



# THE ONLINE WORLD

*Student Webinar results*



Our **SAFER INTERNET DAY**

VoteTopic had

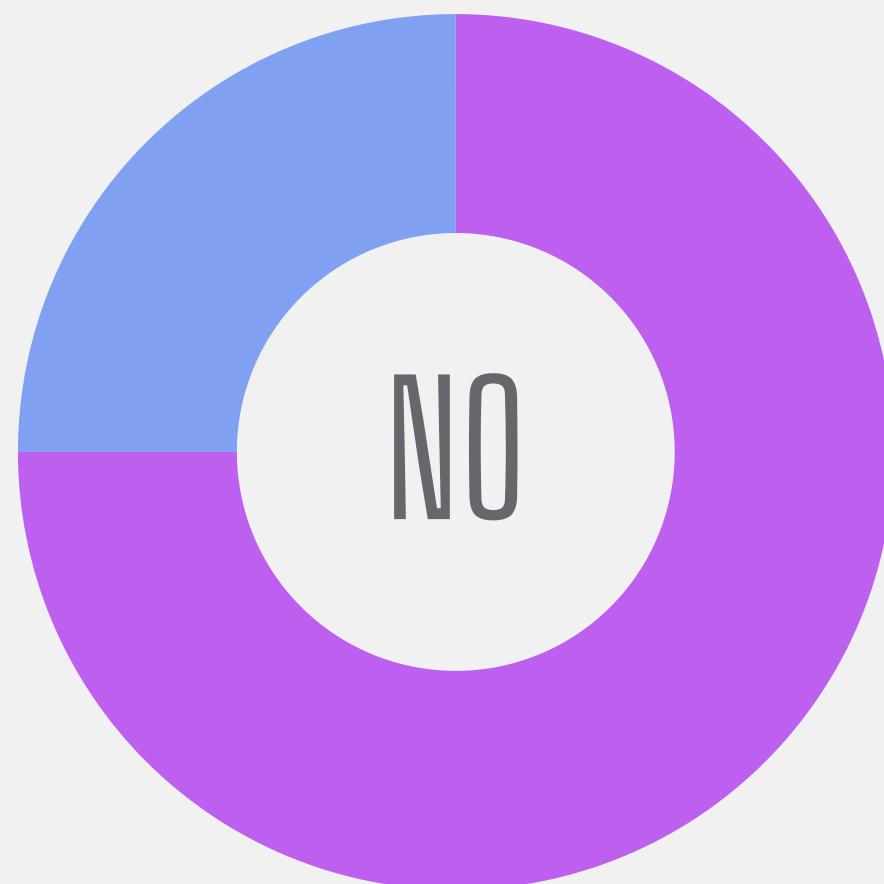
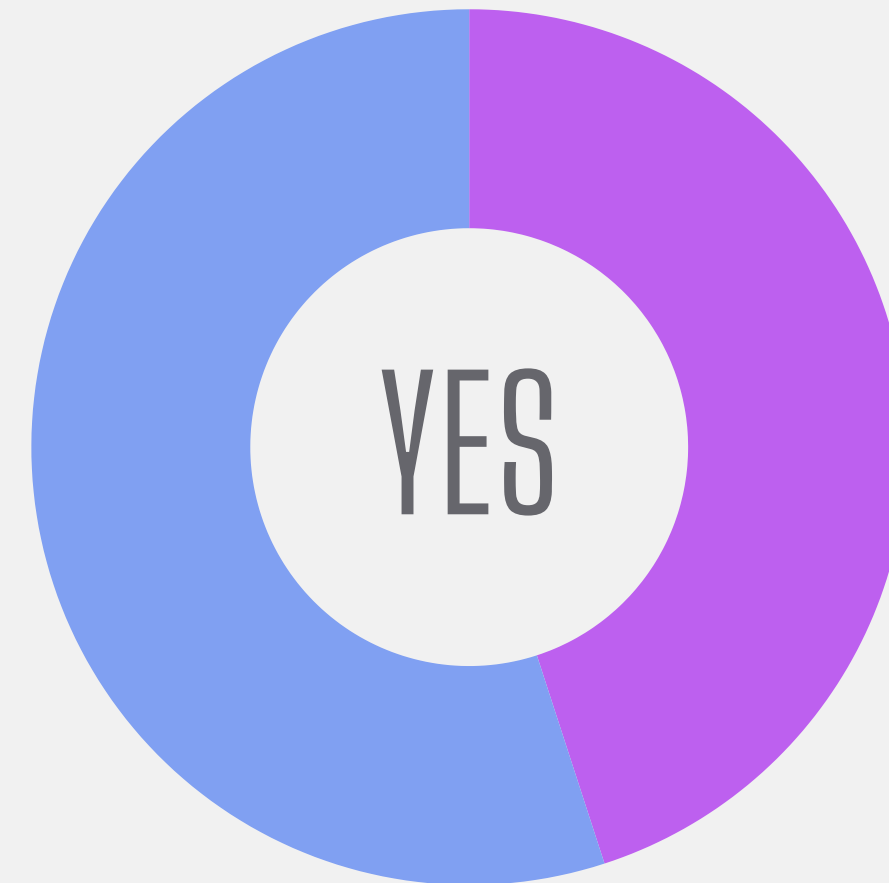
**45,771 VOTES**

across Primary, Secondary & Colleges



# VOTETOPIC RESULTS

**55%** of Primary pupils voted that adults **do** have the tools to teach them about the online world.



**75%** of Secondary students voted that adults **are not** equipped to teach them about the online world.



# THE ONLINE WORLD

Student Webinar

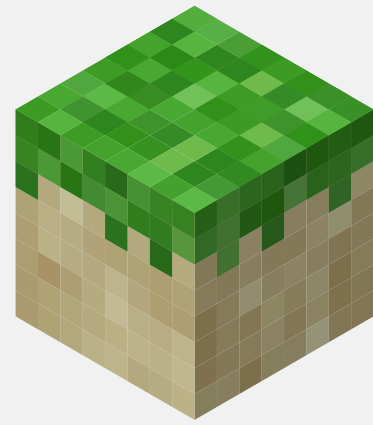
**PRIMARY**

*276 attendees*

**3/4** felt teachers **don't know enough** about the apps children use.

This is because adults **don't use the same apps** and often children don't talk to teachers about what they use.





**Many thought online games like Roblox, Minecraft and Mario Kart were appropriate for children as well as YouTube and YouTube Kids.**

However, some said the apps children use should be decided by **parents** or based on **age ratings**.



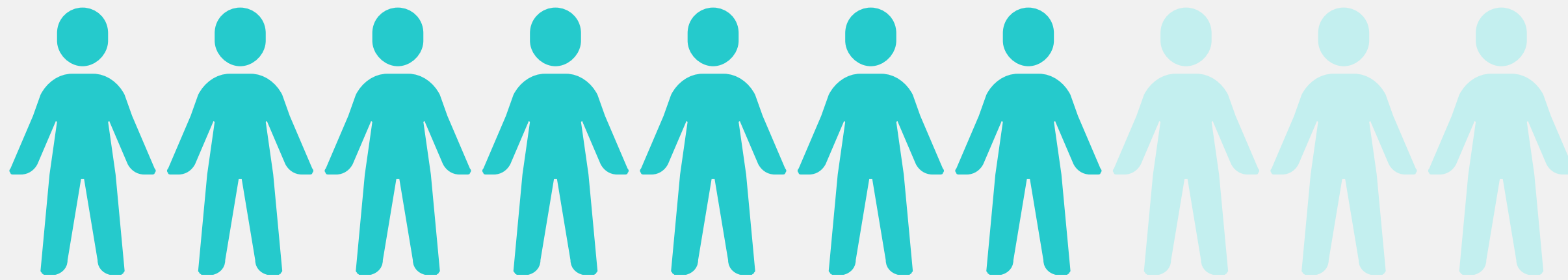
Over

**HALF** of attendees said  
**age ratings** are  
important.



But, they thought some age ratings are **too high**  
so they **weren't always taken seriously.**





# 7 OUT OF 10

**Primary-aged pupils said they **don't** speak to people online who they **don't** know.**







**If they had a problem online, many said they would talk to trusted adults, like **parents** and **teachers**.**

Yet, some felt **older siblings** were better to speak to as they **use the same tech** as them.



**64%** felt that there **shouldn't**  
be more checks on  
children's phones.

Most believed that parents should **trust** their  
children and respect their **privacy**, though  
some checks were necessary to **keep**  
**children safe.**



# THE ONLINE WORLD

Student Webinar

**SECONDARY**

*333 attendees*



**Most Secondary students  
agreed that social media could  
affect young people's lives in  
both **positive** & **negative** ways.**

They felt it was good for **friendships**  
and **creativity**, but bad for **self-  
esteem** and being “**addictive**”.



**70%** of attendees **wouldn't** do a “**digital detox**”.

**Digital detox:** *Giving up your digital devices/accounts for a period of time.*





**Attendees suggested **WhatsApp**,  
**YouTube** and **YouTube Kids** were  
fine for children and young  
people...**

...but more traditional social media  
apps like **Instagram**, **TikTok** and  
**Facebook** were not.

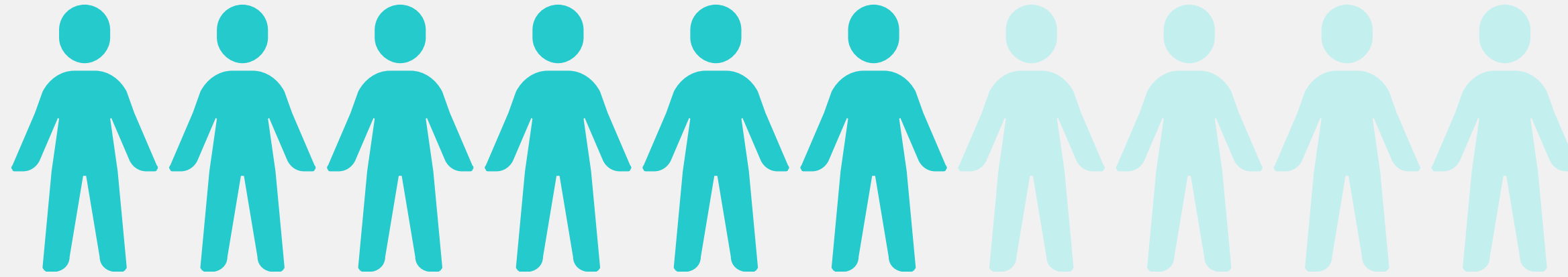


62%

said they didn't trust **older generations** to help with online problems.

Older generations haven't **grown up with** the same technology, so **don't understand** what young people use or how it affects them.





# 6 OUT OF 10

said they have friends online that  
they've **never met** in real life.





**67%** felt that stopping children from using the internet **doesn't** help keep them safe.

They thought this wouldn't solve the **bigger issues** and children should **learn** how to use the internet in a **safe environment**.



# THE ONLINE WORLD

Student Webinar

# SOLUTIONS

*from Primary & Secondary*

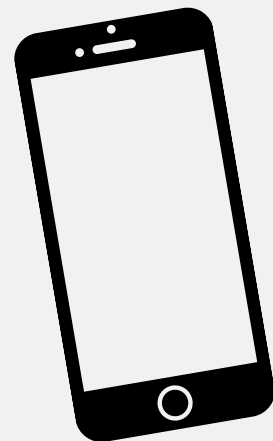
# How do we keep you safe online?

**Teach more** about **online safety**.

**Pupil-led** workshops for **parents**.

**Kid versions** of **apps** and **phones**.

**Parents** setting online **limits**.



More **parental controls** & safety features on apps.



# How do we keep you safe online?

Both **Primary & Secondary** suggested that **communication** & **talking openly** about the **issues** faced online could make a **big difference** to keeping children & young people safe.



# Who will we share this with?



Thank you to our

# YOUTH AMBASSADORS

for providing the questions discussed



# STUDENT WEBINARS



**Bullying**  
Friday 17th Nov

**The Online World**  
Friday 9th Feb



**The Climate Crisis**  
Friday 19th April

