


This information has been lifted from the latest [Ofcom report](#) and gives you an idea of the current picture for young children and their use of the internet and mobile devices.

This is a snapshot of how children use and interact with media devices and services.

3-4s



- 1% have their own smartphone, 19% have their own tablet.
- 96% watch TV on a TV set, for 14h a week.
- 30% watch TV on other devices, mostly on a tablet.
- 36% play games, for nearly 6¼h a week.
- 52% go online, for nearly 9h a week.


69% of these mostly use a tablet to go online.

32% watch TV programmes via OTT services (like Netflix, Now TV or Amazon Prime Video).

45% use YouTube, 80% of these say they use it to watch cartoons while 40% say funny videos or pranks.

1% have a social media profile

5-7s



- 5% have their own smartphone, 42% have their own tablet.
- 97% watch TV on a TV set, for around 13¼h a week.
- 44% watch TV on other devices, mostly on a tablet.
- 63% play games, for around 7½h a week.
- 82% go online, for around 9½h a week.

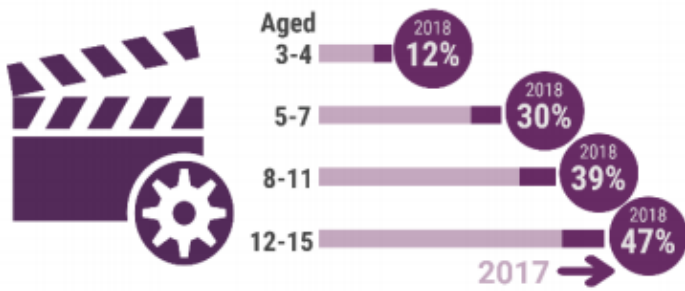
67% of these mostly use a tablet to go online.

44% watch TV programmes via OTT services (like Netflix, Now TV or Amazon Prime Video).

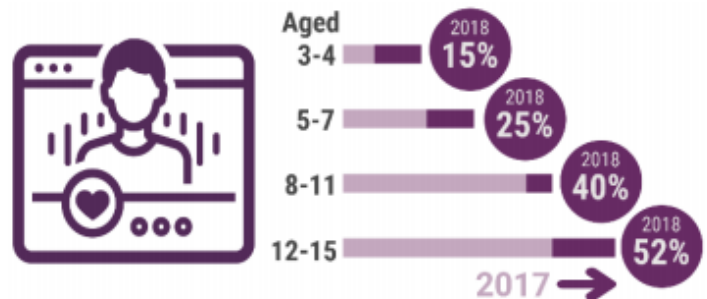
70% use YouTube, 65% of these say they use it to watch cartoons while 61% say funny videos or pranks.

4% have a social media profile.

Use of any device to make a video, among children who go online



Viewing of Vloggers or YouTuber personalities, among YouTube users

















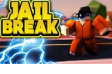









| | Hours spent going online per day | Hours spent playing games per day | Hours spent watching TV on a television set per day | Hours spent using their mobile phone per day |
|-----------------|----------------------------------|-----------------------------------|---|--|
| Aged 3-4 | | | | |
| School day** | 1 hour 12 minutes | 0 hours 48 minutes | 1 hour 54 minutes | LOW BASE |
| Weekend day | 1 hour 30 minutes | 1 hour 6 minutes | 2 hours 18 minutes | LOW BASE |
| Aged 5-7 | | | | |
| School day | 1 hour 12 minutes | 0 hour 54 minutes | 1 hour 36 minutes | LOW BASE |
| Weekend day | 1 hour 54 minutes | 1 hour 30 minutes | 2 hours 30 minutes | LOW BASE |

These websites give more information:

www.net-aware.org.uk (Information from O2 and NSPCC about social networking)

www.saferinternet.org.uk and www.ceop.police.uk (Help & information for everything regarding online safety)

We have been told by the children that they play these games/on these apps at home.
Please note the PEGI/age requirements.

| PEGI/ Age Rating | 3+ | 7+ | 12/13+ | 16+ | 18+ |
|------------------------|---|--|--|---|--|
| Games & Apps |  Jolly Phonics |  Roblox |  Super Smash Bros |  WhatsApp |  Call of Duty |
| |  Fifa 2019 |  Minecraft |  Overwatch | |  Battlefield |
| |  Mario Kart 8 |  Lego Worlds |  Fortnite | |  Grand Theft Auto |
| |  Just Dance |  Jail Break |  Instagram | | |
| |  Club Penguin |  Animal Jam |  Snapchat | | |
| | |  Bin Weevils |  YouTube | | |
| | |  Facebook | | | |
| | |  Pokemon Go | | | |
| | |  Age of Empires | | | |

PEGI Age Ratings and what they mean



Parental Guidance Recommended

Appropriate for ages rated 3+

Appropriate for ages rated 7+

Appropriate for ages rated 12+

Appropriate for ages rated 16+

Appropriate for ages rated 18+

Look out for these symbols on video games!



Includes in-game purchases



Contains the use or glamorisation of alcohol and/or drugs



Contains bad/offensive language



May encourage or teach gambling



Contains depictions of nudity and/or references to sexual



Contains depictions of violence



May be frightening to younger children



Can only appear on games rated 18 containing depictions of ethnic, religious, nationalistic or other stereotypes that could encourage hatred



Can be played online

If your child asks about a game that you are unsure of, visit www.askaboutgames.com to find out more information about the content and suitability of the game.