

DIGITAL HARM



Non-attendance or less than 3 full working days for online courses/less than 5 full working days for face-to-face courses will incur a cost of £100 per delegate at the discretion of the Virtual School Head.

Contact

courtney.hopson@gloucestershire.gov.uk to cancel. Declining a teams invite for sessions you have booked onto will not be accepted as a cancellation.

This session provides an unvarnished, grounded look at the reality of the digital landscape young people navigate daily.

Designed for professionals, it utilizes an informative, narrative-driven approach to connect the dots between digital environments and real-world consequences, breaking down the mechanics of modern digital risks and the algorithms driving them.

Crucially, this training moves past sanitized overviews to unpack the exact circumstances and offline factors that make vulnerable young people uniquely susceptible to digital exploitation.

Core Topics Explored:

- Youth Internet Usage: How young people interact with digital spaces.
- Pornography & Misogyny: The impact of normalized explicit content and toxic narratives, with particular emphasis to VAWG and Onlyfans.
- Grooming Dynamics: Evolving tactics used to exploit youth online.
- Gaming Communities: Hidden risks and online exploitation found in gaming platforms.
- Platform Deep Dives: Practical breakdowns of the specific apps and algorithms dominating screen time.

Attendees will leave with a clear, understanding of current digital threats and the contextual awareness needed to safeguard young people effectively in 2026.

