

# Technology and Online Safety Newsletter

Edition Number: 10

Month: November 2018



The Department for Education guidance document **Keeping Children Safe in Education (Sept 2018)** sets out the legal duties with which schools and colleges must comply in order to keep children safe including keeping safe online.



We are aware of the special challenges for our parents regarding online safety. We want to work in partnership with you to identify where additional support and information is needed and how to use this to protect your children and young people. This regular newsletter will help to keep you aware of developments in the use of technology in the school and share the latest online safety information available.

## iPad App Recommendation



### EasyTranscribe – £2.99

This app is designed and made to transcribe music, lyrics or spoken words.

It basically is a web browser that gives you lots of control over the currently playing video. And for use with children with learning disabilities, who may like to repeat sections of videos, it is just brilliant.

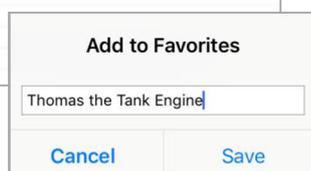
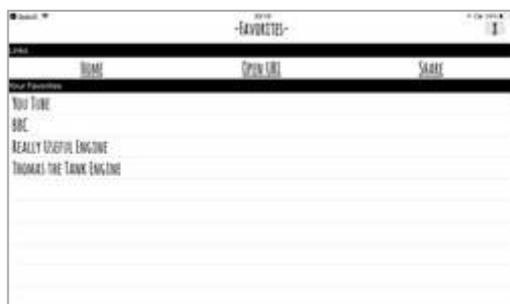


The app makes it easy for the user to have complete control over a YouTube video and to repeat/loop chosen sections, speed up or slow down videos and jump ahead (or back) 1, 5 or 10 second slots.



You can imagine how much fun and enjoyment this could provide and also in developing understanding of cause and effect, sequencing skills, logical thinking and early programming.

The other really useful function, for users who cannot search independently because of literacy issues, is the Favourites. This enables you to search for a particular web page (You Tube or otherwise) and then set this as a favourite.



You can give it a name and then your young person can select this whenever they want to watch their favourite You Tube video without having to search for it (or get you to do it for them). It therefore encourages independence in their use of the internet but also allows you to pre-set what they watch and therefore reduces the risks of inadvertently watching something unsuitable.

## What is the Momo Challenge – and should I be worried about it?



### THE MOMO CHALLENGE (Hoax or Real?) | 3AM CHALLENGE

Sam Golbach • 997K views • 2 months ago

GET THE MERCH: <https://fanjoy.co/samgolbach/> I try calling/texting Momo on Facetime and it worked! This is considered a 3am ...

Media reports in recent months have suggested a new social media viral trend is to blame for children harming themselves, or in the worst cases reported, dying by suicide. The reports have been disputed, but if you have heard it mentioned in recent months, here is what you need to know.

### What is the Momo challenge?

The Momo challenge is a viral social media phenomenon encouraging participants to commit acts of self-harm, and can be seen as a form of extreme cyberbullying. The 'game' takes place on social media platforms such as Facebook and WhatsApp and players are asked to contact a character called Momo (the name associated with the disfigured avatar) through messaging apps. The players are then instructed to do a series of tasks, often involving self-harm, followed by a final challenge demanding that participants commit suicide. If you refuse to do what Momo asks, the character threatens to steal your personal information and images and share them on the internet.

### Why has it been in the news lately?

Over the past couple of months, the game has been in the news frequently due to its alleged ties to three cases of teenagers committing suicide in South America and Asia. Although police cannot prove conclusively that the game directly led to the suicides, all the victims were reportedly playing the game and their families are blaming it for the tragedies. In August, a 12-year-old girl and a 16-year-old boy in Colombia killed themselves within 48 hours of each other after the boy introduced the girl to the game. These cases were the most recent suicides allegedly caused by the game, preceded by the suicide of a 12-year-old girl in Argentina and an 18-year-old boy in India earlier this year. There are many similarities between the Momo challenge and the Blue Whale challenge which received a lot of attention in 2016 and 2017 when it was associated with the suicides of around 130 people in Russia. It could never be proven that the Blue Whale challenge was directly to blame for the suicides but several victims published pictures of a blue whale on their social media profile before killing themselves.

### Why is the distorted face associated with the game?

The characteristic distorted face with the bulging eyes and the cheek-to-cheek smile which has now become the avatar of the Momo challenge was not created in relation to the game at all. The statuette of a woman's head mounted on a bird's body was originally a piece of art nicknamed 'Mother Bird' created by the Japanese studio Link Factory. It was on display at the Tokyo's horror art show Vanilla Gallery where someone snapped a picture of it which was then in turn used to lay the basis for the character Momo. The artist and Link Factory have nothing to do with the game as the art piece was never intended to be the mascot for the obscure social media phenomenon.

### What do I need to look out for?

It is important to remember it is very rare that children have harmed themselves due to the trend and much of its profile has been built upon social media exaggeration. It has received attention largely due to YouTubers and Vloggers using it as a hook to gain more views. A quick YouTube search will reveal multiple videos of people trying to contact 'Momo', which while trivializing the issue has added to its urban myth. Although there is no evidence of the game surfacing in the UK, children may be aware of it and it could be useful to understand what it is. Since children get in touch with Momo using WhatsApp, make sure that your child has enabled the privacy settings the app offers as well as having live locations settings turned off. Unfortunately, there are no parental controls on the instant messaging app beyond this but talk to your child and remind them not to get in touch with people they do not know on social media.

Source: [www.parentzone.org.uk](http://www.parentzone.org.uk)

## Some Examples of Technology Use Around the School

### Sycamore – Clicker Apps and Lego Story Visualiser, Online Safety Books

Last academic year, Sycamore Class began using Clicker Apps (Sentences, Connect, Docs and Books) for a range of writing activities. This class included pupils with a wide range of writing abilities, at various levels and the features of each app worked so well; adjusting the level of support to scaffold writing activities appropriately to encourage motivation, achievement and progress for all. All pupils used Clicker Books to create their own stories for their yearbooks. The use of Clicker in this class will continue into this academic year.



The class also were the first to read some new books that the school had purchased to raise awareness of dangers and risks from using the internet (over sharing, email, meeting strangers online and using computers responsibly). There were some very interesting debates after the children had read the books in small groups and it was clear that they were able to relate the stories to their own real life online activities.



This academic year, Sycamore class have been developing their writing skills using an app called Lego Story Visualiser. They have begun to independently create comic style stories using built in images, imported photos, free text in speech bubbles and built in icons. There have already been some very impressive comic book stories produced.

### Willow – Green Screen

Willow Class have been using green screen technology to produce immersive activities where pupils act out scenes of books, films, historical events, adverts, fundraising appeals and role play activities, usually using BSL throughout. This really helps the children to engage with the subject of the activity and to develop their understanding of the subject as well as their communication skills. They really love seeing the final videos of themselves 'on location' within their scenes.

### Hazel – Lego and WeDo

Hazel Class have been using Lego to begin to develop skills in following sequenced instructions to build models. They are encouraged to work together and to problem solve along the way and also to communicate effectively and support each other to work towards a successful outcome. Some pupils have also used an iPad App called WeDo which can be used to control the behaviour of Lego models. Pupils have been using blocky programming language to build instructions for their models. They have already begun to debug their programmes (find the problem and adjust as needed) when things don't go as expected.



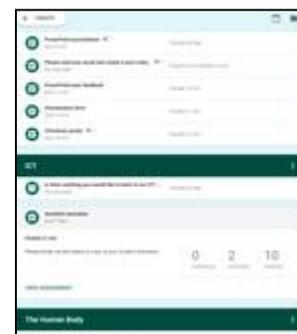
### Elm/Maple – Switch Enabled Resources

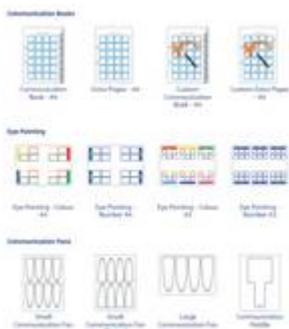
The school has purchased a number of switch enabled resources. Elm Class and Maple Class have been trying these out this term and have found them to be an extremely engaging way for our younger learners to learn about cause and effect. These sessions have engaged learners so well and have provided opportunities for the development of communication and logical thinking skills while interacting with the world around them.

### Park Lane – Chromebooks

Park Lane students have been using the Avelon site's brand new Chromebooks to access their Gmail accounts quickly. Students, either independently or with minimal support, check their personal calendars, emails and assignments on a daily basis. Students enter important dates such as medical appointments and school events into their calendar as well as social events and family and friend's birthdays.

After checking their messages at the beginning of ICT lessons students navigate easily to the Park Lane virtual classroom in Google Apps and see what task they have been set for the lesson. Work completed electronically is also handed in and marked with feedback via the classroom. As well as developing their IT skills, Google tools are supporting independence in their learning and reducing their need to rely on adult support to complete tasks.





## Widgit Symbols

LGFL provide free access of Widgit symbols to staff and parents/carers at <https://www.lgfl.net/widgit/>. For home use, you will need to know your child's login. Please contact Sue Cumbers at the school if you do not know your login details.

The school also has access to Widgit Online where there are a wealth of useful templates and symbols to use. Please contact the school if you would like to use symbols at home and need help in accessing or creating resources.

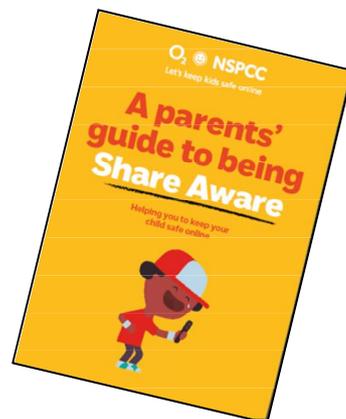
## Online Safety Resources for Home Use

### Resources

- **Know It All for SEND**  
<http://www.childnet.com/resources/know-it-all-for-teachers-sen/bsl-smart-rules>
- **NSPCC – Share Aware**  
<https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/share-aware/>
- **NSPCC - A Parents' Guide to being Share Aware**  
<https://www.nspcc.org.uk/globalassets/documents/advice-and-info/share-aware.pdf>

### Videos

- **Child Focus eSafety Cartoon** – message to tell an adult if you see something that concerns you on the Internet/Computer  
[https://www.youtube.com/watch?v=d5kW4pl\\_VQw](https://www.youtube.com/watch?v=d5kW4pl_VQw)
- **'I saw your Willy'** dangers of sexting for young children  
<https://www.youtube.com/watch?v=z1n9Jly3CQ8>
- **'Lucy and the Boy'** dangers of making friends with internet 'friends'  
<https://www.youtube.com/watch?v=kwCL-VP3FYc>
- **Dongle Stay Safe** - <https://www.youtube.com/watch?v=VcM7sV9ZrGM>
- **'Lee & Kim Adventure Animal Magic'** - Cartoon Suitable KS1 – risks of online games <https://www.youtube.com/watch?v=-nMUbHuffO8>
- **'Know your Friends with Josh and Sue'** (CEOP) for children with moderate to severe learning needs  
[https://www.thinkuknow.co.uk/parents/Support-tools/Films-to-watch-with-your-children/Josh\\_and\\_Sue\\_original1/](https://www.thinkuknow.co.uk/parents/Support-tools/Films-to-watch-with-your-children/Josh_and_Sue_original1/)
- **Wild About Safety with Timon and Pumbaa:** Safety Smart® Online-  
<https://www.youtube.com/watch?v=M-njh8mFvVk>
- **Sam's Real Friends** A BSL Film about a deaf boy staying safe online  
<https://www.youtube.com/watch?v=tBmW7OIQLdI&t=18s>
- **Smartie the Penguin - CyberSafety for 3 - 7 year olds (ChildNet)**



Follow the adventures of Smartie the Penguin as he learns how to be safe on the internet. This is a set of fun activities for younger children taking their first steps on the cyber highway. The story of Smartie covers these three themes:

- Pop ups and in app purchasing
- Inappropriate websites for older children and
- Cyberbullying

You can find the Smartie the Penguin here on the ChildNet website:  
<https://www.childnet.com/resources/smartie-the-penguin>

## Support Sites

**UK Safer Internet Centre** <https://www.saferinternet.org.uk/>  
**LGfL Online Safety** <https://www.lgfl.net/online-safety/resource-centre?a=1>  
**Childnet** <http://www.childnet.com/>

**NSPCC** <https://www.nspcc.org.uk/>  
**Parentzone** <https://parentzone.org.uk>  
**Internet Matters** [www.internetmatters.org](http://www.internetmatters.org)