Young People and E-Safety

# The results of the 2015 LGfL e-safety survey

Introduction

- Follow up from the 2013 London e-safety survey to examine wide and common online activities of young people.

- Administered on behalf of LGFL by NFER

- Ran for 6 weeks in Feb/Mar 2015

- Full sample - 22,500; usable sample - 14,500 (from 227 schools across 33 LAs)

- Years 3-9 surveyed

- 53% females 47% males

How young people access the Internet

QC2a: Which is the device that you use most often?

Pie chart: 35%, 28%, 13%, 22%

Stacked bar chart:

	Boy	Girl
	20%	35%
	27%	32%
	27%	
	26%	30%
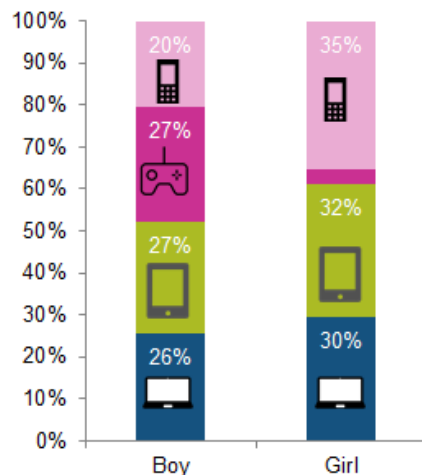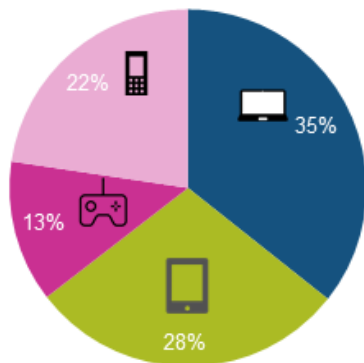
- 10% of young people report that they do NOT have access outside of school
- Young people access the Internet through a range of devices but there are significant differences between boys and girls.

QC3: Do you share your home device? (n=14,098)

Line chart by Age (7–16): 59%, 41%, 71%, 29%, 80%, 20%, 71%, 29%

Share device — Own device
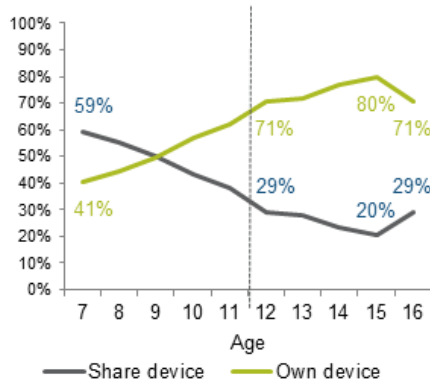
QC3: I have my own device / the device that I use most often (n=7,949)
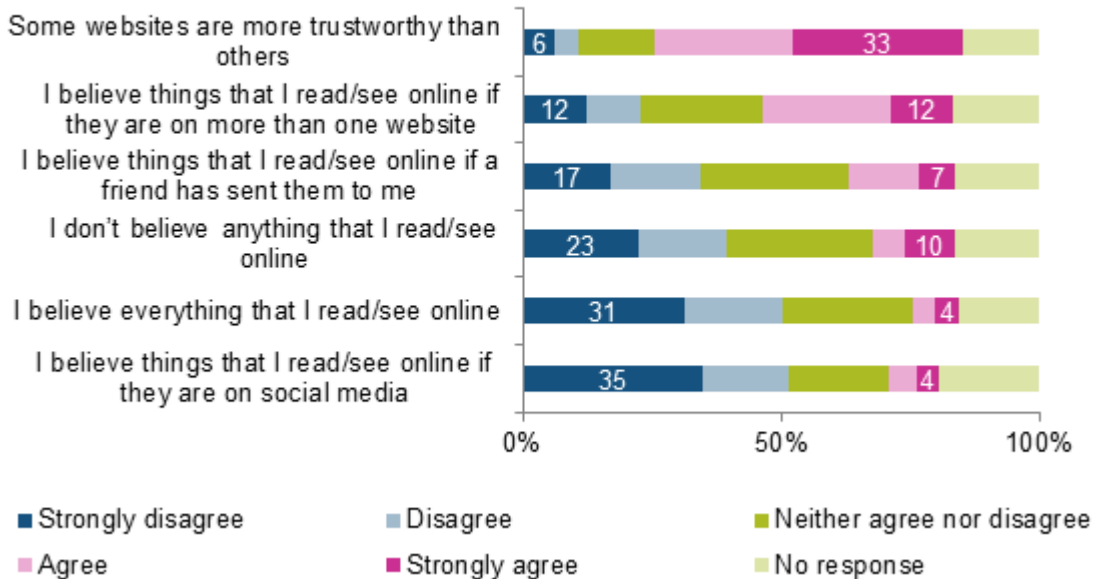
Bar chart: 65%, 63%, 61%, 55%
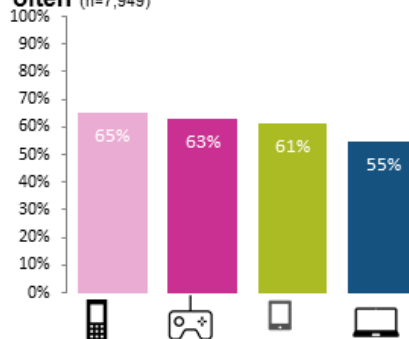
Perception of parental awareness

QD2: When you use the Internet away from school, do you think that your parents / carers know what you do online?

Legend: Always, Most of the time, Sometimes, Not very often, Never, Don't know / not sure
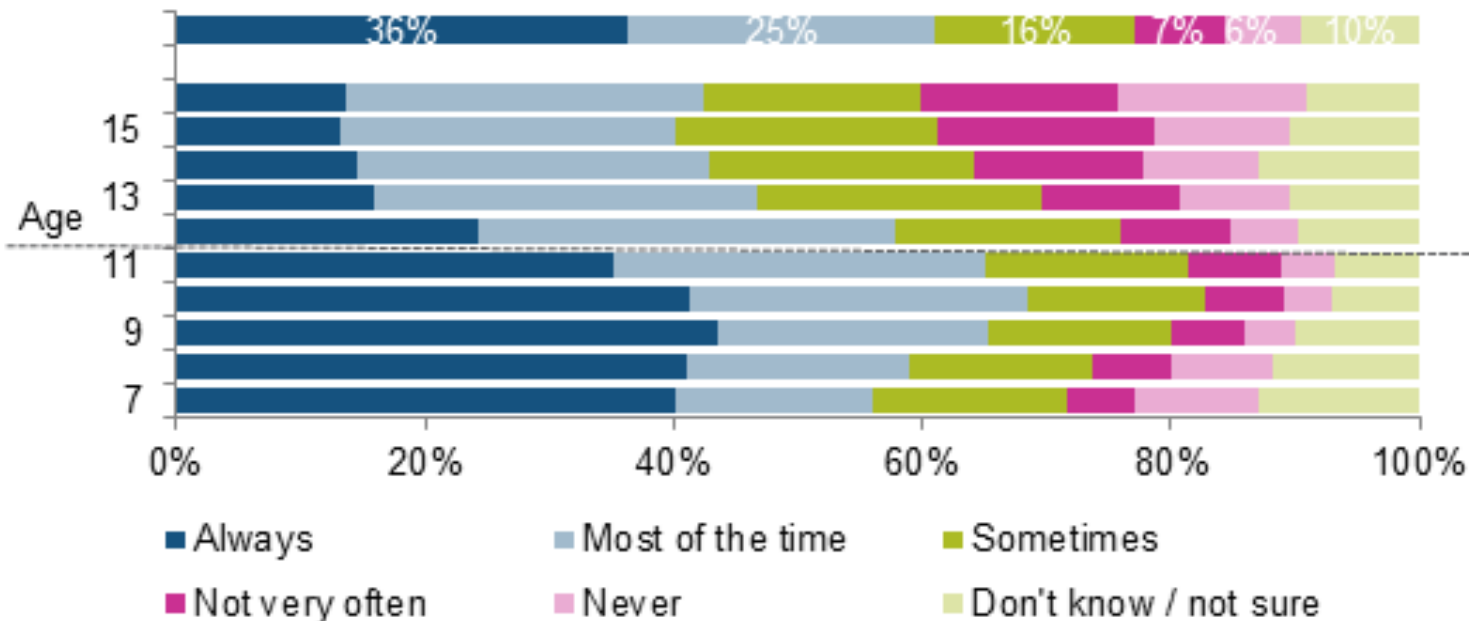
What young people do on the Internet

QD1: To what extent do you agree/disagree with the following statements?

Some websites are more trustworthy than others — 6 ... 33

I believe things that I read/see online if they are on more than one website — 12 ... 12

I believe things that I read/see online if a friend has sent them to me — 17 ... 7

I don't believe anything that I read/see online — 23 ... 10

I believe everything that I read/see online — 31 ... 4

I believe things that I read/see online if they are on social media — 35 ... 4

0%   50%   100%

- Strongly disagree
- Disagree
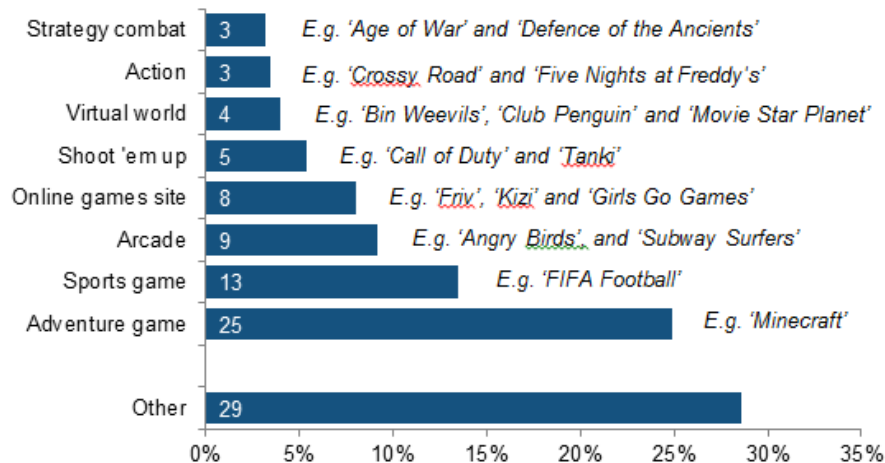- Neither agree nor disagree
- Agree
- Strongly agree
- No response

- Young people recognise that some websites are more trustworthy than others and that they should not believe everything that they see online.

- However, they are more likely to believe it if it comes from a person they know, or from multiple sources
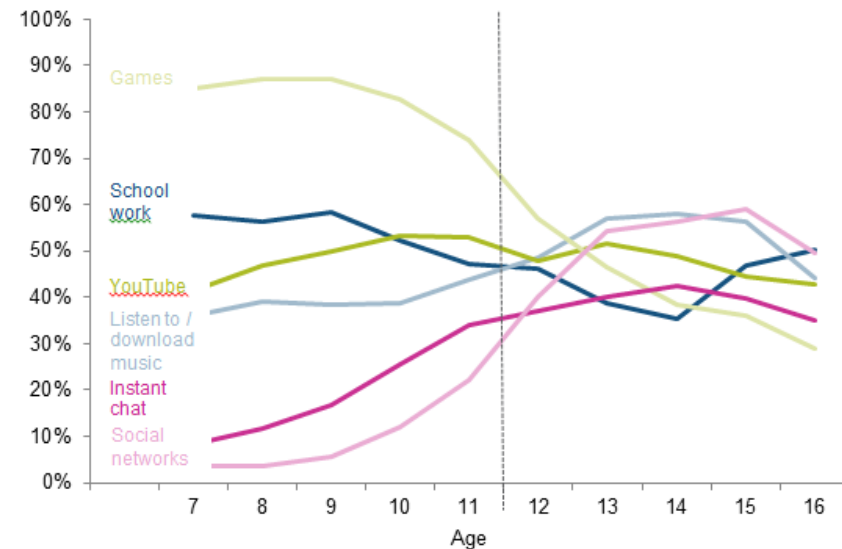
Games and social

Q6a: What is your favourite game? (sorted by genre)

Genre	%	Examples
Strategy combat	3	E.g. 'Age of War' and 'Defence of the Ancients'
Action	3	E.g. 'Crossy Road' and 'Five Nights at Freddy's'
Virtual world	4	E.g. 'Bin Weevils', 'Club Penguin' and 'Movie Star Planet'
Shoot 'em up	5	E.g. 'Call of Duty' and 'Tanki'
Online games site	8	E.g. 'Friv', 'Kizi' and 'Girls Go Games'
Arcade	9	E.g. 'Angry Birds', and 'Subway Surfers'
Sports game	13	E.g. 'FIFA Football'
Adventure game	25	E.g. 'Minecraft'
Other	29	

Just over half of young people (52 per cent) report that they spend their time online doing school work or studying.

QB6: What do you do most often on your device/online?
(multiple response item)

Games
School work
YouTube
Listen to / download music
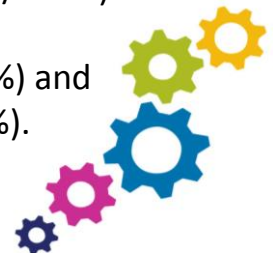Instant chat
Social networks

Age: 7 8 9 10 11 12 13 14 15 16

More girls listen to or download music than boys (49% / 35%) and more girls than boys use instant messaging (28% / 20 %).

More boys than girls report using YouTube (55% / 46%) and more boys report playing games than girls (87% / 66%).

Social networks being used…

51 %   49 %   47 %

Online safety

QD3: Have you ever made friends with people online you did not know before? (n=8,372)
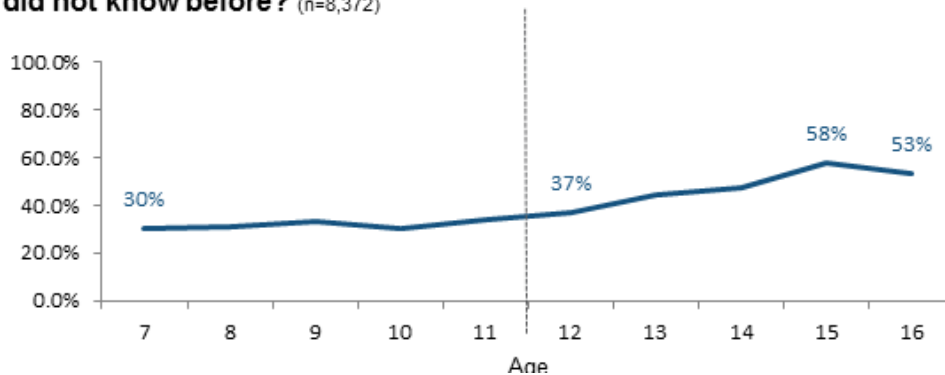
QC3b: Who did you meet? (n=1,282)
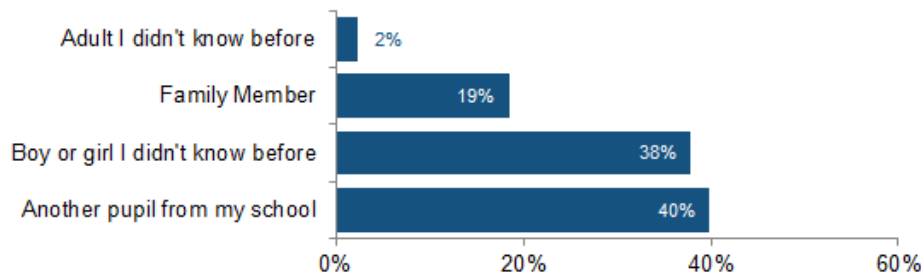
- Just over a third have made friends with people online that they did not know before and nearly half of these have gone on to meet this person in real life.

- One in five young people report that they have been bullied online and one in ten admit to bullying others online.

- A significant proportion of young people use social media sites with a minimum age limit.

Bullying

4.3 E-bullying

22% of young people (n=3,081) reported that they have felt bullied by messages or pictures they have been sent.

Of these...

60% told someone (n=2,477).

Of these...

| 20% told a teacher | 76% told a parent/carer | 35% told a friend | 27% told another trusted adult |

and...

| 77% said this helped and the bullying stopped | 11% said this helped but the bullying has not stopped | 3% said this did not help | 2% said this made things worse | 6% did not respond |

A small proportion of young people admitted to bullying others online (12 per cent reported that they sent unkind or hurtful messages or pictures to someone on purpose 'once' or 'more than once'). A further seven per cent say they don't know if they have or not.
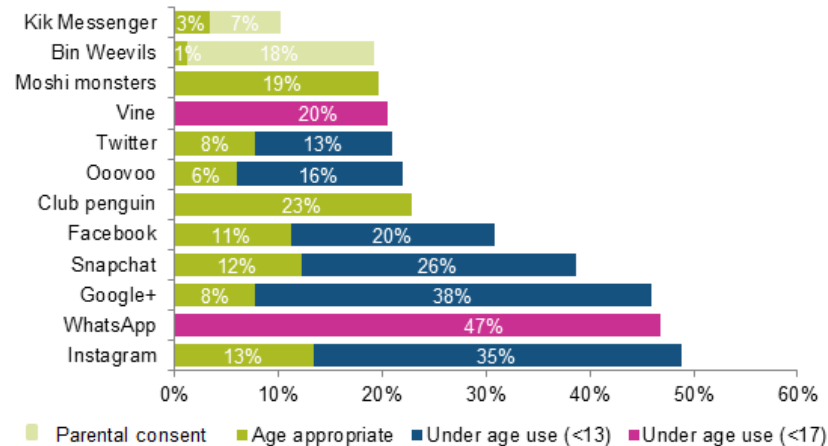
- Boys more likely to admit to having bullied others than girls (14 % / 10%)
- Games console or mobile phones were more likely to be the type of device used (16% and 15%).
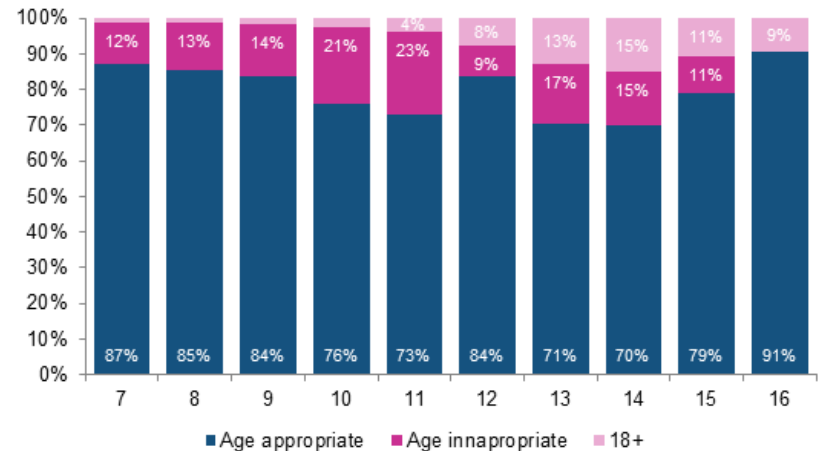
Out-of-age usage

QC2: Do you use any of these social network sites or apps?
Multiple response item (n=8,372)

Site	Values
Kik Messenger	3% / 7%
Bin Weevils	1% / 18%
Moshi monsters	19%
Vine	20%
Twitter	8% / 13%
Ooovoo	6% / 16%
Club penguin	23%
Facebook	11% / 20%
Snapchat	12% / 26%
Google+	8% / 38%
WhatsApp	47%
Instagram	13% / 35%

Legend: Parental consent · Age appropriate · Under age use (<13) · Under age use (<17)

Q6a: What is your favourite game?

Age	Age appropriate	Age inappropriate	18+
7	87%	12%	
8	85%	13%	
9	84%	14%	
10	76%	21%	
11	73%	23%	4%
12	84%	9%	8%
13	71%	17%	13%
14	70%	15%	15%
15	79%	11%	11%
16	91%		9%

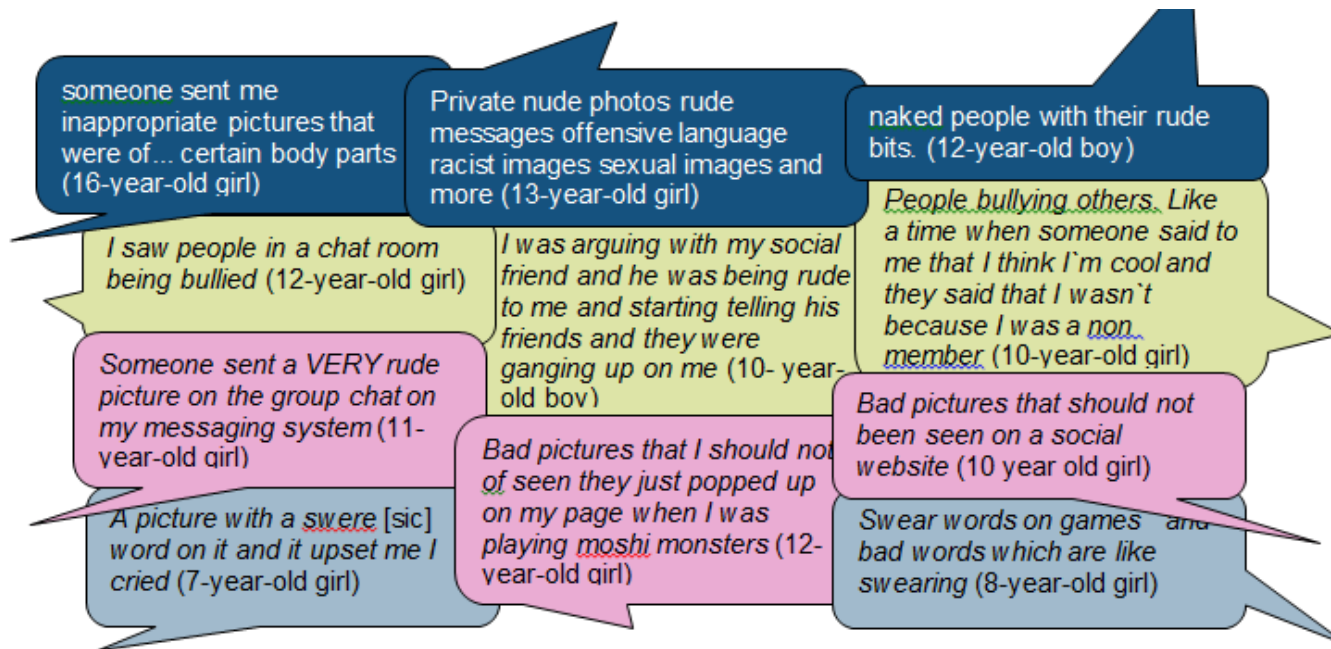Legend: Age appropriate · Age innapropriate · 18+

- Of the young people playing age-inappropriate games (n=1,729), two-thirds (68%) were boys and one third (32%) were girls.

- Three-quarters (76%) of young people report that they play games on their device.

- It is clear that a small but consistent proportion of young people are playing games inappropriate to their age.

Material that concerns young people

- Around one in six young people (16 per cent) revealed that they had found or been sent things (pictures, links, videos etc.) online which made them feel uncomfortable or worried.
- Of the items reported (n=2,318), one in five (20 per cent) reported seeing rude images including nudity or pornography. A similar proportion (18 per cent) reported personal insults or bullying.
- Eleven per cent reported rude images, and 10 per cent reported offensive language or swear words

someone sent me inappropriate pictures that were of... certain body parts (16-year-old girl)

Private nude photos rude messages offensive language racist images sexual images and more (13-year-old girl)

naked people with their rude bits. (12-year-old boy)

I saw people in a chat room being bullied (12-year-old girl)

I was arguing with my social friend and he was being rude to me and starting telling his friends and they were ganging up on me (10- year-old boy)

People bullying others. Like a time when someone said to me that I think I'm cool and they said that I wasn't because I was a non member (10-year-old girl)

Someone sent a VERY rude picture on the group chat on my messaging system (11-year-old girl)

Bad pictures that I should not of seen they just popped up on my page when I was playing moshi monsters (12-year-old girl)

Bad pictures that should not been seen on a social website (10 year old girl)

A picture with a swere [sic] word on it and it upset me I cried (7-year-old girl)

Swear words on games and bad words which are like swearing (8-year-old girl)

Summary

- **The research concludes that children and young people use technology to have fun, study and communicate with others.**

- Most children and young people have positive experiences online. They are sensible online and do not put themselves 'at risk'.

- However, there remain a number of areas of concern where schools can support young people - and their families - in increasing their online safety and understanding through education, and engagement at all levels.

The full report can be downloaded from pupilsurvey.lgfl.net