

# Safer Internet Day 2022

## All fun and games? Exploring respect and relationships online

54% of UK children aged 8-17 years heard about Safer Internet Day

As a result:

- 84% have a better understanding of how to stay safe playing online games
- 80% feel more confident about what to do if they are worried about something online
- 78% are being more careful about what they do and say on social media or online games
- 72% spoke to someone about staying safe online - with 20% of young people speaking to someone about something that had been worrying them online

32% of UK parents and carers heard about Safer Internet Day

As a result:

- 67% talked to their child about using the internet safely
- 69% say they understand more about how to keep their child safe online

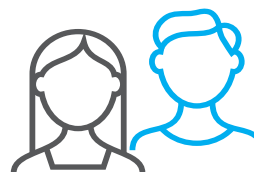


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of UK children aged 8-17 years heard about Safer Internet Day

"The day enthused our whole school and the children got really involved in it."

Educator who took part in Safer Internet Day



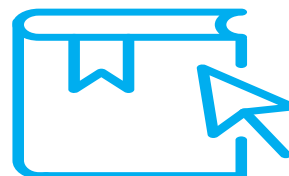
3,424

organisations, schools, government, police forces, charities and wider signed up as official supporters



936,666

views of Safer Internet Day films



125,675

downloads of education packs

# What happened on the day

## The biggest reach yet

- The SaferInternetDay hashtag trended at no.1 throughout the day and the PlayYourPart theme hashtag was used more than 5,000 times
- UK Safer Internet Centre Facebook posts were seen one million times
- Over 76,341 young people tested their online safety knowledge with our quiz
- 64,000 young people, parents and carers accessed our top tips and advice pages

## Research

We launched brand new research looking at young people's experiences of gaming online. Our survey of more than 2,000 young people and 2,000 parents and carers found that:

- 48% said if they couldn't game anymore, they would feel like they've lost a part of who they are
- Playing games online has helped 61% of young people spend more time with friends than they have done in real life
- More than half (52%) of young people who play online games, say it's taught them to respect others
- 46% have received requests or invitations to meet up with strangers in person
- 61% of parents (with children aged 8-17) have been alerted to a new person within an online game that their child is unsure about

## Educational resources and films

To help schools, youth groups, police services, libraries and wider run fun and engaging activities for Safer Internet Day, we created a range of free resources to help educators to deliver practical and impactful activities - including films, lesson plans, assemblies, quick activities and more.

These resources packs were downloaded 125,675 times, while individual resources were downloaded over 700,000 times.

- 90% of teachers surveyed told us that Safer Internet Day plays a significant role in their school's online safety provision
- 91% said the day helped make pupils more confident about staying safe online
- 41% of teachers said the day led to disclosures about potential safeguarding issues online

## Media reach

There were more than 140 million opportunities to see Safer Internet Day 2022 in the media, with two of our 15-year-old Childnet Digital Leaders featuring in interviews across 70 local and regional radio stations.

The BBC showcased Safer Internet Day across channels including The One Show, Radio 5 Live, BBC Newsround, BBC iPlayer and the BBC homepage. Content available to parents on BBC Own It included the 'Your Child's Gaming Life' films presented by Giovanna Fletcher.

## Young People's Involvement

The UK Safer Internet Centre has worked with young people across every stage of the Safer Internet Day celebrations, from shaping the theme to creating videos about their plans.

Young people continued to be at the heart of the activities on the day itself, with films from young people being shown at events in London, and young people taking part in panel discussions at both the BT Tower and in events with MPs at Westminster. Liverpool FC joined the celebrations once again, bringing schools together for a special online safety event.

## Young People's Charter

For Safer Internet Day 2022 we developed a Young People's Charter on how parents and carers, online service providers and the government can play their part in helping to create a safe and fun online gaming environment for everyone.

We have produced this Charter of five key recommendations from speaking to primary and secondary age children in focus groups, consulting Childnet Digital Leaders and Digital Champions, surveying young people, and reviewing the findings from our latest research.

