

ONLINE SAFETY BULLETIN

ISSUE 2



FIRST AI-GENERATED CHILD SEX ABUSE IMAGES CONFIRMED

In July this year, The [Internet Watch Foundation \(IWF\)](#), which works to identify and remove online images and videos of child abuse, has confirmed the first AI generated indecent images of children. Though the number at the time was still small “the potential exists for criminals to produce unprecedented quantities of life-like child sexual abuse imagery”. Reports have also circulated of children using AI to create indecent images of their peers, which have then been spread around schools. Former Home Secretary Suella Braverman hosted an event with the IWF, and committed to clamp down on the spread of these images.

Read the full article published on [gov.uk](https://www.gov.uk)

JEFFY

Those working with children should be aware of an online cartoon series called Jeffy which appears to be child-friendly but on closer inspection features sexual content, nudity, violence, gore, profanity and more inappropriate themes. It also portrays insensitive and harmful stereotypes of children with learning disabilities.

In 2017, a mother found her 7-year-old son with a ligature around his neck, mimicking actions he had seen in a Jeffy video, highlighting the risk of children copying inappropriate content they see online.

While the risk here appears to be more towards younger children, it is important to bare in mind content of this nature can also be aimed at older children. Therefore, it is important to be aware of this.

CALCULATOR APPS

A risk that has been identified in our settings is a fake calculator app. At first glance, this looks like a real phone calculator but is actually used to store images and files young people may not want staff to see in a phone search.

You can watch a video to see the app in action [here](#).

LEARNING FEATURE – ONLINE CHALLENGES

Online challenges “generally involve users recording themselves taking a challenge, and then distributing the video through social media channels, inspiring or daring others to repeat the challenge.” (GOV.UK) Some of these are harmless fun, while others can be dangerous and even life-threatening.

However, compounding this issue is the presence of online hoaxes, where online challenges are deliberately made up and designed to appear real. An example of this is the Blue Whale Challenge, which was reported to be a suicide game aimed at teenagers, causing many to die. However, subsequent investigations revealed the game did not appear to exist at all.

Here are three tips should talk of a dangerous online challenge circulate in your setting:

- Don't panic – it is tempting to feel the need to take immediate action. However, a measured, case-by-case risk assessment is much more constructive.
- Don't name it – all this does is spread misinformation and pique the interest of our most vulnerable young people. Providing general online safety advice, including privacy and security settings, is more useful than directly naming a challenge/hoax.
- Support children to talk about their online life, ask questions and have access to helpful, credible resources.

SAFER INTERNET DAY 2024

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

UK Safer Internet Centre will be posting free resources, videos, top tips and more closer to the time.

READ MORE [HERE](#)