



CoderDojo Web Safety Policy

This resource from the CoderDojo Foundation has been created to support CoderDojo community members who often share similar concerns, risks and challenges in ensuring all Ninjas, members of the community, Volunteers, Regional Bodies and other CoderDojo affiliated organisations are safe online. However, each member of the community, each Dojo and organisation should consider how the issues raised in this resource should be adapted to their own specific CoderDojo context and what will work most effectively for them.

The information in this resource is designed to highlight the key issues to be considered when operating online with young people and to highlight other resources that can support you in being safe online with young people in a CoderDojo context.

CoderDojo Web Safety covers the following areas :

- how internet and technology should be used in a Dojo, and
- cyberbullying

How Internet and technology should be used in a Dojo.

The internet is a widely used educational tool utilised in many Dojos globally. Like any tool it should be used in an acceptable and appropriate manner and with that in mind we have developed the '[Acceptable Usage Guidelines](#)' (AUG) for your Dojo. The aim of the Acceptable Usage Guidelines (AUG) is to ensure that Ninjas and members of the CoderDojo community will benefit from learning opportunities offered by the Dojo and internet resources in a safe and effective manner. It is envisaged that that CoderDojo Foundation, and regional body representatives will be involved in the review of these guidelines on a regular basis.



Acceptable Usage Guidelines:

- Ninjas and volunteers should not intentionally visit internet sites that contain obscene, illegal, hateful or otherwise objectionable materials or attempt to circumvent protective software for that purpose.
- Ninjas and volunteers should report accidental accessing of inappropriate materials. Ninjas should use the internet for educational purposes only.
- Ninjas and volunteers should never disclose or publicise personal information online.
- The use of Social Networking Sites (SNS) in a private context by community members with Ninjas of the CoderDojo movement or visa versa is strictly discouraged.

CyberBullying

Cyberbullying is an increasingly common form of bullying behaviour which can happen in any organisation on social networks, games and mobile phones. Cyberbullying can include spreading rumours about someone, or posting nasty or embarrassing messages, images or videos.

Ninjas/Volunteers may know who's bullying them online – it may be an extension of offline peer bullying - or they may be targeted by someone using a fake or anonymous account. It's easy to be anonymous online and this may increase the likelihood of engaging in bullying behaviour.

Cyberbullying can happen at any time or anywhere - a ninja's/volunteer can be bullied outside of the Dojo setting when they are alone at home - so it can feel like there's no escape.



Cyberbullying includes when a person does any of the following:

- sending threatening or abusive text messages to others
- creating and sharing embarrassing images or videos to others
- 'trolling' - the sending of menacing or upsetting messages to others on social networks, chat rooms or online games
- excluding ninjas/volunteers from online games, activities or friendship groups
- setting up hate sites or groups about a particular ninja/volunteer
- encouraging ninjas/volunteers to self-harm
- voting for or against a ninja/volunteer in an abusive poll
- creating fake accounts, hijacking or stealing online identities to embarrass a ninja/volunteer or cause trouble using their name
- sending explicit messages to others, also known as sexting
- pressuring ninjas/volunteers into sending sexual images or engaging in sexual conversations.

If you believe there is evidence of cyberbullying behaviour happening in your Dojo amongst ninjas, you can consult the [NSPCC Helpline](#) which is open 365 days a year, 24/7 at **+44 808 800 5000**. They have a team of experts who are on the line to assist. We would like to also note that the NSPCC is a UK based organisation but there are in most cases a regional equivalent authority in your country of origin.

Additional Resources

1 *Child Protection Policy, CoderDojo Foundation - Available at:*

<http://kata.coderdojo.com/images/9/92/CoderDojoFoundationChildProtectionPolicy.pdf>

2 *Younger children and social networking sites: a blind spot. NSPCC, Available at:*

<https://www.nspcc.org.uk/globalassets/documents/research-reports/younger-children-social-networking-sites-report.pdf>



TAO
RECOMMENDED
PRACTICE

3 *Parental Controls*, NSPCC Available at:

<https://www.nspcc.org.uk/preventing-abuse/keeping-children-safe/online-safety/parental-controls/>

4 NSPCC's Share Aware Teaching Guidance, Available at:

<https://www.nspcc.org.uk/globalassets/documents/advice-and-info/teaching-guidance.pdf>

5 What children are telling us about bullying, NSPCC, Available at:

<https://www.nspcc.org.uk/globalassets/documents/research-reports/what-children-are-telling-us-about-bullying-childline-bullying-report-2015-16.pdf>

