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?

- 22% of young people use mobile phones most often.
- 35% use computers.
- 13% use tablets.
- 28% use games consoles.

QC3: Do you share your home device? (n=14,985)
- 59% share mobile phones.
- 41% own mobile phones.
- 71% share computers.
- 29% own computers.
- 29% share tablets.
- 71% own tablets.
- 20% share games consoles.
- 80% own games consoles.

QC3: I have my own device / the device that I use most often (n=7,949)
- 65% own mobile phones.
- 63% own computers.
- 61% own tablets.
- 55% own games consoles.

- 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.
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?
What young people do on the Internet

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

<table>
<thead>
<tr>
<th>Statement</th>
<th>Strongly disagree</th>
<th>Disagree</th>
<th>Neither agree nor disagree</th>
<th>Agree</th>
<th>Strongly agree</th>
<th>No response</th>
</tr>
</thead>
<tbody>
<tr>
<td>Some websites are more trustworthy than others</td>
<td>6</td>
<td>12</td>
<td>12</td>
<td>33</td>
<td>12</td>
<td>7</td>
</tr>
<tr>
<td>I believe things that I read/see online if they are on more than one website</td>
<td>17</td>
<td>7</td>
<td>10</td>
<td>23</td>
<td>10</td>
<td>4</td>
</tr>
<tr>
<td>I believe things that I read/see online if a friend has sent them to me</td>
<td>23</td>
<td>10</td>
<td>4</td>
<td>31</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>I don’t believe anything that I read/see online</td>
<td>23</td>
<td>10</td>
<td>4</td>
<td>31</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>I believe everything that I read/see online</td>
<td>35</td>
<td>4</td>
<td>4</td>
<td>31</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>I believe things that I read/see online if they are on social media</td>
<td>35</td>
<td>4</td>
<td>4</td>
<td>31</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

- 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)

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. ‘Pix’, ‘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?

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

• 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%).
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.
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