Helping your child with cyberbullying in games



Playing games online should be a fun activity for kids.



Children can connect with friends and learn new skills.



But sometimes your child might find other players online who are unkind.



Bullying that happens online is called **cyberbullying**



This could include:

Sending upsetting messages to another player.



Making someone lose a game on purpose.



Stealing another player's virtual currency.

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How you can help: Show your child how to report, block and leave a game.



Before your child plays a new game check the safety settings you can switch on.



We suggest only letting your child play games with people they know.



Check if your child can set up their own private game or server.



Help your child choose a unique password.



You should aim to change your password every 3-6 months.



Remind your child to never share any personal information with players on the game.



Remind your child that sometimes a person might pretend to be kind and offer to help in a game to gain access to the child's account.

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Whisper – a private message.



Clans – a group of players who play multiplayer games together.



Ragequit - when someone gets upset or angry playing a game and quits.



Griefing – when one player harasses another player and stops them advancing in the game.



Noob – someone who is new to a game or younger players. It could be used to tease another player.

We have lots more information on the NSPCC website to help keep children safe online: **www.nspcc.org.uk/onlinesafety/**

For information about how to block players or users on your gaming device.

- Playstation: <u>how to block or</u> <u>unblock players.</u>
- Nintendo: how to block users.
- Xbox: how to mute or block other players.



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