

Living in the wider world

<b>Fake news</b>	Inaccurate, fake and fictional stories created by people to trick the public into believing they are true.
<b>Critical thinking</b>	Using our intelligence to look at a variety of sources before we make up our minds, taking in and considering as many facts (with evidence) as possible
<b>Trolls</b>	People who use the internet in order to harass people, create confusion or mislead people for their own amusement.
<b>Gaming</b>	the action or practice of playing video games
<b>Gambling</b>	take risky action in the hope of a desired result
<b>Loot boxes</b>	a box containing a prize of unknown value, especially one offered for sale to players as part of an online game
<b>Knife Crime</b>	knife crime is crime involving a knife. It's a crime to threaten someone with a knife or carry a knife as a weapon in a robbery or burglary
<b>#knifefree</b>	the #knifefree campaign aims to highlight the consequences of carrying a knife and to inspire young people to pursue positive alternatives.
<b>County Lines</b>	when criminals befriend children, either online or offline, and then manipulate them into drug dealing
<b>Gang</b>	a group of persons, who share a common identity and who generally engage in criminal behaviour.
<b>Cuckooing</b>	a practice where people take over a person's home and use the property to facilitate exploitation
<b>FGM</b>	Female Genital Mutilation (FGM) is the act of cutting some or all of a female person's external genitals, for reasons which are not medical.

**Gambling Facts**  
**36%** of young people aged 11 to 16 spent their own money on gambling in the past year  
**11%** spent money on gambling activities in the past week, spending an average of £17  
**12%** have played an online gambling-style game. Nearly half played the game via an app  
**52%** have heard of in game items and 44% of those paid money to open loot boxes to get them  
**69%** say they have seen or heard gambling adverts or sponsorship  
**50%** said someone had spoken to them about the problems gambling can lead to

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<b>Consequences of knife crime</b>	
<b>Physical</b> -A person who carries a knife could have it used against them -A person can die from a knife attack	<b>Emotional</b> -Guilt if someone gets hurt -Worried family -An increased feeling of danger, fear and stress
<b>Social</b> - Disappointed friends and family - Losing friends	<b>Legal</b> -Up to 4 years in prison and a criminal record for carrying a knife -Up to 25 years in prison for attacking someone with a knife

- County Lines Warning Signs**
- Regularly missing from school or home
  - Unexplained acquisition money, clothes, or mobile phones
  - Relationships with controlling / older individuals or groups
  - Suspicion of physical assault / unexplained injuries
  - Carrying weapons
  - Significant decline in school results / performance
  - Self-harm or significant changes in emotional well-being

**Sources of Support**  
***Support in school:***  
 [Form Tutor / HOY / PM/ Any adult you trust]  
**Childline** – 0800 1111 [www.childline.org.uk](http://www.childline.org.uk)  
[www.begambleaware.org](http://www.begambleaware.org) or call the National Gambling Helpline on 0808 8020 133. Free service for those affected by gambling.  
 To find support and advice for young people about a range of issues  
[www.knifefree.co.uk](http://www.knifefree.co.uk)  
[www.victimsupport.org.uk](http://www.victimsupport.org.uk) For support for anyone who has been a victim of crime  
**Daughters of Eve** works to protect girls and young women who are at risk from female genital mutilation  
[NSPCC](http://www.nspcc.org.uk) The UK's leading children's charity