who are sexually active"

THE INTERNET WAS NEVER CREATED FOR YOUNGSTERS WHICH IS WHY IT IS NOT SAFE !

NEW ALERT ON ROBLOX and SLENDER MAN – JAN 2022

Slender man

While there are multiple interpretations, the reoccurring narrative is that Slender Man haunts abandoned places (such as buildings, playgrounds, and forests) and abducts unsuspecting humans – especially children. There have been multiple horror video games and films made using his image. He is a popular horror character on Roblox, YouTube, and TikTok (with over 1.2 billion views on the hashtag #Slenderman).

Slender Man is not a current hoax or challenge. He is a fictional creation, like Huggy Wuggy, Jeff the Killer, Siren Head, and numerous others specifically created to frighten. These characters have an online life that is often made up of rumours and tall tales which resurface every few years for new generations.

As Slender Man is a popular character, it is extremely easy to find related content on Google, YouTube, and most online platforms – even with parental controls switched on. This content can be disturbing if a child is not expecting it or if they are more vulnerable to this genre. There are multiple risks that may arise from children and young people being exposed to frightening content before they are prepared.

Roblox - ALERT

A notable risk factor is that Roblox has almost 24 million games within the platform. As many of the games and 'dress up' items are user-generated, it can be difficult to establish the intent behind every game or guarantee that games follow Roblox age restrictions.

Our Online Safety Experts reviewed popular footage from the game where avatars were seen simulating sex acts, using the power of suggestion and in-game chat functions.

For example, characters can use different moves, such as giving CPR. While this is innocent, when this action is paired with outfits and words from chat, it can be used to simulate sex acts.

Our experts are aware that in some games a culture of 'online dating' exists between avatars where users may in some cases form 'relationships'.

The games that we reviewed were not designed to facilitate sex, but it is possible to simulate sexual activity by other means. For example, dressing a character in swimwear, followed by bringing them upstairs to 'cuddle' or performing CPR in underwear. In some cases, it was possible to simulate ejaculation and bondage activities using collars and dog leashes.

NEW ALERT DEC 2021

Poppy playtime Video game

An "introduction to horror." Videos, versions of the game, and associated material are becoming increasingly popular on YouTube, Roblox, and other platforms used by young children.

Poppy Playtime features frightening images and themes that are paired with child-friendly items. This may be especially upsetting to children who have not yet developed the resilience to deal with disturbing content.

UPDATE SEPTEMBER 20221 – SQUID GAME

Harmful Content – Squid Game age 15 + rating

Due to the popularity of Netflix's most recent viral show, Squid Game, our online safety experts have received several questions about it from concerned parents, carers, and teachers. We decided to release a Safeguarding Update that highlights the main risks and concerns our experts found when researching the show.

What is Squid Game?

Squid Game is a South Korean television series streaming on Netflix. The plot centres on a group of adult debtors, thieves, and gamblers competing against each other in a series of childhood games for a grand cash prize. However, there is a dark twist to these seemingly innocent games – losing competitors are violently killed off in ways that grow more twisted as the games grow more intense.

Since its release in September 2021, Squid Game has become number one across 90 different countries in Netflix's ranking of most watched TV shows. It has been number one in the UK for thirteen consecutive days since its release.

Harmful Content in the Show

Currently, Squid Game has **a rating of 15+ as the visual content includes high levels of gore, death, violence, gambling, debt, sex, and physical assault. It also has graphic depictions of suicide, murder, and sexual assault.**

Children and young people are likely to know about the show via word of mouth and because it is so popular on social media. They may be unaware of the extent of **gore, death, and violence the show contains.** It also focuses on adult themes that are not appropriate for younger sensibilities. For young people who live with mental health issues, they may be triggered by some of the content.

The aesthetic of Squid Game, especially in promotional images and material, appears innocent and childlike. This is to provide a clash with the excessively violent content that is meant to be jarring and unsettling to viewers.

Parents and carers should be aware that video content from this show is found on TikTok, which could also increase their interest in watching the show. Remember: even if you restrict the young person in your care from watching Squid Game, they may be able to access content on other social media platforms.

Additionally, **Roblox and Fortnite** has seen a sharp increase in user designed games **recreating those in Squid game**

UPDATE – ROBLOX – 21st September 2021

On September 21st, 2021 Roblox announced they will be rolling out optional age verification to all accounts. Users will need to upload a photo of government ID or a passport before they are prompted to capture a live selfie on the spot. Roblox have said they will be capturing “liveness and likeness” with their technology to ensure the ID matches the person signing up. Roblox have confirmed they will not store any ID document or selfie scan in their system.

LATEST & CONTINUING – caution: March 2021

LIVE STREAMING continues to be a critical risk for children who are increasing making self-generated images to those they do not know. These images are sent directly to the Dark Web and sold

LOCKDOWN – Europol and IWF (internet watch foundation)

In October 2020 alone in the UK there were 8.8 million attempts to access child abuse images

Self generated images has escalated during lock down

Parents PLEASE do not post images of your children these can be accessed and stolen and used for child images. Please remove devices from bathrooms and bedrooms where self-generated images are being created.

LOOT BOXES - Loot boxes are virtual collections of items such as weapons or characters that can be used in the game. The boxes can be purchased by children for significant amounts of money, sometimes without the knowledge or consent of their parents

TELLONYM – anonymous bullying messages being sent

DOKEY DOKEY LIERATURE CLUB - police have warned about the threats of “dark writing” leading to suicide

AVOID ALL ENCRYPTED APPS AND ACCOUNTS FOR YOUR CHILD I.E. What’s app – anything encrypted cannot be accessed by Police when help or the law is required

ON LINE and OFFLINE abuse is now fused – no longer separated

Chief Constable Simon Bailey - 450 arrests a month of men in UK involved in IIOC Indecent Images of Children, and over 100,000 regular viewers of IIOC in UK.

It is VITAL parents step up to the line and LEARN about the threats when using Internet and devices

On Line offenders have multiple conversations grooming potential victims and “scatter bomb” until they find one

18.4 million referrals GLOBALLY IN 2018 of Child abuse images

UK is one of the top 3 consumers for Live streaming from Philippines.

IWF – Internet Watch Foundation has taken down 100,000 URL’s in 2018 large Internet companies are NOT operating a moral or social responsibility to protect children online

Children are in fact overwhelmed by social media and need more INTENTIONAL use and time out

Tink Palmer CEO of the Marie Collins Foundation :

Once the images are “out the bag ” the impact of online abuse and taking of images and releasing them, profoundly and intrinsically changes the deep psychological harm and is a greater risk for the victim

www.mariecollinsfoundation.org.uk

June 2019 from Karl Hopgood e-safety expert :

49% children won’t tell if something untoward has happened on social media

48% worry they will be blamed

43% say they don’t want to be a snitch and are fearful of being banned

Donald Findlater of Lucy Faithfull Foundation and Stop It Now who manage offenders - if you know of anyone with interest in viewing Child sexual abuse images online go to www.get-help.stopitnow.org.uk

Do you know the age limits for social media?

- Facebook, Instagram, Twitter; Tumblr, Reddit, Secret, Snapchat, Pinterest, Habbo, Google+ – AGE LIMIT 13 YEARS OLD
- Linked in – AGE LIMIT 14 YEARS OLD
- What’s App – AGE LIMIT 13 YEARS OLD
- Vine – AGE LIMIT 17 YEARS OLD
- You tube, Wechat, Kik, Keek, Foursquare, Flickr - AGE LIMIT 18 YEARS OLD, but 13 to 17 years old with Parental permission.

50% of parents are unaware of the social media age limits and only 1 in 5 parents did know there WERE any social media age limits (source 17th March 2017 NSPCC)

Safeguarding risks from INEQE – sept 2021

REACTION VIDEO

Safeguarding Alert

Our online safety experts have been alerted to a potentially viral TikTok trend. The trend focuses on people recording “reaction videos” while searching for a term that brings them to a specific type of illegal, sexual online content.

From what our experts have discovered, the explicit material found in this trend is NOT hosted on TikTok.

What is a Reaction Video?

Put simply, a reaction video is a recording of a person or group of people reacting to something they are watching online or offline. This can be reacting to anything from an episode of a hit television show to highly anticipated film trailers to popular YouTube videos. Channels on YouTube such as “[REACT](#)” expanded the concept into ‘YouTuber Reacts’, ‘Kids React’, ‘Parents React’ and ‘Grandparents React’. In 2013, the concept of reaction videos was adapted into the TV Channel 4 show Gogglebox.

Why Do People Watch Reaction Videos?

The responses of those watching the videos stimulates curiosity. That curiosity combined with the fear of missing out prompts others to participate especially when the reactions they have seen are funny or shocking.

GACHA HEAT & GACHA LIFE– SEPT 2021

What is Gacha Life?

Gacha Life is a roleplaying and story board creation game. Users can create storyboard scenes, add text bubbles, props, and backgrounds on Gacha Studio. Gacha life has a rating of 9+ on the Apple App Store and 'E' for Everyone on Google Play.

What are the risks?

- The content in 'Gacha Heat' videos presents a risk to children and young people that is not immediately obvious to parents and carers unless they watch the entire video and inspect the narrative.
- Themes of 'Gacha Heat' videos include racism, sexism, homophobia, transphobia, child sexual abuse and exploitation, fetish/kink/BDSM/incitement of sexual violence, 'shock core', glorification of suicide, terminal illness, incest (parent/child and sibling) and teacher/student relationships.
- These themes can normalise abuse and harmful sexual behaviour among children and adults.
- 'Gacha Heat' content has been populating the general #Gacha and #GachaStory hashtags on TikTok which exposes children to the inappropriate content without it being sought out.

Top Tips & Advice

- **Ensure Google SafeSearch is enabled on your child's devices. It will help filter out any explicit material from initial searches and protect them**

Among Us

In Australia recommendation is for 7 yrs plus but European PEGI recommends 10 yrs plus , BUT warns it is risky due to the public chat function and children should therefore use it with PRIVATE MODE or with an adult present

Avakin life – Jan 2021

2 million using it ; 500,000 every day

Our online safeguarding experts at INEQE have reviewed and tested the game and discovered a number of potential risks to young people. The major risk is that users can easily access children and young people online via private and public chats.

New addition from Instagram – March 2021

“live rooms”

- **Users can buy ‘badges’ in Live Rooms to support their favourite creators** (1 per person). Users who purchase a badge get an icon beside their name, which makes them more visible in the comments section of a Live Room and unlocks special features Badges cost up to **(£3.58)**. Children and young people who are inspired to become social media influencers **may feel pressured to do ‘whatever it takes’ to gain more followers**, such as Live Streaming in less clothing or sharing personal information for ‘authentic’ interactions with strangers/fans
- Although Instagram has offered several safety and moderation mechanisms, **online bullies may still target users on Live Rooms**, by screenshotting or writing abusive messages.
- The risk of **disclosing personal information** is amplified when using any live features due to the online disinhibition effect and increased pressure from fans where users make ‘in the moment’ decisions

- Children may spend **increased periods of time online** using Live Rooms to potentially 'go viral'.
- Live Rooms **require people to be on-camera**, this may pressurise or influence young people to conform to a particular look or to construct an environment aimed at pleasing and increasing their audience.

NEW APP – DISPO – March 2021

Safe guarding risks from INEQE

- Anyone can follow another user, and there are no settings to prevent this from happening or to make profiles entirely private.
- A user can view other users' public photographs and read their bio, even without following them.
- Any user can view other users' public photographs and read their bio, even without following them.
 - A user can go on to any other users' profile and share photographs from that profile internally (i.e., on Dispo) or externally (on another platform such as Instagram or via WhatsApp).

Latest 4 apps causing harm – Aug 2020

Play station messages – age 18+

Exposed to harmful sexual and adult content. You are able without gaming, to send voice texts and stickers and videos, and inadvertently share personal info

Bunch - age 13+

Very similar to HOUSE PARTY, and can make video calls

Only fans - 18+

Share and subscribe and pay for content and increasingly used for sexual content and adult images

Triller – 13+

Able to see and hear inappropriate content and searchable; inappropriate purchases may encourage activity to gain followers and earn currency. To block and report users you need to have an account and be logged in

OCTOBER 2019

A self-reported survey data from nearly **12,000 teenage participants** in the U.K. Millennium Cohort Study. The study found a wide range in how many hours per day teens are spending on social media. Girls overall were more likely to be heavy users. At the low end, 22.8% of females and 43.8% of males used social media for less than an hour per day, and at the **high end, 28.4% of females and 13.7% of males used social media for five or more hours per day.**

Ask.fm—One of the Most Dangerous Apps for Teens : This app for ages 13 and up provides a question-and-answer format. Thus, users can interact via Q&A with friends, peers, and anonymous users. Hence, the app has become the site of cyberbullying, which **has been linked to suicides**. Furthermore, loose regulation and lack of monitoring increase the danger. First popularized in Europe, the app has now become well known in the United States.

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AfterSchool : This teen chat app connects students at the same school. And users can download and join the conversation while remaining anonymous. Consequently, they can post anonymous pictures or videos for other students to see. As a result, this increases the potential for **cyberbullying**.

Strava: A live GPS location could give away the area or exact location of where a user lives or spends time. If a user runs the same routes every day, a stranger

could learn where you live and where you are at certain times in the day. Relaxed privacy settings could result in identifying personal information being public.

Bigo Live : On Bigo Live, teens stream live video of themselves. Other users can see and comment on the footage. In addition, users can also receive and send “beans,” virtual gifts that cost real money. Therefore, the focus is on status, spending money, and collecting “gifts.”

BitLife : This simulation game assigns teens an identity, or avatar. Subsequently, their characters “age” from infancy to death. Throughout the process, teens can choose how their avatars make money, spend time, and form relationships. As a result, their characters attain various levels of happiness, health, knowledge, and appearance. What makes this one of the dangerous apps for teens is that kids can choose to “hook up” with other characters, drink, do drugs, gamble, and even commit crimes.

Blindr : On Blindr, teens send each other messages and exchange photos and videos. In addition, they rate the “hotness” of other users. And this type of superficial social comparison can undermine teen self-esteem and identity formation. In addition, there is no age restriction on Blindr. Hence, teens may potentially be having conversations with adults via Blindr.

Discord : Online gamers use this app and site to connect via text, voice, and video. The problems with Discord include accessible adult content and the ability to chat privately with strangers. Kids who are under 18 can easily click through to view mature content.

Holla : Holla is all about connecting with strangers. Teens can sign up using a phone number or Facebook account. Next, they are matched with a stranger for a video chat. Plus, they can scroll through and choose people they want to talk to. And they can use the location tracking to find people on the app who are nearby. According to testers, both nudity and violence are common on this app. Hence, this can be one of the most dangerous apps for teens.

Houseparty : Houseparty is a video chatting app. Therefore, friends can communicate through live video. In addition, they can “talk” with each other in group chats. Because there is no screening, inappropriate content is not filtered. And, just like at a real party, teens can end up connecting with people they’ve never met before.

IMVU : Like BitLife, IMVU lets teens create avatars. And as with Bigo Live, they can also use real money to buy objects for their avatars, such as outfits and furniture. Or they can “earn” money by taking surveys or watching ads. Using the website or the app, users then interact through their avatars. The red flag with IMVU is the focus on sexuality. The avatars’ appearance is highly sexualized, and avatars can have virtual sex.

Kik—High on the List of Dangerous Apps for Teens : Kik is a messaging app that allows teens to connect with others using only a username. Hence, users can text photos, drawings, or pre-designed greeting cards to individuals or groups. Because there is no age verification, experts report that Kik is popular with sexual predators. Moreover, Kik has also been used for cyberbullying. Rebecca Sedwick, the Florida teen **who committed suicide as a result of bullying**, reportedly used Kik and Voxel (see below) in addition to Ask.fm.

Like—Magic Music Video Editor : With Like, teens create short videos with lip-synching. They collect “likes,” in order to move up the list of popular users. In addition, they can send messages and give other users virtual “gems” — purchased with real money. In addition, Like allows strangers to interact with each other, which presents a danger for teens.

Lipsi : Lipsi users can give others feedback without revealing their identities. Instead, they stay in “ghost mode.” Thus, cyberbullying is common on this app for teens. In addition, users can link Lipsi to their Instagram profiles. As a result, all the comments appear in their Instagram feeds.

Sayat.Me : This app is also built around anonymous feedback. The site advertises itself as a place for “honest feedback and opinions from your friends.” However, the anonymous interaction gives users a free pass to criticize others without consequences.

Omegle : Like Holla, Omegle is designed to facilitate online conversations with random strangers. That's why experts agree that it's one of the most dangerous apps for teens. Users can text or video chat with people from more than 190 countries. According to Common Sense Media, interactions on Omegle "can easily result in conversations that are filled with explicit sexual content, lewd language, and references to drugs, alcohol, and violence."

Socratic Math & Homework Help : This app pulls answers from the Internet when teens post their homework questions.

Hence, the biggest risk is cheating. While this app can be useful for gathering information, teens might be tempted to use it to get answers without learning the associated concepts.

Tellonym: This is yet another anonymous messaging app. And as with many other dangerous apps for teens, it invites users to get and give anonymous feedback. Teens can also link their Tellonym accounts to their other social media accounts. Again, online bullying is frequent.

Vora : Vora is a dieting app. Hence, the technology allows users to track their fasting activity. As a result, Vora has become popular with teenagers who struggle with eating disorders. In addition, the app connects users with other dieters and fasters who then can encourage each other in this life-threatening behavior.

Voxer : Voxer is what's known as a "PTT" or "push-to-talk" app. Hence, it works like a walkie-talkie, allowing users to exchange short voice messages. Some adult users find Voxer helpful for work purposes. But for teens, it can become a forum for delivering hurtful messages via both texting and talking.

Yubo (FORMERLY YELLOW) is aimed at 13 to 17-year-olds and is meant to allow Snapchat users to meet "friends" in their area, but could equally be used to arrange sexual hook-ups or for predators to pose as teens and lure children to meet in person,

Zepeto : Zepeto combines features of teen chat apps, social media, and avatar-based apps. The primary problems with this app are the ability to connect with strangers and the focus on image and appearance.

MyLol – dating website for 13 yr olds and teens – heavily accessed by paedophiles

Advice and damage limitation

- Create a rule book so you have a compass
- If YOUR name is on the phone contract YOU are legally responsible for the traffic of communication
- Limit screen time TURN OFF GAMES ETC AN HOUR BEFORE BEDTIME
- Try to keep screens in a public place
- If your child is becoming socially withdrawn and showing signs of anxiety - ACT !
- Agree no screens before school; at mealtimes; no screens at bedtime
- LESS time on screens means less absorption of inappropriate content, advertising messages, inane celebrity gossip; bullying and sexualisation
- Give your child a half hour warning IN ADVANCE of the curfew
- Be CONSISTENT explain you are NOT ruining their fun and DON'T BACK DOWN – TRY NOT TO LOSE YOUR TEMPER - walk away but stay to your rule
- If you see the tell-tale shaft of blue light from under the bedroom door that screen is ON
- “Catfishing” is the name used by offenders to lure young people into harm on social media and on line gaming
- Musical.ly now called TIC TOC– highly dangerous and greatly accessed by paedophiles in disguise wanting more videos of dancing
- Instagram now rated the worst app causing mental health issues
- Sexting is illegal. What may seem a private photo in your relationship can easily be turned into a hate speech and used against you for all to see when the relationship ends
- SnapChat earns your child STREAKS a darkly ingenious way to keep your child engaged. They gain points every time they communicate and lose them if they don't reply. SnapChat is highly pervasive into the child's

psyche. SnapChat also reveals where your child is located, unless it is switched to “ghost mode”

- ON LINE GAMING is a real and present threat and easily becomes an addiction. MANY participants will not be known to your child. Gaming addiction is REAL and highly destructive
- Parents download OUR PACT or KIDSLOK an app allowing you to switch off the apps on your child’s phone, and to a schedule
- Parents access CIRCLE WITH DISNEY – just released and claims you can manage all devices in your home setting time limits and turning off individual apps.

Young people can download **FOREST** helping them to control their own screen time. They plant a seed and a forest grows in the app, the more time you spend on your phone less trees grow. Proving popular with young people to help focus during exam times.

Harm to health

- Extremes of blue light is potentially hazardous to the back of the eye
- Short sleep causes – obesity; low cognitive function; lower immunity to colds etc; heart disease; diabetes
- **Royal college of Paediatricians March 2019 recommend STOP devices AN HOUR BEFORE BEDTIME . Have a break every 2 hours is essential**

Text or Internet Codes:

These are used to send messages out quickly, hoping that most of them are not understood by supervising adults:

BUT do you know a cat’s face image and a knife and fork image means – open invite for sex; thirsty means - desperate for sex ; rape shed means – somewhere to go to be raped

- **LMIRL**- let's meet in real life
- **IWSN** – I want sex now
- **8** - oral sex
- **IMEZRU** - I am easy, are you?
- **TDTM** - talk dirty to me

- **CU46** - see you for sex
- **MPFB**- my personal f**k buddy
- **SORG**- straight or gay
- **WYFM** - would you f**k me?
- **NIFOC** - nude in front of computer
- **KOTL** – kiss on the lips
- **182** – I hate you
- **WTTP** - want to trade pictures
- **MIA** – talking about Bulimia
- **KMS** – kill myself
- **420** - marijuana
- **XTC** - ecstasy
- **DRT** – death in real time
- **MOOS** - member of the opposite sex
- **AITR** - Adult in the room
- **MOS** - mom over shoulder
- **POS** - parent over shoulder
- **PIR** - parent in room
- **CD9, CODE9** - parents are nearby
- **KPC** - keeping parents clueless
- **P911** - parent alert
- **PAL** - parents are listening
- **PAW** - parents are watching
- **ASLP** - Age, sex, location, picture
- **A3** - Anytime, any place, anywhere
- **COBRAS** - Come on by right after school
- **9** - Parent watching
- **99** - Parent no longer watching
- **NP** - nosy parents or no problem
- **121** - One to one
- **143** - I love you
- **53X** - Sex
- **LOL** - Laugh out loud

TAKING BACK CONTROL

Practical Tips on Taking Back Control FROM INEQE

What to do if you're worried a child or young person has shared an image online

It's helpful to understand what you can do if a child or young person in your care loses control of an image before it happens. You might want to talk to the children in your care about who they would talk to if they were worried about something online. You might hear '*what goes online stays online*' – **but this is not true and can remove all sense of hope from a child.**

Here are some practical steps you can use if a child tells you that they have lost control of an image:

- Support the child in your care to understand what's happened and thank them for telling you, explain that there are some steps you can take together to ask for the image to be removed
- You should encourage the child to seek support from Childline who can explain the process – adults can speak to the [NSPCC Adults Helpline](#) for support
- If possible, try to gather a list of where the image has appeared or who has received it
- Adults can make an online report to [CEOP](#) (Child Exploitation and Online Protection Command), or contact their local police force for support if they have concerns a child is being groomed or sexually abused online
- Adults can also report the URL of images for removal directly to the [Internet Watch Foundation](#)
- Do not copy or send the image to anyone, even the police – the image will constitute an indecent image of a child and should not be shared or saved

- **Young people can upload their own image or URL to the Internet Watch Foundation's Portal via their Childline account for removal**
- **If you have concerns about the immediate safety of a child, you should call 999 (emergency number)**

PARENTAL LOCKS AND CONTROL

Family Link lets you set time limits and a bedtime for their device, so you can help them find a good balance. Tuesday. 2 hr 15 min. Apply. **Lock** their device. Whether it's time to go play outside, have dinner, or just spend time together, you can remotely **lock** a device whenever it's time to take a break.

Family Link will ease a bit of the stress from managing your child's screen time by helping you lock your child's device automatically in different situations. (You can still have manual control over what they access, don't worry.)

Google has rolled out screen time and app management features to the **Chrome OS** version of its parental supervision app, **Family Link**, so now you can remotely manage and monitor your child's activity on laptops and tablets running the OS, as well as on any Android device running Android 5.1 or higher.

FOR FURTHER SUPPORT PLEASE CONTACT - we have a wealth of experts on our team

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