Online Safety Newsletter

**Minecraft**

**Do you know the online safety lingo?**

**Sexting** is sending, receiving, or forwarding sexually explicit messages, photographs or images, primarily between mobile phones. It may also include the use of a computer or any digital device.

**Cyberbullying** is a form of bullying or harassment using online forms of contact such as social media or messenger apps.

**Catfishing** is where someone steals your photos and uses them as your own, usually in a bid to meet other people on the internet or to trick or fool someone.

**Acronyms**

**KPC:** Keeping parents clueless

**9**: Parent watching

**99:** Parent gone

Microsoft have recently updated Minecraft and have put together this handy article highlighting some changes to Minecraft that were designed to ensure Minecraft is used safely as well as some online safety tips. The full article can be read at <https://minecraft.net/en-us/article/minecraft-multiplayer-server-safety>

**Here are some of the changes released:**

* **Xbox Live account and gamertag**: users must now create an account and gamertag, which means when logged in users can set their own privacy and multiplayer preferences. As everyone will have an account, it’s easier to report people and for Microsoft to identify the player.
* You can **Add, Mute, Block or Report Players from the Pause Menu.**

### Set Player Permissions from the Pause Menu: : https://community-content-assets.minecraft.net/upload/styles/small/s3fs/c272ffbaf9c3fd8289ca9f6eeac9195f-image2.jpg: Users can invite friends to look but not touch in one of their shared worlds or can ask friends to help fight off a horde of zombies without attacking each other. Users can set custom permissions for each player or use pre-set permissions levels.

### Chat Filters: Microsoft have expanded the list of words that get filtered.

* **Private messaging has been removed.**

**Net Aware guide**

**Findings revealed in the latest update to the Net Aware guide (published by the NSPCC) show how easy it is for children to access dangerous and harmful material online.** The study found that of the 1,725 children who took part:

* 50% have seen sexual, violent and other adult material on social media sites, apps and games.
* 78% of children reported that they had joined social media sites before reaching the specified minimum age.

**The Net Aware guide is now available as a free mobile app and is the UK's only parents' guide to 50 of the most popular social media sites, apps and games that young people use.**