

School Council Meeting Minutes

November 2024



Year 6: D, S

Year 5: E, L

Year 4: T, A

Year 3: T, A-M

Year 2: E, J

Year 1: F, C

We talked about:

1. Online Safety (survey overleaf)

Online Safety Survey

School Council Meeting – 21.11.24

KS1 Attendees: 4 / KS2 Attendees: 8

STATEMENT	YES		FURTHER INFO
I use the internet at home	KS1:	4	
	KS2:	8	
I use the internet at school	KS1:	2	Year 1 were unsure.
	KS2:	8	
I have my own iPad at home	KS1:	2	
	KS2:	4	
I have my own phone at home	KS1:	0	All iPhones.
	KS2:	6	
I share an iPad or phone at home	KS1:	2	
	KS2:	2	
I use a games console at home	KS1:	3	Following mentioned: Xbox, Playstation, Nintendo switch
	KS2:	6	
I have had lessons in school about how to keep safe online	KS1:	2	Year 1 were unsure.
	KS2:	8	
My parents/carers have talked to me about staying safe online	KS1:	2	
	KS2:	8	
I feel safe online	KS1:	4	KS2 pupil: Mentioned fear of spending money.
	KS2:	7	
I know who to speak to if I don't feel safe online	KS1:	4	Clarified an adult should be told. Suggestions given: parents, Mrs Pelazza, teachers, teaching assistants.
	KS2:	8	
I would like more help with staying safe online	KS1:	0	KS2 pupil: More help wanted with understanding permissions, sharing info and financial consequences (worried about accidentally spending parents' money).
	KS2:	1	
I use social media apps at home (WhatsApp, Facebook , Instagram, Tik Tok , YouTube)	KS1:	4	KS1 – Not confident what 'social media' meant. Apps in bold used with YouTube used the most.
	KS2:	8	
I use text chat when playing games online with people I haven't met in real life	KS1:	0	Discussed the potential dangers.
	KS2:	3	
I use text chat when playing games online with friends	KS1:	0	Discussed how they knew someone was an actual 'friend'.
	KS2:	1	
I have received bullying or nasty messages or photos via social media, email or text	KS1:	0	1 pupil tried to befriend someone on Star Stable. The response which upset her: 'Ewwww!' 1 pupil was told that a fellow player on Roblox 'didn't like [her] anymore' after she parked her car next to theirs in a role-play game.
	KS2:	2	

Key Points:

1. All children are using social media platforms that are designed for older age groups.
2. YouTube is the most frequently used app.
3. The majority of children in KS2 have their own smartphone at home.
4. Every child could identify at least one trusted adult at home and at school with whom they felt comfortable sharing any online concerns.
5. Year 1 children struggled to answer the questions as confidently as their older peers.

Next Steps/Actions:

1. Address Social Media Use

- a. Distribute guides to parents with tips on setting parental controls and monitoring app usage.
- b. Distribute guides to parents to raise awareness of age-appropriate digital platforms and the potential risks of early social media use.
- c. YouTube info into this week's newsletter with a focus on encouraging the use of YouTube Kids as an alternative.
- d. Ensure a lesson focusing on the implications of using social media at a young age is incorporated into KS1 and KS2 computing/RSHE lessons before end of autumn term.
- e. Organise an online safety/smartphone workshop for parents.

2. Manage Smartphone Ownership in KS2

- a. Include in workshop for parents.
- b. Introduce school-wide campaigns promoting responsible technology use, such as "Switch Off and Connect" days.
- c. Run regular digital citizenship sessions in KS2, focusing on safe practices for smartphone use, such as managing screen time and protecting personal information.

3. Continue to support Year 1 in Digital Confidence

- a. Review Year 1 Computing/RSHE curriculum and adapt, where appropriate.
- b. Engage Year 1 parents with resources and tips for guiding their children in early digital interactions (target for attendance at workshops).
- c. Build confidence and foundational skills in our Year 1 children to discuss and navigate online experiences (consider adaptations to continuous provision and use of stories).

4. Continue to Strengthen Trusted Adult Relationships

- a. Regularly remind children about the importance of seeking help from trusted adults regarding online issues through assemblies, posters, and Computing/RSHE lessons.

Monitoring and Review:

- Termly surveys
- Future School Council meetings
- Workshop attendance and feedback
- CPOMS/SENSO incidents