

What parents and carers need to know about setting up new devices for children



Today's young people are the first generation to grow up in a world where internet-enabled devices are the norm. A recent UK study, for example, found that 88% of 12-year-olds have a smartphone. Four out of ten 6-year-olds own a tablet, while almost two-thirds (64%) of children aged 8–11 use a games console. Santa's deliveries this week will significantly increase those ratios.

While a new online-capable device means exciting fresh regions of the digital landscape to explore, it also raises the likelihood of children encountering unfamiliar threats. In this week's #WakeUpWednesday guide, we outline some simple steps trusted adults (including Santa) can take to reduce the risks by setting up those phones, tablets, PlayStations and Xboxes correctly!



What parents and carers need to know about Fortnite Chapter 3



Fortnite is one of those rare titles which breaks through from the gaming world to create a wider cultural impact. This success was swiftly monetised, of course, leading to Fortnite action figures, plush toys, branded clothing, stationery, bedspreads and the like. The nature of these products hints at a sizeable proportion of the game's fans being below the recommended age limit of 12.

So how much of a danger does
Fortnite pose to its younger
players? For starters, the game is
fundamentally about using an array
of weaponry to eliminate a stream
of enemies. As our
#WakeUpWednesday guide
outlines, however, on-screen
violence is far from the highest
concern – with potential issues
over in-app purchasing, scams and
toxic behaviour from other players.