



Birches First School
Believe, Grow, Succeed



Birches Online Safety



Tomorrow at Birches, we will be participating in Safer Internet Day on Tuesday 9th February 2021.

Please help your children to engage with the activities set for them by teachers on TEAMS to help them understand the importance of staying

safe online. Many of these activities are accessed through PurpleMash.



This year, Safer Internet Day explores the reliability of the online world and the impact of dealing with fake content. For more information about Safer Internet Day visit -

<https://www.saferinternet.org.uk/safer-internet-day/2021>



We are aware that more of our children are accessing the popular online game 'Among Us'. But how 'sus' is it? Please see the information on the following page for parental advice on this game.

Parental Controls



For step by step guides about privacy settings and setting up the right controls for a safe experience see

<https://www.internetmatters.org/parental-controls/>

Barefoot Computing Live Lessons - 'Barefoot Live'

There will be a series of three 30-minute live sessions featuring key Barefoot computing activities which will be modelled for pupils to complete at home or in school. The sessions will be hosted on Barefoot's YouTube channel. Pupils can join live or view the recordings in their own time! The third date is this Tuesday and the links will provide full descriptions and the resources required:

1:30pm, 9th February - [Safer Internet Day primary activities](#) (suitable for all ages)



If you would like to share any information or you need further support then do not hesitate to contact Mrs Cain or your child's class teacher.



What parents & carers need to know about ...

AMONG US

PEGI
7

Among Us is one of the most popular games of 2020. A space-themed 'social deduction game' where 4-10 players take on the guise of Crewmates, who must complete various tasks around their spaceship, while randomly selected Imposters must try their hardest to sabotage the others' efforts. The Imposters have to remain undetected through rounds of voting to win. While Among Us is a largely safe game, it's still prudent to be aware of any potential risks young ones might encounter when playing.

Inappropriate chat



While Among Us can be enjoyed locally via wi-fi, it is commonly played online. Between rounds, players come together to discuss who they think the Imposter is with a text chat, and it's here where children will come into contact with others. There is a profanity filter on the game as standard, but it can very easily be disabled and (like any unmoderated chat groups) children can be exposed to inappropriate, sexual or explicit language.

In-game purchases



Among Us is currently available on both PC (via the gaming service Steam) and mobile devices. On the PC, the game costs a flat amount of £3.99 and has some in-game purchases, whereas the mobile version is free to play but contains adverts and in-game purchases. You can pay to remove the ads or purchase in-game cosmetic items. While these amounts are relatively low, there's still the possibility that young ones could accidentally spend lots of money on the game without realising it, as the process is complete in a couple of taps if a card is connected to your store account.

Mild violence

The art style of Among Us is cartoony but does contain some very mild violence. Imposters must kill off Crewmates one by one and can do this in a number of different ways. Some younger children might find this uncomfortable and could get scared or become upset when an Imposter is chasing them, or if they are the Imposter and are forced to kill. An age rating of PEGI 7 should help guide you in deciding if the game is appropriate or not.



NOS
National
Online
Safety
#WakeUpWednesday

Safety tips

Play with your children

Playing with your kids is one of the best ways to understand the game, and what makes it so popular. Among Us is free on mobile and is incredibly easy to pick up and play. It's also a great way to bond with your young ones - unless of course you're the Imposter or vote them out of the spaceship! You can do this by picking 'Local' on the main menu then 'Create Game'.

Use private lobbies

ENTER LOBBY



Among Us uses private lobbies to let players keep track of who they're gaming with. Using a uniquely generated code that can be given to friends prior to a game starting, it gives parents peace of mind knowing who their kids are playing with. To get a game code, simply select 'Host', choose the game settings, press 'Confirm', then send the six-digit code at the bottom of the screen to friends to invite them.

Deactivate credit cards



Having your credit card automatically paired with any online accounts that can be accessed by children is asking for trouble. A solution could be setting them up with their own account with no credit card attached. They can still ask you when they want to make a purchase, but it's totally up to you as and when that transaction happens.

Use an alias



By default, your name on Among Us will be set to whatever name your device recognises you as. If this is your child's real name, you'll want to ensure they change it before hopping into a game. This is really easily done by clicking 'Online' on the main menu, then simply typing in a new name at the top of the screen.



Talk about the risks



It's a good idea to talk to your child about the risks associated with online gaming, especially when there are chat options and an ability to communicate with others. Try to maintain an open dialogue with your child: talk about their experiences of the game and who they're playing with. This will help you to stay on top of how they're feeling and ensure they know they can come to you if ever they feel upset or uncomfortable about anything they've experienced.

Meet our expert

Mark Foster has worked in the gaming industry for five years as a writer, editor and presenter. He is the current gaming editor of two of the biggest gaming news sites in the world, UNILAD Gaming and GAMINGbible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work - but more importantly, how to make them safe and fun.



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