
NSPCC Reveals Snapchat: Top App for Online Grooming

Description

According to police data shared with the NSPCC, the messaging platform Snapchat has emerged as the predominant venue for online grooming of minors. Over the 12 months leading to March 2024, the UK recorded in excess of 7,000 offences categorized as Sexual Communication with a Child, marking a record high since the legislation was enacted. Remarkably, nearly half of the 1,824 instances in which officers identified the grooming platform were attributed to Snapchat.

The NSPCC voiced concern, indicating that this alarming trend underscores society's urgent need for technology firms to enhance the safety features of their platforms to protect children. In response, Snapchat asserted its commitment to maintaining a "zero tolerance" policy towards the sexual exploitation of young individuals, highlighting its implementation of additional safety protocols tailored for adolescents and their guardians.

Becky Riggs, the child protection lead for the National Police Chief's Council, described the statistics as "shocking." She stressed the importance of holding companies accountable for ensuring children's safety online and urged regulatory bodies to strengthen guidelines that social media platforms must adhere to.

In the context of grooming offences, it is noteworthy that while the gender of victims is often undocumented, data indicates that approximately 80% of identified victims are female. One harrowing case involves a girl named Nicki, who, at the tender age of eight, fell victim to a groomer on a gaming application, who subsequently urged her to switch to Snapchat for further communication. Her mother, taking precautions, created a fake account to engage with the perpetrator and reported the incident to law enforcement.

As Snapchat continues to gain popularity among children and teenagers, experts have identified inherent design flaws within the platform that could heighten risks. With its fleeting messages and images that vanish after 24 hours, this feature complicates the tracking of inappropriate behavior, thereby presenting challenges in safeguarding young users.



Vocabulary List:

1. **Grooming** /'gruː.mɪŋ/ (noun): The act of establishing a relationship with a child for the purpose of sexual exploitation.
2. **Offence** /ə'fens/ (noun): A violation of a law or rule; a crime.
3. **Exploitation** /,ɛk.splɔɪ'teɪ.ʃən/ (noun): The act of using someone unfairly for one's own advantage.
4. **Concerns** /kən'sɜːnɪz/ (noun): Worries or anxieties about a situation or issue.
5. **Accountable** /ə'kaʊn.tə.bəl/ (adjective): Required to explain actions or decisions; responsible.
6. **Regulatory** /'reg.jə.leɪ.tɔːr.i/ (adjective): Relating to rules or laws designed to control how something is done.

Comprehension Questions

Multiple Choice

1. What platform has emerged as the predominant venue for online grooming of minors?
Option: WhatsApp
Option: Facebook
Option: Snapchat
Option: Instagram
2. What percentage of identified grooming instances were attributed to Snapchat according to police data?
Option: 25%
Option: 50%
Option: 75%
Option: 100%
3. Who described the statistics on grooming offenses as "shocking"?
Option: Nicki
Option: Becky Riggs
Option: Snapchat
Option: NSPCC
4. What did Snapchat assert in response to the concerns raised by NSPCC?
Option: Zero tolerance towards bullying
Option: Zero tolerance towards child exploitation



Option: Zero tolerance towards adult content

Option: Zero tolerance towards fake news

5. Approximately what percentage of identified grooming victims are female according to the data?

Option: 50%

Option: 60%

Option: 70%

Option: 80%

6. What design flaw within Snapchat complicates tracking of inappropriate behavior according to experts?

Option: Permanent messages

Option: Images that never expire

Option: Fleeting messages that vanish

Option: Limited user interaction

True-False

7. Snapchat has committed to maintaining a zero tolerance policy towards child exploitation.

8. Gender information of grooming victims is always documented in cases.

9. Experts have not identified any design flaws within Snapchat that could pose risks to young users.

10. Law enforcement was not involved in the case of Nicki who was victimized on a gaming application.

11. Social media platforms currently have strict guidelines that address child safety.

12. Nearly 75% of grooming instances in the UK were not associated with Snapchat.

Gap-Fill

13. Over the 12 months leading to March 2024, the UK recorded in excess of 7,000 offences categorized as Sexual Communication with a Child, marking a record high since the legislation was enacted. Nearly half of the 1,824 instances in which officers identified the grooming platform were attributed to

_____.

14. Becky Riggs, the child protection lead for the National Police Chief's Council, described the statistics as

"shocking." She stressed the importance of holding companies accountable for ensuring children's safety



online and urged regulatory bodies to strengthen guidelines that social media platforms must adhere to.

She indicated that society has an urgent need for technology firms to enhance the safety features of their platforms to protect _____.

15. One harrowing case involves a girl named Nicki, who, at the tender age of eight, fell victim to a groomer on a _____ application, who subsequently urged her to switch to Snapchat for further communication. Her mother, taking precautions, created a fake account to engage with the perpetrator and reported the incident to law enforcement.

16. As Snapchat continues to gain popularity among children and teenagers, experts have identified inherent design flaws within the platform that could heighten _____.

17. With its fleeting messages and images that vanish after 24 hours, Snapchat presents challenges in safeguarding young _____.

Answer

Multiple Choice: 1. Snapchat 2. 50% 3. Becky Riggs 4. Zero tolerance towards child exploitation 5. 80% 6. Fleeting messages that vanish

True-False: 7. True 8. False 9. False 10. False 11. False 12. False

Gap-Fill: 13. Snapchat 14. children 15. gaming 16. risks 17. users

Vocabulary quizzes

Multiple Choice (Select the Correct answer for each question.)

1. Which word best describes a situation that is uncertain and risky?

Option: Entrust

Option: Precarious

Option: Regulatory

Option: Innovative



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2. Which term refers to the improper or harmful use of something?
- Option: Accountable
 - Option: Misuse
 - Option: Efficacy
 - Option: Assurances
3. What word is used to describe what remains after something is removed?
- Option: Residual
 - Option: Scattering
 - Option: Vulnerability
 - Option: Innovative
4. What term refers to the rivalry between individuals or groups for a common goal?
- Option: Entrust
 - Option: Competition
 - Option: Assurances
 - Option: Amalgamate
5. Which word describes the process of preparing someone for a specific role or task?
- Option: Offence
 - Option: Grooming
 - Option: Transmission
 - Option: Opaqueness
6. What term is used to express worries or anxieties about something?
- Option: Regulator
 - Option: Concerns
 - Option: Semipermeable
 - Option: Entrust
7. Which word describes the basic physical and organizational structures needed for the operation of a society or enterprise?
- Option: Innovative
 - Option: Opaqueness
 - Option: Infrastructure
 - Option: Regulatory
8. What term is used to describe promises or guarantees intended to provide confidence?
- Option: Offence
 - Option: Assurances
 - Option: Cessation
 - Option: Efficacy



9. Which word refers to feelings of anxiety or unease about something uncertain?

- Option: Technique
- Option: Apprehensions
- Option: Merger
- Option: Accountable

10. What term describes the ability to produce a desired or intended result?

- Option: Efficacy
- Option: Innovative
- Option: Semipermeable
- Option: Disentangle

Gap-Fill (Fill in the blanks with the correct word from the vocabulary list.)

11. _____ refers to the state of being exposed to the possibility of being harmed or attacked.

12. A _____ is an official who has the power to control or manage certain activities.

13. A corporate _____ is the joining of two or more companies into a single entity.

14. An _____ idea is original creative and introduces a new way of doing things.

15. _____ refers to the process of sending or conveying information from one place to another.

16. _____ in decision-making can lead to lack of clarity and understanding.

17. Being _____ means taking responsibility for one's actions and decisions.

18. To _____ a situation is to separate it from a complex or problematic state.

19. To _____ is to combine or unite to form a single entity.

20. A _____ membrane allows only certain molecules to pass through.

Matching Sentences (Match each definition to the correct word from the vocabulary list.)



21. Parents often their children with important tasks to teach responsibility.
22. The company announced the of all production activities at its plant.
23. Public officials must be held to a high standard of for their decisions.
24. The government agency enforces guidelines for the pharmaceutical industry.
25. The artist perfected a new for blending colors in her paintings.
26. The sudden increase in sales was a surprising and unexpected for the company.
27. The wind caused the of leaves all over the yard.
28. The company was accused of the of natural resources without regard for the environment.
29. The new software introduced an approach to solving common problems.
30. After the flood there was a significant amount of water damage in the basement.

Answer

Multiple Choice: 1. Precarious 2. Misuse 3. Residual 4. Competition 5. Grooming 6. Concerns 7. Infrastructure 8. Assurances 9. Apprehensions 10. Efficacy

Gap-Fill: 11. Vulnerability 12. Regulator 13. Merger 14. Innovative 15. Transmission 16. Opaqueness 17. Accountable 18. Disentangle 19. Amalgamate 20. Semipermeable

Matching sentence: 1. Entrust 2. Cessation 3. Accountability 4. Regulatory 5. Technique 6. Phenomenon 7. Scattering 8. Exploitation 9. Innovative 10. Residual

CATEGORY

1. Sci/Tech - LEVEL5

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