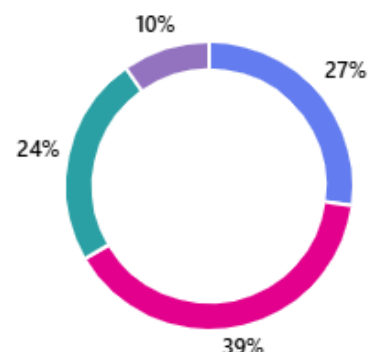# Woodland Grange Primary School – KS2 Online Safety Pupil Survey Spring 2025

202 responses across Y3-6

2. I use these devices to go online at home (tick all that apply) (0 point)
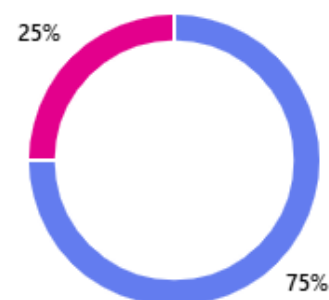
- mobile phone 100
- tablet computer 145
- laptop computer 87
- desktop computer 36

Mobile phone	Tablet computer	Laptop computer	Desktop computer
27%	39%	24%	10%

3. I use a games console (e.g. Xbox, Playstation or Nintendo Switch) to play online (0 point)
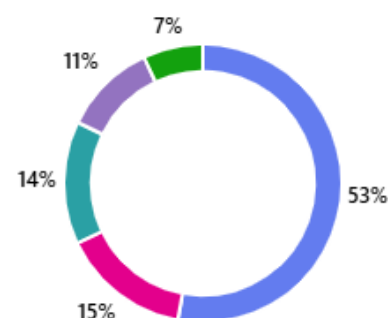
- Yes 150
- No 50

Yes	No
75%	25%

4. I use the following social media apps/websites (tick all that apply) (0 point)

- None 137
- TikTok 39
- Snapchat 37
- Instagram 28
- Facebook 18

None	TikTok	Snapchat	Instagram	Facebook
53%	15%	14%	11%	7%

5. I watch videos online using Youtube (0 point)

- ● Yes 177
- ● No 25

12%

88%
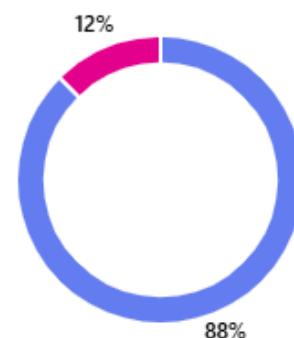
Yes	No
88%	12%

6. I have learnt about online safety at school (0 point)

- ● Yes 195
- ● No 6

97%
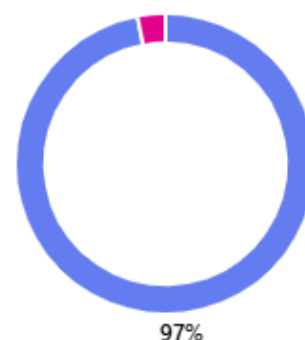
Yes	No
97%	3%

7. I feel safe online (0 point)

- ● Yes 103
- ● Most of the time 75
- ● Some of the time 15
- ● Not very much 4
- ● Never 3

8%

52%

38%
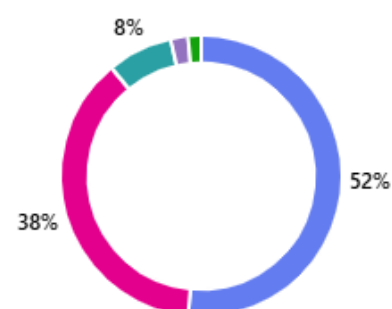
All the time	Most of the time	Some of the time	Almost never	Never
52%	38%	8%	1%	1%

8. I know what 'personal information' means (0 point)

- ● Yes — 187
- ● No — 15

7%

93%

Yes	No
93%	7%

9. I know who to speak to if I feel unsafe online (0 point)

- ● Yes — 190
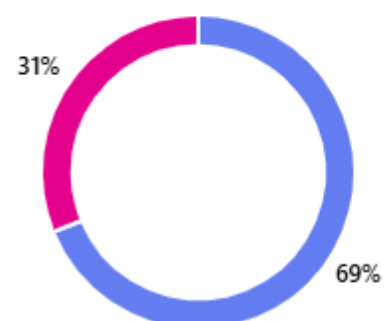- ● No — 10

5%

95%

Yes	No
95%	5%

10. I know how to make a report about anything that has made me feel uncomfortable or upset online (0 point)

- ● Yes — 139
- ● No — 63

31%

69%

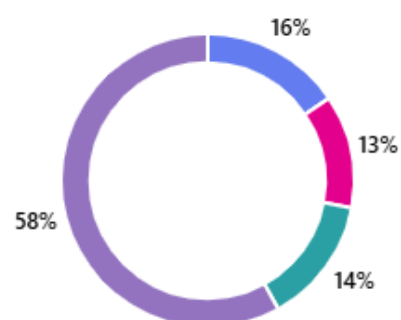| Yes	No
69%	31%

11. I know how to change privacy settings on social media websites and apps such as TikTok, Snapchat, Instagram or Facebook (0 point)
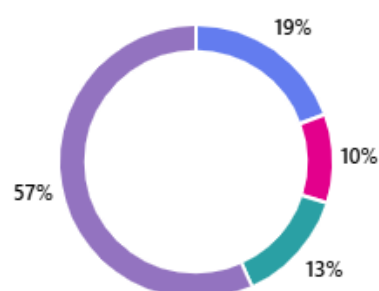
- Yes 31
- Some of them 25
- No 28
- I don't use them 116

16%
13%
14%
58%

Yes	Some of them	No	I don't use them
16%	13%	14%	58%

12. I know how to block accounts and report messages on social media websites and apps such as TikTok, Snapchat, Instagram or Facebook (0 point)
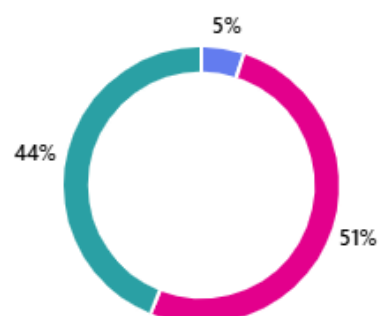
- Yes 39
- Some of them 21
- No 27
- I don't use them 114

19%
10%
13%
57%

Yes	Some of them	No	I don't use them
19%	10%	13%	57%

13. I share photos of myself online (0 point)

- Yes 10
- Yes (only with family/friends/school) 102
- No 88

5%
44%
51%

Yes	Yes (only with friends/family/school)	No
5%	51%	44%

14. I have received unkind messages or photos via social media, email or text (0 point)

- Yes 37
- No 163

19%
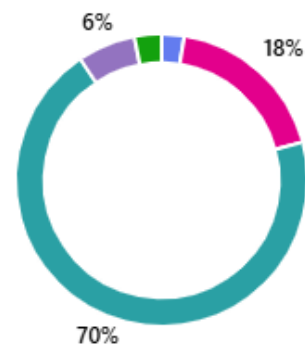
82%
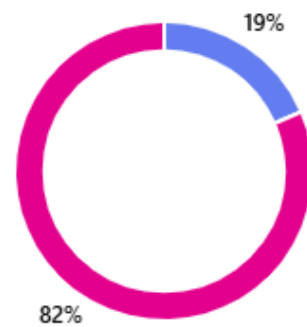
Yes	No
19%	82%

15. Information on the internet is true? (0 point)

- All of it 5
- Most of it 37
- Some of it 141
- Not very much of it 13
- None of it 6

6%

18%

70%

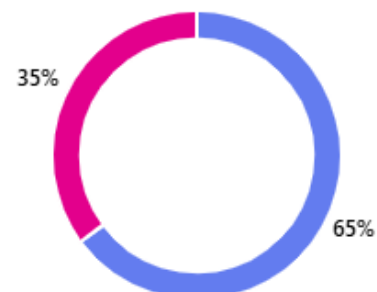| All of it	Most of it	Some of it	Not very much of it	None of it
3%	18%	70%	6%	3%

16. I know what PEGI ratings are (0 point)

- Yes 131
- No 71

35%

65%

Yes	No
65%	35%

17. I play games with higher PEGI ratings than my age (0 point)
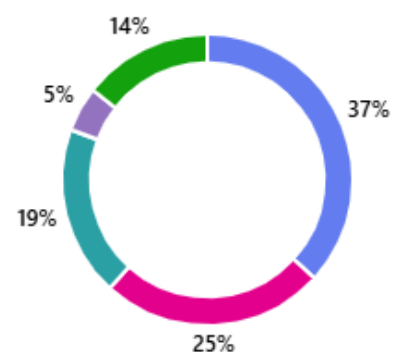
- Yes   92
- No   110

46%
54%

Yes	No
54%	46%

18. How long do you usually spend online each day? (Not including school) (0 point)

- 1 hour or less   74
- Up to 2 hours   50
- Up to 3 hours   38
- Up to 4 hours   10
- More than 4 hours   29

14%
5%
37%
19%
25%

1 hour or less	Up to 2 hours	Up to 3 hours	Up to 4 hours	More than 4 hours
37%	25%	f	5%	14%

19. I have limits on my screen time on weekdays (0 point)

- Yes   140
- No   60

30%
70%
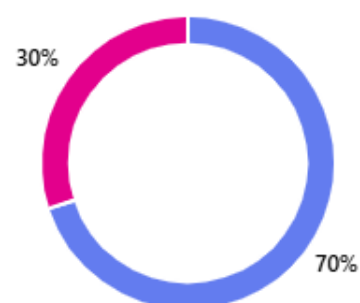
Yes	No
70%	30%

20. I have limits on my screen time on the weekend (0 point)

- Yes   105
- No   94

47%   53%

Yes	No
53%	47%

21. Which of the following do you think are the biggest risks for children and young people when they're online? **Choose 5 statements** (0 point)

- Being bullied online — 143
- Being contacted by a stranger (someone you have never met in real life) who want... — 169
- Being pressured to share personal information online — 156
- Being pressured to share photos or videos of you — 125
- Sharing personal information with a stranger (someone you have never met in... — 167
- Seeing or being sent something upsetting (e.g. an image or a video) — 70
- Feeling pressured to look 'perfect' online — 44
- Being given (or believing) false information online (e.g. being scammed) — 99
- Spending too much time online — 32
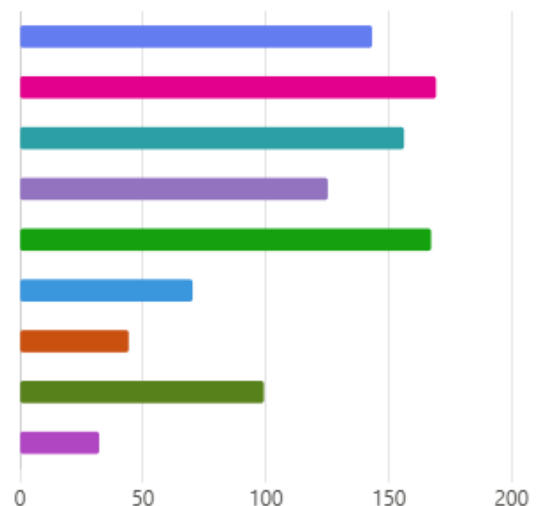
Top 4:
- Being contacted by a stranger who wants to meet up in real life
- Sharing personal information with a stranger who then shares it more widely
- Being pressured to share personal information online
- Being bullied online

Main headlines for 2025:

- No major changes from 2023 data, broadly similar results.
- Slightly less digital devices being used at home. Phones, tablets, laptops and desktops all scored lower than 2023. 8% lower for laptops.
- 9% more children said they used a games console compared to 2023.
- More than half of children surveyed do not use social media. Highest variation was Instagram (5% more children than 2023).
- Tiktok remained the highest result for children that use social media (28%).
- The vast majority of children watch online content via Youtube (92%).
- Every child said they had been taught online safety at school.
- Just under half of children said they felt safe online all of the time (an 8% increase on 2023).
- Just under 90% of children know what personal information means.
- Two thirds know how to make a report about any online behaviour.
- Two thirds of children only share images of themselves with friends, family or via school Twitter feed.
- 31% of children have had an unkind message or photo sent to them (4% increase on 2023).
- The majority of children think that most or some information on the internet is true.
- 14% more children know what PEGI ratings are and 14% more children admit to playing games with a higher PEGI rating than their age (compared to 2023).
- The majority of pupils spend either 1 hour or less (30%) or up to 2 hours (28%), however 38 pupils are spending more than 4 hours online each day.
- Slight increase in screen time limits on the weekend (6%) on 2023.
- Children chose the same big 4 elements of online safety as in 2023 (see above).