



Computing Newsletter

February 2021

Useful Links

[Among Us](#)

Additional information

[Net Aware](#)

Your guide to apps, games and social media sites.

[Internet Matters](#)

Helping parents keep their children safe online.

[Parent Zone](#)

Experts in digital family life.

[E-Safety Zone](#)

Advice, guidance and resources gathered by the '2 Johns'.

[Childnet](#)

Making the internet a great and safe place for children.

[ThinkUKnow](#)

Protects children both online and offline.

Kidscape Free Training

Kidscape is offering free Digital Safety training for parents and carers. The training is designed to equip adults with the knowledge to understand the potential risks associated with keeping children and young people safe online, while also covering the many positives of the digital world.



During the training, attendees will learn about harmful content online, cyberbullying, gaming, live-streaming, grooming, popular apps and social media, and much more. There are three zoom workshops to choose from: **17.03.21** - 4.30pm – 6pm, **20.04.21** - 4.30pm - 6pm or **19.05.21** - 4.30pm - 6pm. [Click here for more information.](#)

TikTok - Privacy Update



TikTok is changing its default TikTok [privacy settings](#) for all registered accounts under the age of 16 to private. With a TikTok private account, only someone who the user approves as a follower can view their videos. Last year TikTok also introduced 'Family Pairing' - which allows parents to link their TikTok accounts to their child's to enable a variety of content and privacy settings. Parents, for example, are able to decide what content, users and hashtags can be searched on their child's account. Please follow [this link](#) for all the information and features.

Digiworld - Helping children become safer and more confident digital citizens

[Digiworld](#) is designed to help children, aged between 5 and 16, to develop the knowledge and skills they need to navigate the online world in a safer and more enjoyable way. This resource allows children to become more digitally resilient.

A child who is digitally resilient will be able to:

- Understand when they are at risk online
- Know what to do to seek help
- Learn from their experiences
- Recover when things go wrong



The interactive game allows children to explore and learn at their own pace. The game features short animations to watch and simple quizzes to play that will help children learn and test their knowledge in a fun way. There are three levels for children to complete. Each level increases in complexity and builds on previous learning. The levels are designed for children aged 7 to 16 years old. There is also dedicated learning area for children aged between 5-6.

Omegle - Key Things To Know

Omegle is a website which is specifically designed to allow users to talk to strangers. It works by randomly matching users to talk one-to-one using either text or video. It is free and anonymous to use, with no account registration or age verification. Many concerns have been raised about the safety and use of Omegle by children and young people.



[Please follow this link for more detailed information about the dangers and concerns.](#)

