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# Becta/Byron Review e-safety hazard matrix, reworked

## What I feel the purpose of The Matrix is...

It quickly communicates that a wide range of hazards exist and helps to make the point that e-safety is not just about bullying, sexting or whatever the latest trend/issue is to hit the headlines.

- It supports the idea that as well as some teaching about specifics, e-safety education has to equip children and young people with resilience and a broader range of skills that will allow them to identify and respond appropriately when confronting hazards as yet unknown.
- It helps to illustrate the valuable "mirror and magnify" concept. Namely that all the good, bad and ugly things that went on before the introduction of modern technologies are also to be found online. What has changed is that the impact on an individual or group can be magnified many times due to the multiplying effects of technology.
- It is a useful tool (stimulus material) to promote the exploration of e-safety and associated issues. What do you think are the potential hazards and which are the most important to deal with? How would you categorize them? How can we respond effectively to them?

I do not think that the categories work in a hard and fast way; it can be difficult to find a home for some hazards or to choose between two or more categories and they should be treated as being somewhat elastic. The debates that can be triggered around what to include in the matrix and how to categorize certain entries can be useful in forcing us to re-examine and explore the often difficult issues that need to be confronted and addressed, so for me, the matrix idea remains valid and valuable.

## An explanation of some of the decisions taken

I retained content/contact/conduct as I felt that this points towards different levels of engagement and is still useful. However as various communications technologies become more embedded, e.g. within web pages, I take the point that the distinction between content and contact in particular is becoming less well defined.

I removed ideas that I felt were covered elsewhere in the matrix and tried to minimise the number of examples offered, as the matrix would grow very rapidly otherwise and become unwieldy. However I did include some examples where I felt it aided clarity particularly strongly, clearly that involved subjective choices.

When I added the Health and Wellbeing column the categorization of some items seemed artificial and the suggestion to have this column running across content, contact and conduct I felt made a lot of sense. Therefore I decided to retain the extra column despite my concerns about this 'growth' potentially devaluing the tool.

	<b>Commercial</b>	<b>Aggressive</b>	<b>Sexual</b>	<b>Values</b>	<b>Health and wellbeing</b>
<b>Content</b> (child as recipient)	Adverts Spam Sponsorship Use of personal information	Violent/hateful content, including in games	Pornographic or unwelcome sexual or sexualised content including in games, music videos	Bias Racist Harmful e.g. Promoting self harm , suicide or extreme dieting Misleading or extreme information or advice	<i>Body image</i> <i>Addictive behaviour</i> <i>Physiological issues (RSI, muscle and joint issues, eye strain, etc)</i> <i>Reduced ability to interact socially</i>
<b>Contact</b> (child as participant)	Tracking Harvesting personal information	Being bullied, harassed or stalked	Being groomed (for sex) Sexting Use of webcams Meeting strangers	Promotion of self-harm, suicide Unwelcome persuasions Being groomed (extremism)	<i>Lower self esteem or self confidence</i> <i>Less physical play especially during childhood</i>
<b>Conduct</b> (child as actor)	Illegal downloading Hacking Gambling Financial scams Funding terrorism	Bullying or harassing another Mimicking violent behaviour seen	Creating and uploading/sharing inappropriate material Encouraging others to watch inappropriate content	Providing misleading info/advice Encouraging others to take risks, act in a harmful way Encouraging others to become extremists or engaging in creating extremist content	<i>More sedentary lifestyle</i> <i>Negative digital footprint</i> <i>Criminalising themselves</i>

*With thanks to colleagues for their valuable suggestions, in particular Katie John and Jon Tarrant.*

## Benefits of technology, attempt 01

We should never forget that the reason for having the risk matrix in the first place is that technology offers such a huge range of benefits that we are likely to want to use it despite the safeguarding risks. This matrix has been developed to help maintain balance when considering the hazards of technology.

I initially wanted to create something that used the same or similar headings as the risk matrix, but I have ended up with something completely different. I am very aware that this is a crude first attempt, but I am hopeful that others will be able to take this starting point and come up with something more compelling...

	<b>Education</b>	<b>Employment</b>	<b>Entertainment</b>	<b>Everyday life</b>	<b>Social</b>
<b>Access to information</b>	Subject research  Finding material in different languages  Search for images  Search for videos, including "How to" videos	Searching for vacancies  Research potential employers, clients  Keeping up to date or preparing for a new area of work	Venue and event information  Personal research	Finding reviews, best deals, price comparisons, etc  Researching holidays, trips, visits  Access to health and medical information and advice	Information on events, sports and social clubs, etc  Finding like-minded people or people with similar interests, problems, etc
<b>Access to data and software</b>	Advanced search tools  Access to large and specialist data sets	Acquiring skills for employment and self-employment  Virtual meetings	Online gaming  Audio, video and photo editing	Access to interactive maps and GPS navigation  Managing accounts, paying bills  Online shopping  Booking travel and holidays	Email  Messaging  Video calls
<b>Communication and collaboration tools</b>	Learning from others	Professional networking  Interact with	Competitive or collaborative gaming with others from around the	Social networking  Online dating	Social networking, staying in touch with family and friends

	<p>Sharing and combining research</p> <p>Take part in specialist forums, email groups, etc</p> <p>Video conferencing</p>	<p>employment agencies</p> <p>Respond to posted vacancies</p> <p>Keeping up to date with new developments</p>	<p>world</p> <p>Fan clubs</p>	<p>Staying in touch with family and friends</p> <p>Launch or take part in local, national or international campaigns</p> <p>Buy/sell/exchange/give away items, products</p> <p>Finding support from other people</p>	<p>Sharing photographs and videos</p> <p>Purchase event tickets</p>
<b>Personal publishing</b>	<p>Peer review</p> <p>Establish your name/reputation</p>	<p>Post CV or personal profile</p>	<p>Produce your own books, websites, etc</p>	<p>Promoting community projects or campaigns</p>	

*With thanks to Katie John who had the original idea.*