

Online Safety Guidance **for Parents**

‘Safeguarding in a digital world’

2026-27

How might children access their digital world?

Online interactions may take place through:



Multiplayer games
and in-game chat



Livestreams and
live chat



Messaging apps



Forums and online
communities



Collaborative learning
platforms

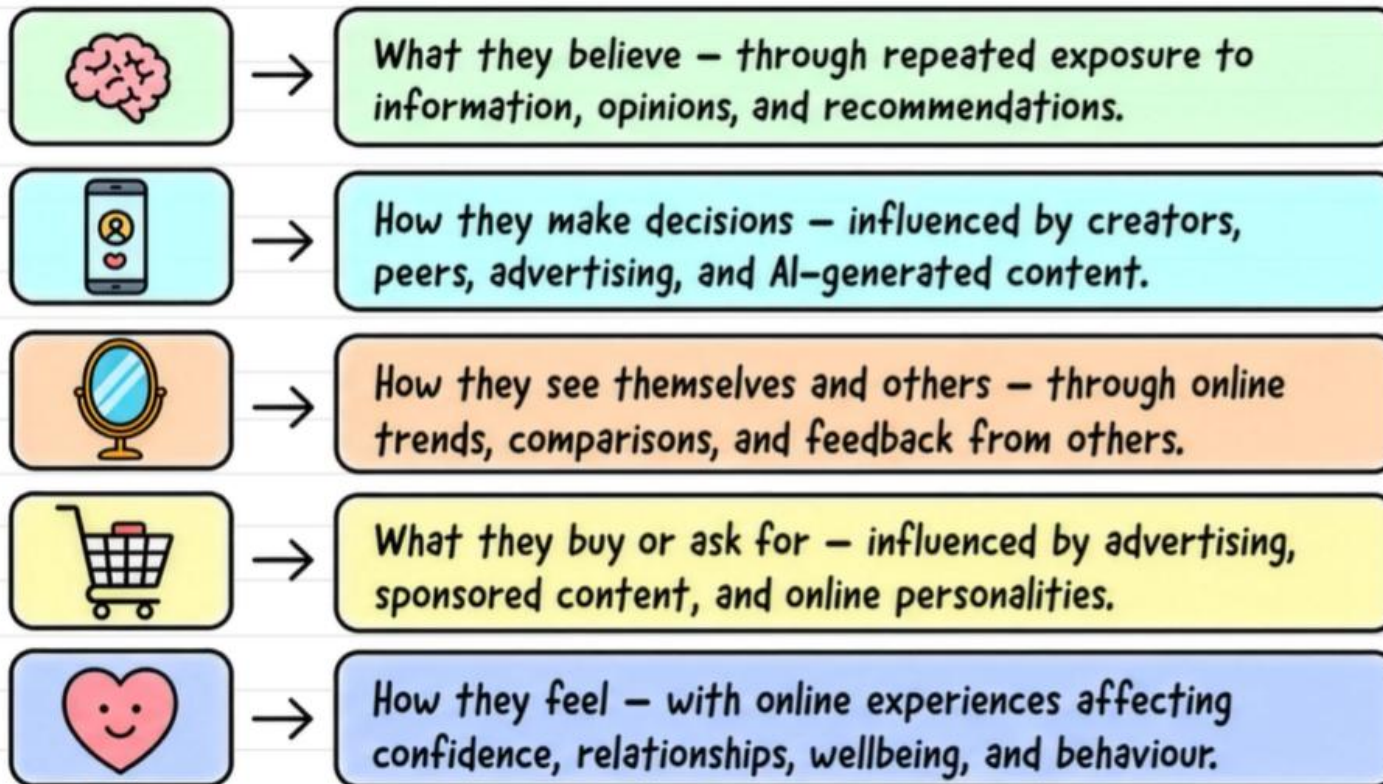


Image- and video-
sharing apps



AI-powered chatbots
and content creation tools

How can their online interactions influence their actions?



REMEMBER:

Everyday conversations can provide valuable insight into the online influences shaping a child's thinking and decision-making.



How might their behaviours change from accessing online material?

Children experiencing online harm may:



Become unusually protective of their devices



React emotionally to messages or notifications



Withdraw from friends or social activities



Appear unusually tired or distracted over time



Show a sudden decline in concentration or engagement



Become reluctant to attend school



Appear anxious when separated from their phone



Unexpectedly change friendship groups or social behaviours

REMEMBER



No single behaviour confirms online harm.

What might children be exposed to online?



Age-inappropriate content:

- Pornography
- Violent or graphic content
- Hateful or discriminatory material



Online scams and fraud:

- Fake competitions
- Phishing emails or messages
- QR code scams
- Impersonation accounts
- 'Free gift' offers



Remain alert to concerns involving:

- Targeted advertising and influencer marketing
- Cybercrime and hacking
- The dark web

How can children think critically about what they see online?



Who created this?



**Where has this
information come from?**



Can it be verified?



**Is there another
perspective?**