

DATA BREACH

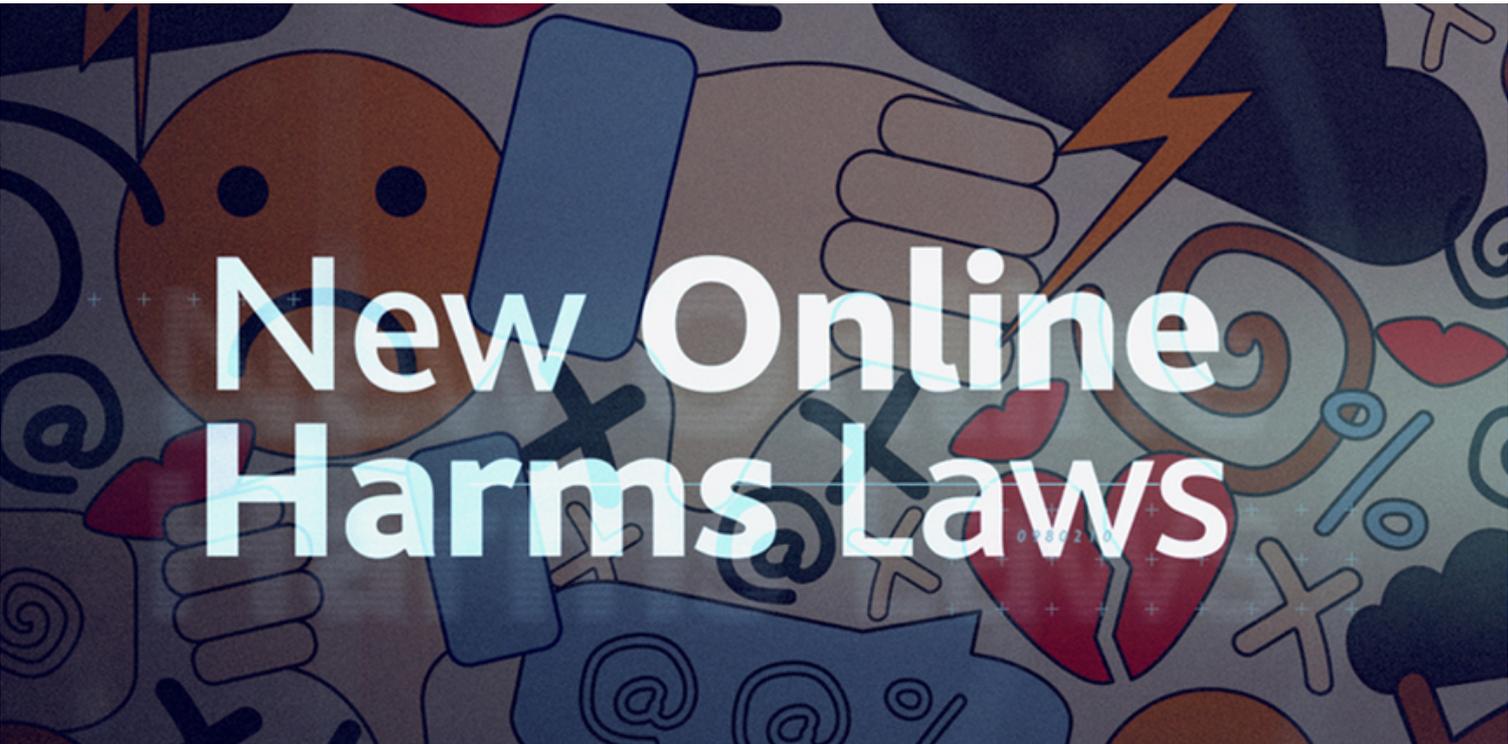
Jan 2024 - 26 Billion Recorded Exposed By Hackers

Change Your Password, Now!

The world's largest data breach has just occurred. It's possible a lot of your personal information has been stolen and it's very important that children & adults alike, change their passwords with millions reporting being 'actively hacked' this month.

The largest companies where records were stolen:

Tencent - 1.5 billion, Weibo - 504 million, MySpace - 360 million, Twitter - 281 million, Wattpad - 271 million, NetEase - 261 million, Deezer - 258 million, LinkedIn - 251 million, AdultFriendFinder - 220 million, Zynga - 217 million, Luxottica - 206 million, Evite - 179 million, Zing - 164 million, Adobe - 153 million, MyFitnessPal - 151 million, Canva - 143 million, JD.com - 142 million, Badoo - 127 million + **Many More Websites & Apps.**



New Online Harms Laws

New Laws have come into effect and things will be changing across the internet, some of these changes will change how you and your children receive content.

- **Children who are registered at Under 18** on their Social Media Accounts will start to see changes in the content they're shown. It will primarily provide content from other users Under 18, unless they actively follow other accounts.
- **Age Verification Is Coming** - It is rumoured that age verification will effect all Social Media Apps (Not Games). This is "Active Age Verification" for all new accounts (Not Existing), where children will be told their age after giving information about themselves. If they're under-age, they won't be able to have an account.
- **Features turned off.** Games like Roblox, for those with accounts that say they're under 13, will have all Voice Chat features unavailable to them, they will not be able to talk or hear other users within the game (This does not effect Party Chats outside of the game)
- **Dangerous Websites & Apps will be taken down.** It's already begun, one of the most dangerous and commonly used apps, Omegle was shut down just 4 days after the laws came out, the reason given by the owner is "They simply couldn't safeguard their users."

[HERE](#)

Family Link



If Not now...

WHEN?

Part 2

“Almost 50% of 8 year olds now have their own Mobile Phone”



In what can only be described as an unprecedented rise in the use of hand held technology, the use of a Mobile Phone has increased year on year, in particular since Summer 2020. The trend shows no signs of stopping, with our most recent survey indicating the highest levels in younger children who own their own mobile phone, and it's getting younger each year. Our concern is, do we monitor this use, or do they go into their own space and use it freely? There's too much content available that children can stumble across, that isn't suitable or healthy. We encourage the use of parental controls as soon as possible.

12% of 9-15 year olds have live streamed on a social media platform, 7% do it on a regular basis.

Live Steaming is becoming a normal way of communicating on social media platforms but this also comes with it's own risks. Importantly, across all social media platforms you risk a ban from the platform if you Live Steam under the age of 18. This is because of the interactions that are common, such as requests to do certain tasks or having an open and public conversation with someone who is watching you.





9:41



< Settings



Family



Jake

Age 7



Jesse

Age 11



Marisa

Age 15



Elizabeth

Adult





“It’s OK, they have a phone but I don’t give them a sim card”

It’s very common to hear that a child has a mobile phone and the parents believe it’s restricted because they don’t use a sim card. Many smartphones now hook up onto your personal hotspot, without your permission, if you’re setup as a family on an app, and with the ability to voice call, facetime, download apps, access websites - does not having a sim card really protect your child?

What can you do?

Realise that it only really stops them from getting bogus text messages and makes it difficult to join whatsapp (they can get an e-sim very easily).
Use parental controls to fully protect your child or if you notice things are going wrong, take the device away again until you think they’re ready.

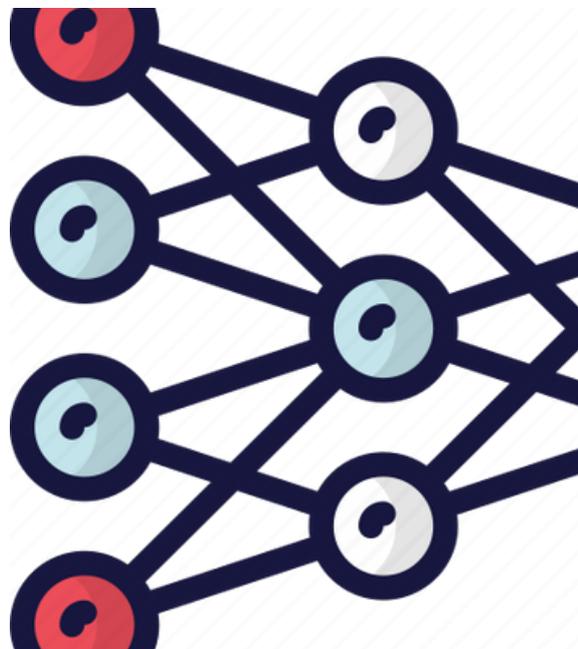
The Algorithm - It knows what you’re going to do, say, and buy.

The biggest brain in the world, the Artificially Intelligent Algorithm which chosers everything you see on the internet has so many data points about you as a person, it already know what you are going to do, watch, buy etc.

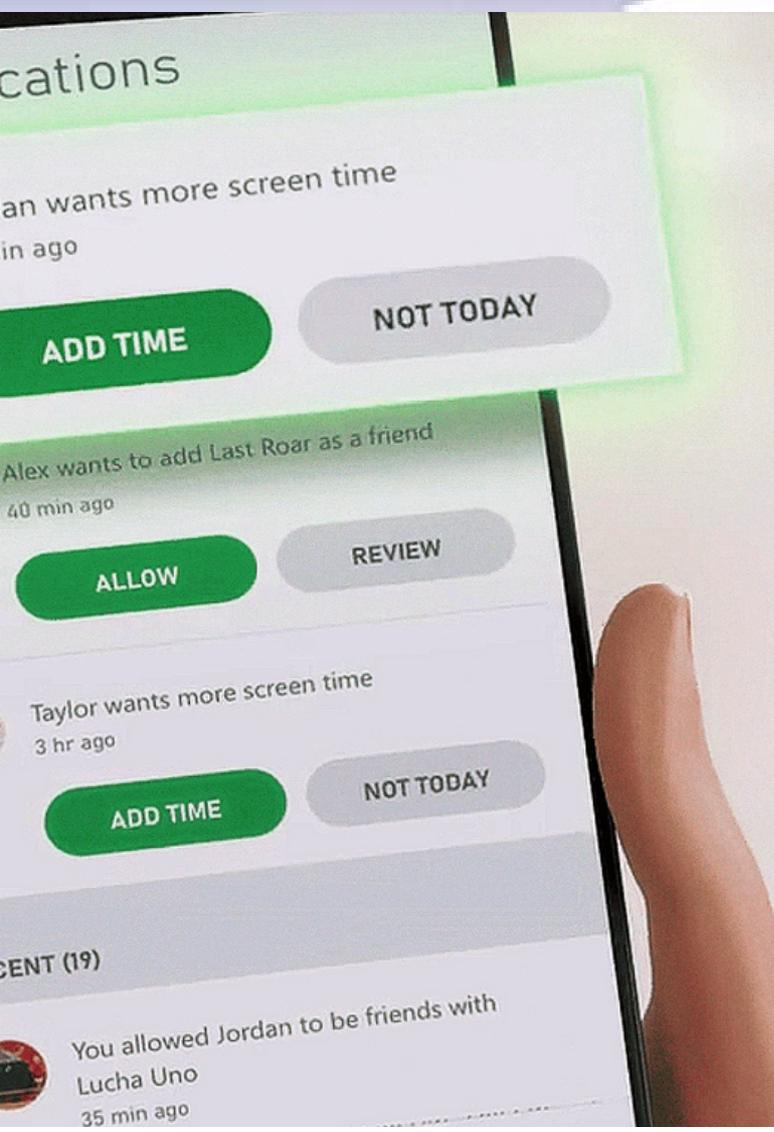
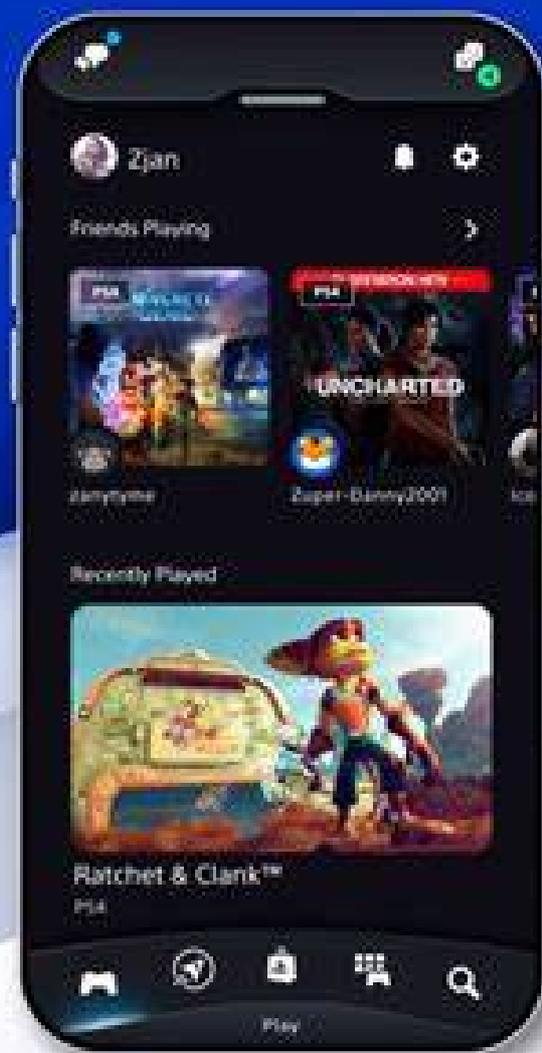
This can be extremely harmful for those children with low mood, and will only provide them with more content about low mood, which will make the situation worse.

What can you do?

From time to time, without talking, sit next to your child and just see what pops up on their “For You Page” of videos. If you get concerning content - it’s never a coincidence and can help you start a conversation.

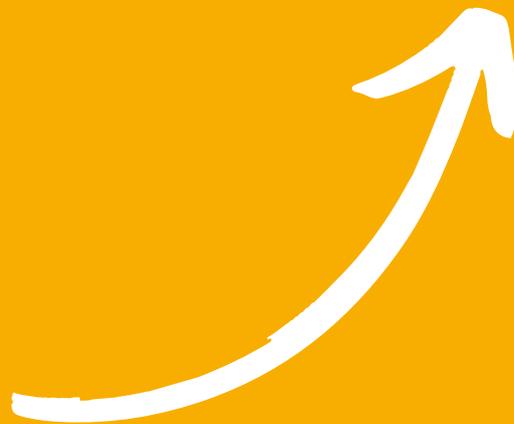


EXPERIENCE PLAYSTATION APP

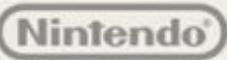


FAMILY SETTINGS

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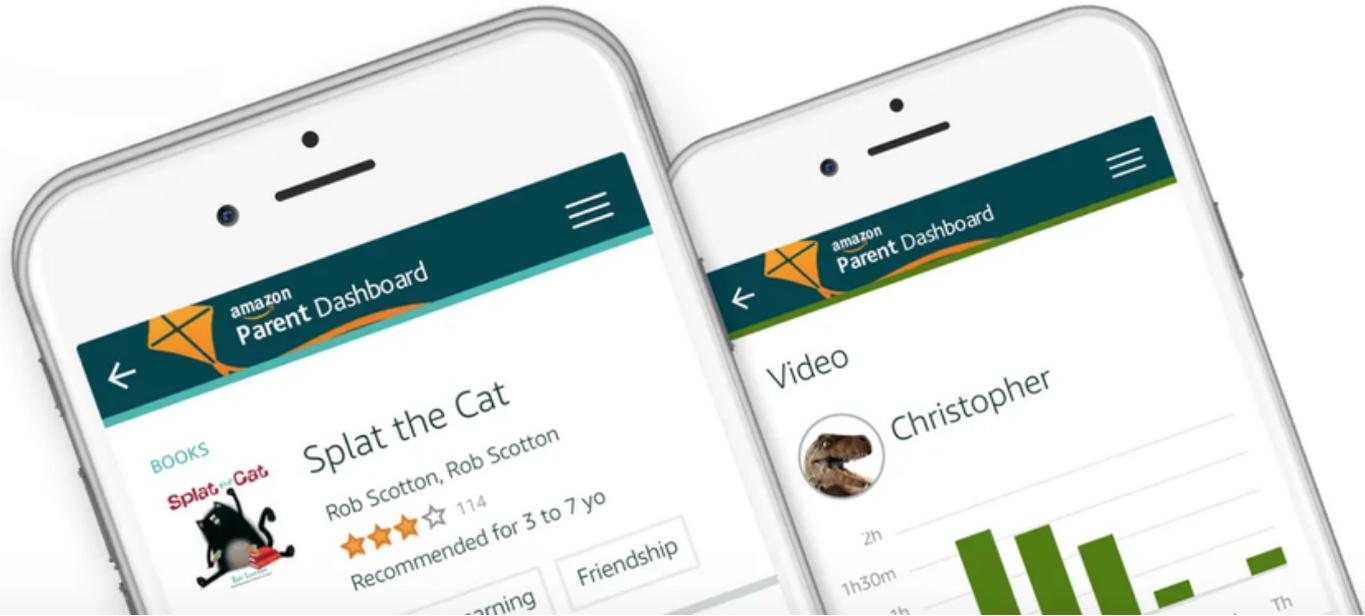
amazon Parent Dashboard

Discover & Connect

Amazon Parent Dashboard lets parents discover the books, videos, educational apps, and games their kids enjoy. Discussion Cards help parents start conversations and make connections with kids about these titles.



Get Started



Safer Internet Day 2024 will take place on the 6th of February 2024, with celebrations and learning based around the theme 'Inspiring change? Making a difference, managing influence and navigating change online'.

Safer Internet Day is the UK's biggest celebration of online safety. Each year we cover an online issue or theme that speaks to the things young people are seeing and experiencing online.



Tuesday 6th February 2024

Created in consultation with young people across the UK, this year Safer Internet Day will be focusing on change online, this includes covering:

- Young people's perspective on new and emerging technology
- Using the internet to make change for the better
- The changes young people want to see online
- The things that can influence and change the way young people think, feel and act online and offline

Coordinated in the UK by the UK Safer Internet Centre, the celebration sees thousands of organisations get involved to promote the safe, responsible and positive use of digital technology for children and young people.

Roblox introduces Voice Chat

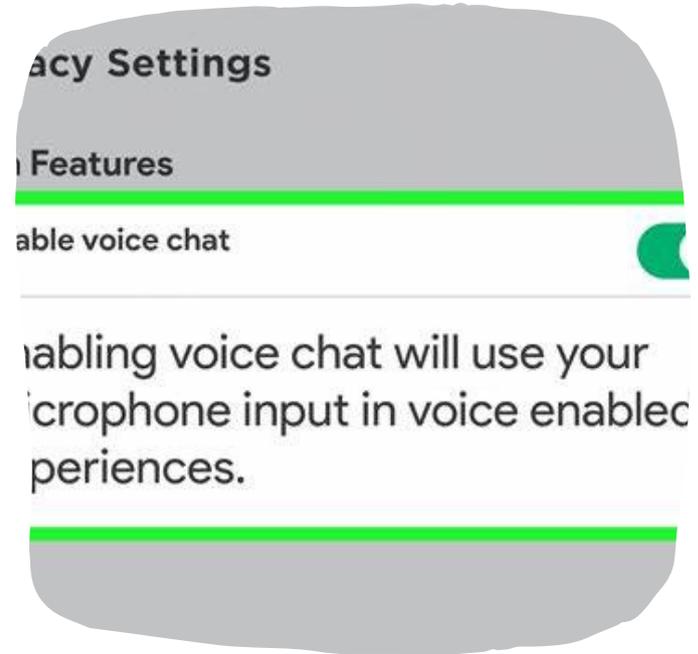
Beta Testing Was Successful, Now It's Available To All



Voice Chat within Roblox for Verified 13+ users is now a basic part of the game. This means for users who can verify they're aged 13 or over can go onto the game and chat with other users directly within the game, or on their friends list. The verification process isn't perfect, and can easily be bypassed by under age children

You have to enable it within the settings

If the account is registered with someone under 13, this feature isn't viewable and they won't know it exists, and won't hear anyone else talk. If they are 13+ they just need to go into their privacy settings on their account and enable the voice chat feature to begin. When people are talking, it's denoted by a speaker icon above their characters head.



Age Ratings within the game.

Some other changes have occurred, the game is now an age rating 10+ and you will see within the game, certain mini-games have now been given an age rating too, some of which are 18+ within a game that is targeted for children. This is because all worlds are user created - meaning the players create most of the games within ROBLOX that other users join and not all of them are appropriate for the younger age groups.