



# Computing Newsletter

November 2021

## Useful Links

### [Rodings E-Safety](#)

Our school page with useful links to report inappropriate content.

### [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.



## Request removal of photos from Google Search

Google now lets people under 18 or their parents request to delete photos from search results. Google is beginning to roll out the ability for children and their parents to request images be deleted from the image search results. This is to help build additional protections for users under the age of 19. Anyone under the age of 18 or their parent or guardian can ask Google to remove an image from appearing in search results.

[You can do that by filling out this request form](#)—you will need to specify that it is an image of an individual currently under the age of 18 that you would like to be removed and provide some image URLs. Once Google has reviewed the request and removed the image you will be sent an update confirming this.

Although it is to be noted that this removes search results from within the UK. So, for example, the image wouldn't appear if searched for on [google.co.uk](#) but would appear on [google.com](#). Therefore images are harder to find but not removed completely.



## Digiduck and the Magic Castle



This is the fourth instalment of the Digiduck® series brought to you by [Childnet](#). Digiduck and the Magic Castle focuses on playing games online. It also includes themes within the book about peer pressure, password sharing and in-app purchasing.

The aim of this story is to help start conversations between children and adults about many aspects of online gaming. Such as, the types of games that young children enjoy playing and why, how to tell if real money can be spent, the social elements of games and what to do if you are feeling pressured.

## Protecting Your Child Online

The Marie Collins Foundation and The NWG Network have put together a short article which you many find useful. Covered within the article are:

- What is online harm?
- How is it different from exploitation offline?
- How do offenders target young people online?
- What can I do
- and more.

This is a link to the [article](#) to help understand the threats online and what you can do.



## What are loot boxes?



Loot boxes are virtual items users can purchase in games with real money. In the box, users will find a randomised selection of items that customise or alter the user's experience of the game. They carry the potential to make a big difference to gameplay and they have caused quite a storm. Loot boxes are under scrutiny because some people believe they mimic gambling and an inquiry by the Department for Culture, Media, and Sport called for the regulation of loot boxes under gambling law and ban their sale to children.

**How to treat it:** Have an honest conversation with your children about loot boxes. Make sure they know that: they are spending real money, games may be engineered to encourage them to purchase such items, if you feel it is appropriate, you can set up parental controls for purchases.

[11 things you should know about loot boxes.](#)