

Welcome to the December 2021 Scomis Online Safety Newsletter for Parents

Set up Technical devices!

Christmas is just around the corner!

Will you be ready?

If you are buying your child a:

- new mobile phone
- games console
- tablet PC



Consider the following tips:

- Make sure the device is working correctly
- Charge it up
- Check the parental controls
- Check the safety settings
- Ensure filtering is applied to your home's Wi-Fi
- Set up the device and try it before you wrap it up!

Review the UK Safer Internet Centre's [advice and guidance](#) on:

- Smartphones
- Smart TVs
- Gaming devices
- Tablets and other internet connected devices (including SMART Speakers)

Be a good digital parent!

- Keep passwords safe and do not share them
- Schedule notifications to turn off for certain times of the day
- Talk about things you read online with your children
- Think about what you are sharing online
- Give practical tips for dealing with unwanted content or contact
- Show your child how to take screen shots
- Reassure your child that they can talk to you or another trusted adult to ask for help

Need help?

Visit the following websites for more guidance on:

NSPCC's [Being a good digital role model](#)

Childnet's [Key Topic for Parents](#)

UKSIC's [Advice on online issues](#)

Internet Matters [Helping parents keep their children safe online](#)

Have some fun and test your child's online safety knowledge with the NSPCC's age related quiz:

- [Under 13's](#)
- [Over 13's](#)



Remember to talk to your child about Online Safety

Be aware of key issues!

How?

Visit the following websites to find out:

Internet Matters – [Advice by Age](#) includes video, tips on how to start a conversation and much more

Parentzone – [Guides for parents](#) includes social media, parental controls for Netflix, Peer pressure, PEGI Ratings, Disney+ and much more

CommonSense Media – [Age based media reviews](#) for families, including Games, Apps, Films and TV, books

Have you heard of the Metaverse?

What is it?

Metaverse is a term for the combination of virtual reality with other technologies that allows a more in-depth experience of the online world.

The **metaverse** allows interaction in a 3D environment using virtual reality headsets or augmented reality glasses, providing the capability to see what it would be like to live in imagined worlds in the same way we live in the real world.

Imagine being able to travel to exotic places, meet celebrities, see favourite groups and much more.

Tech companies exploring the **metaverse** include:

- Facebook
- Microsoft
- Roblox

What should you be aware of?

Many companies hope the metaverse will engage younger audiences.

Consider the potential risks:

- Virtual reality technology is still new, how will it impact on younger audiences?
- Younger audiences could be lured into spending large sums of money
- Increased opportunity for bullying, insecurities

Parentzone's [new guide](#)

explores what the **metaverse** might be like, its possibilities, uses and the potential risks.



Have you heard of Discord?



Recommended Age: 13

CommonSense Media's review:

Parents need to know that Discord - Chat for Gamers is a voice and text-chat tool geared toward gamers.

- Users can log in with a username, add friends, join a server, and chat by logging in with a code provided from an email invitation or from a real-life friend.
- Using the Nearby feature when adding friends (and with location features turned on), you can find users nearby.
- Many players are discussing mature games, offensive language can be heard

Read **CommonSense Media's** [review](#)

Need Help in the holidays?

Remember FREE advice is just a phone call away from the O2 and NSPCC helpline: 0808 800 5002