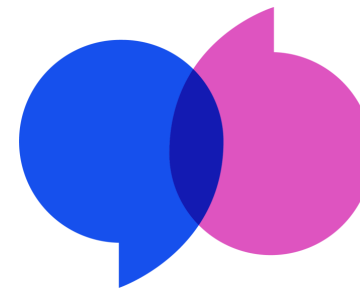


Digital Youth Work
and
Cyber Resilience
in Scotland

May 2023



**YouthLink
Scotland**

The national agency for youth work



Key findings



Key Findings: Digital activities and outcomes

- The majority of youthwork projects (70%) deliver activities for young people using digital technologies.
- About half (48%) deliver activities focused on specific technologies; and most (68%) deliver activities to develop digital skills or knowledge.
- The outcome most commonly identified as following from project's digital activities was "participating effectively in groups and teams".
- Projects most commonly focussed on mental health & wellbeing, and social isolation, and least likely to focus on sustainability.

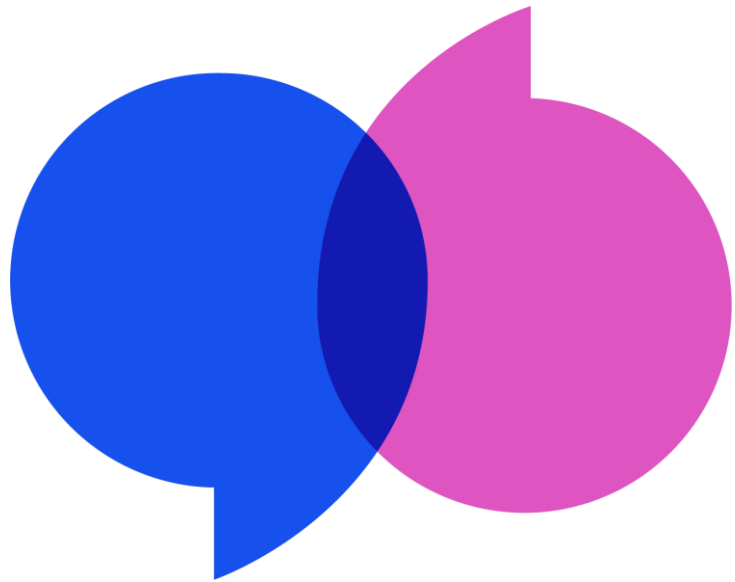
Key Findings: Cyber Resilience and Staying Safe Online

- The majority of projects (51%) had cyber resilience and/or online safety only “a little bit” as their aims. About a third (32%) has this as a more substantial aim, while 17% did not have this as an aim.
- The most common skill covered was “cyberbullying, grooming and online exploitation”. The least common skill was “using two-factor authentication”.
- The digital activities that projects most commonly connected to developing cyber resilience and developing online safety were “using social media”, “gaming and play”, and “creative arts and media production”.
- Only 7% of respondents were substantially familiar with the Cyber Aware guidance. 43 % of respondents were not at all familiar.

Key Findings: Cyber Resilience and Staying Safe Online

- Local authority projects were more likely than others to include cyber resilience and/or online safety in their aims. However, LAs were the organisation-type least likely to say that they were familiar with Cyber Aware guidance. Projects with paid staff were more likely to be familiar with the guidance.
- Projects covering wider geographic areas were more likely to have these aims.
- Projects working specifically on digital/media literacy and addressing digital poverty were the most likely to have cyber resilience/online safety as an aim. These projects were also most likely to be familiar with the Cyber Aware guidance.

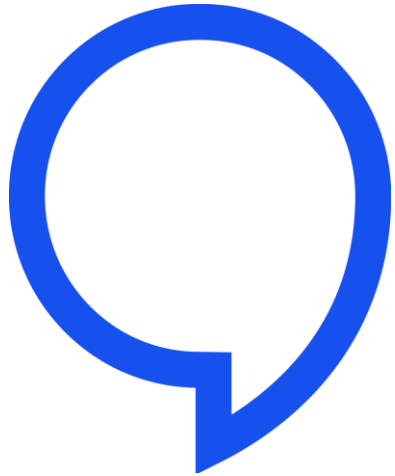
Key Findings: Further training and guidance



- The areas where projects most identified a need for training or guidance were “delivering digital activities to train young people” and “digital activities focussed on specific technologies”.
- Projects were also interested in additional training and guidance around cyber resilience and online safety.
- Projects run by charities and voluntary organisations were more likely than those run by local authorities to be interested in further training and guidance, particularly for cyber resilience and online safety.

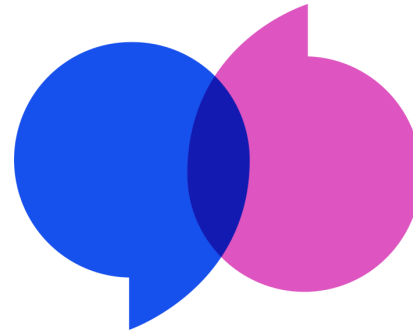


Methodology



Methodology: Survey of Digital Youth work

- An online survey was designed to be distributed to youth work projects across Scotland. The survey opened on 24th January and closed on 20th February 2023.
- The survey questions were design by Braw Data, in consultation with Youthlink Scotland and relevant stakeholders.
- Respondents from youthwork projects in Scotland were invited to participate via email and social media.
- The survey data was analysed in Tableau, and this slide deck presents the summary analysis.



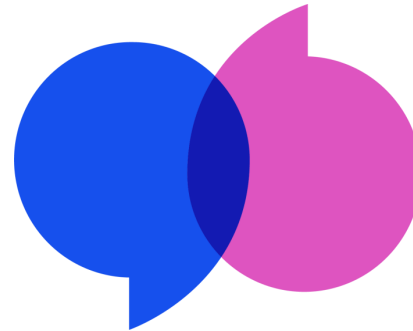
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Who took part in the survey?



Participants

- 71 survey responses received January/February 2023.
- 56 came from a survey link distributed via email/ direct contact (briefing/ staff team contacts) . The other 15 were from a survey distributed to digital youth contacts (network/conference/ trainings. etc)).
- No responses were received from survey links shared by other routes.

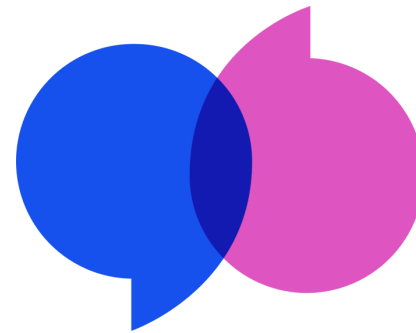
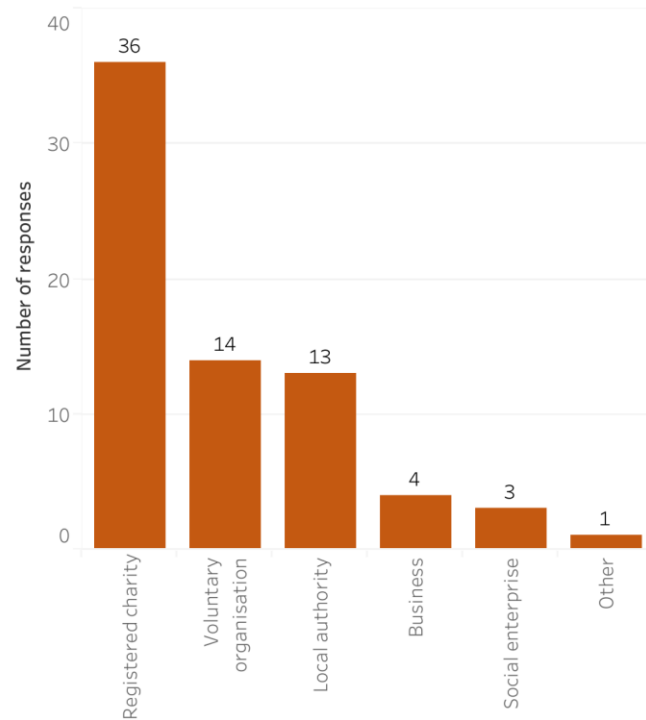


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Responses by organisation type

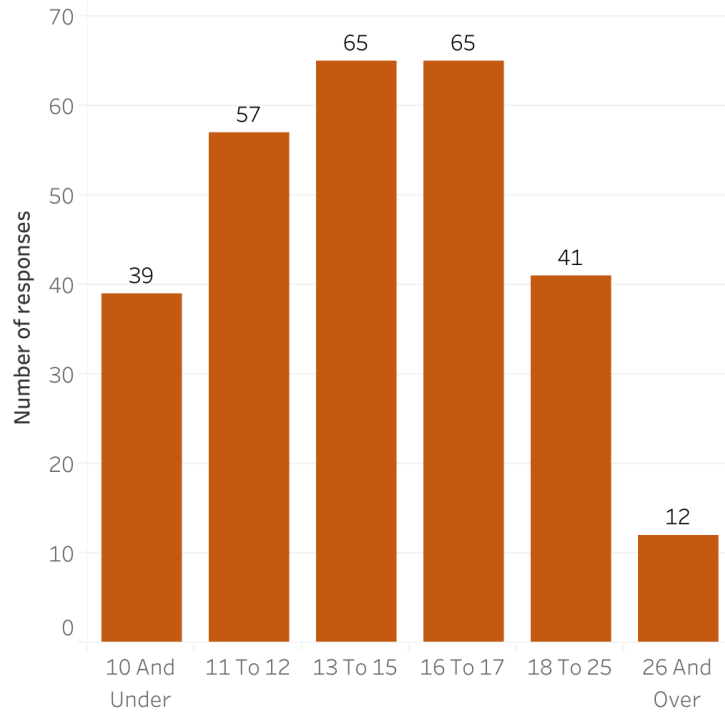
- 36 responses (51%) were from registered charities.
- 14 responses (20%) came from voluntary organisations, and 13 responses (18%) came from local authorities.

Number of Responses by Organisation Type



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Number of responses, by age ranges of young people using respondents' projects



Responses by age group worked with

- Ages 13-15 and 16-17 were the most common age group worked with (65 responses each).
- It was least common for respondents to work with those age 26 and over (12 responses).

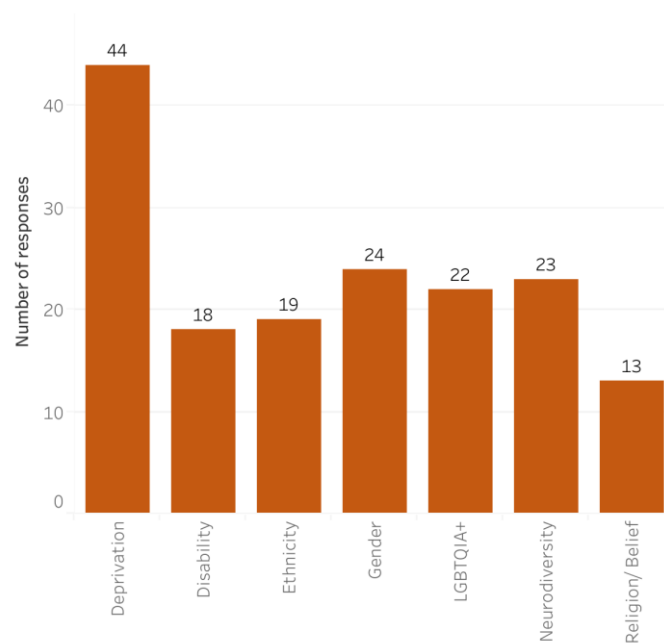


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Responses by communities worked with



Number of responses for if respondent activities are focussed on young people with particular characteristics or communities

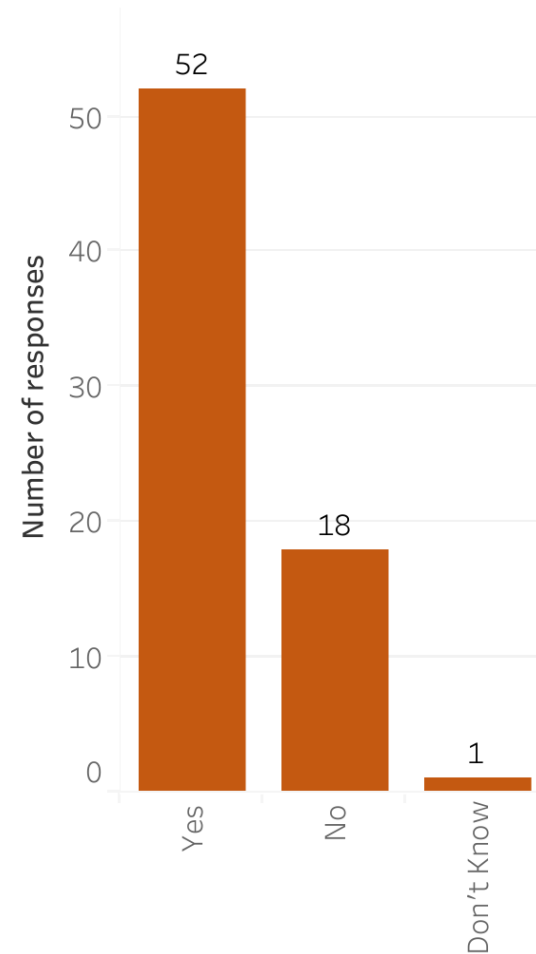


Deprivation was the most common characteristic of young people respondent activities focused on.

Religion/belief was the least common characteristic/community of those listed.

Responses and volunteers

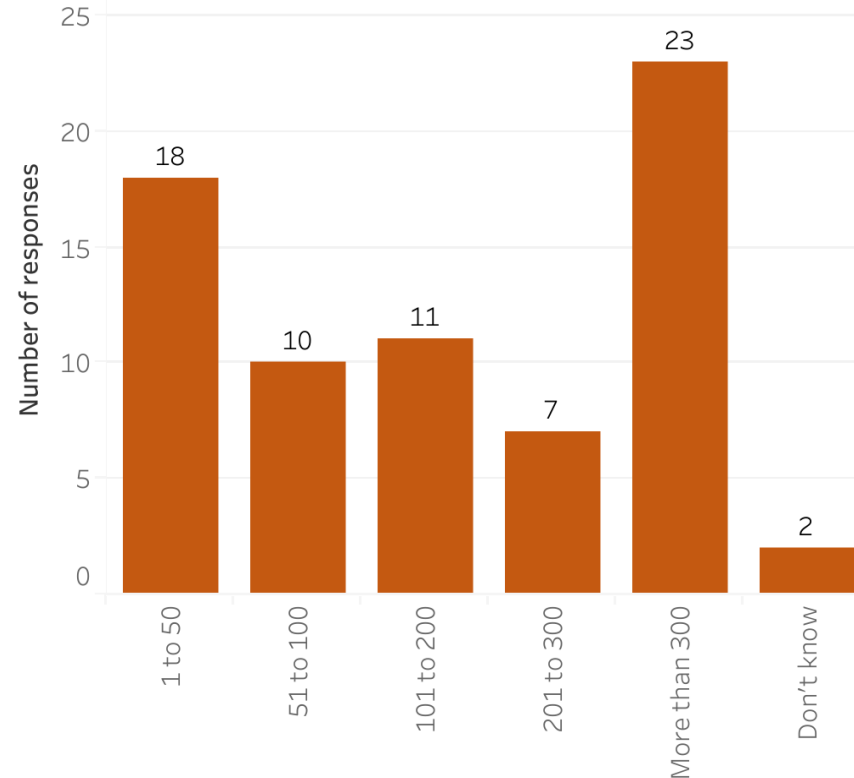
Number of responses
by if project involves
unpaid volunteers



The majority of responses (73%) were from projects with unpaid volunteers.

Numbers reached

Number of responses by the number of young people who participated in one or more of respondent activities in the last year



Responses were most commonly from respondents whose activities had reached over 300 young people in the last year, with 23 respondents (32%) selecting this category.

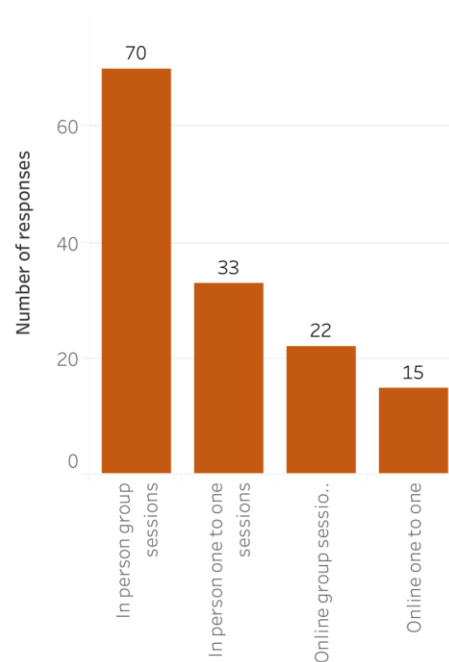
This was followed by respondents whose activities reached 1-50 young people in the last year, with 18 responses (25%).

Overall, the survey represented youth work with approx. 11,500 young people.

How activities are delivered



Number of responses by ways respondents deliver activities with young people

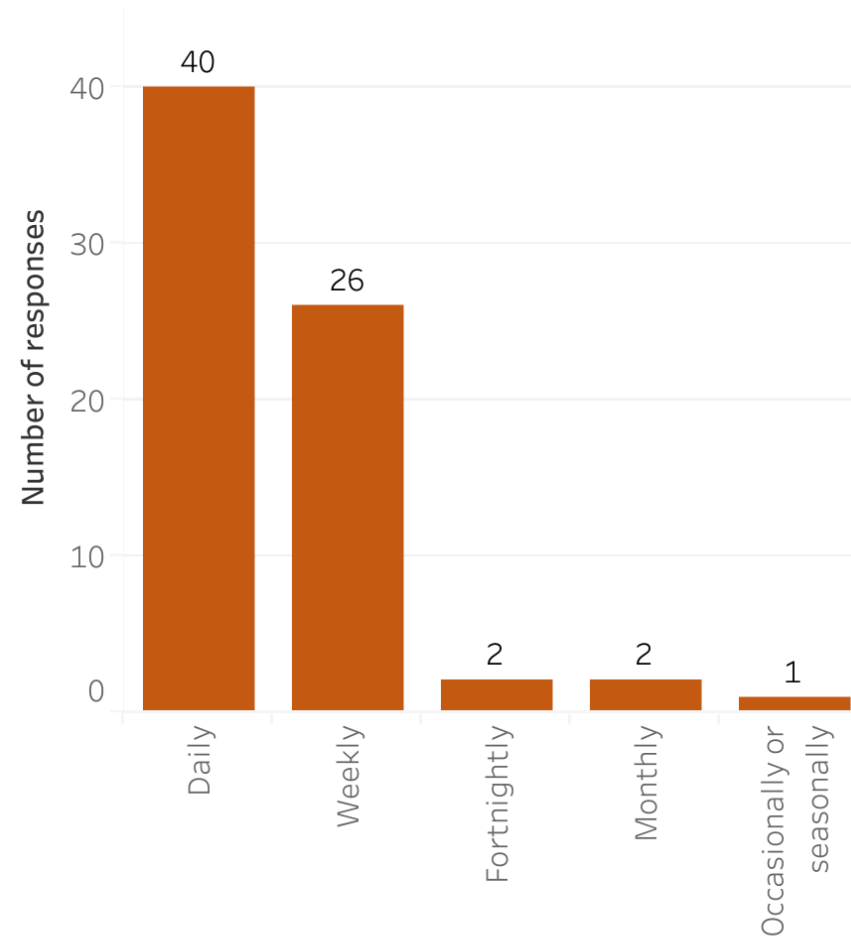


The most common delivery method was in person group sessions, which were used by all but one respondent to this question.

31% of respondents used online group sessions, and 21% of respondents used online one-to-one sessions.

Session frequency

Number of responses by frequency activities are run for young people

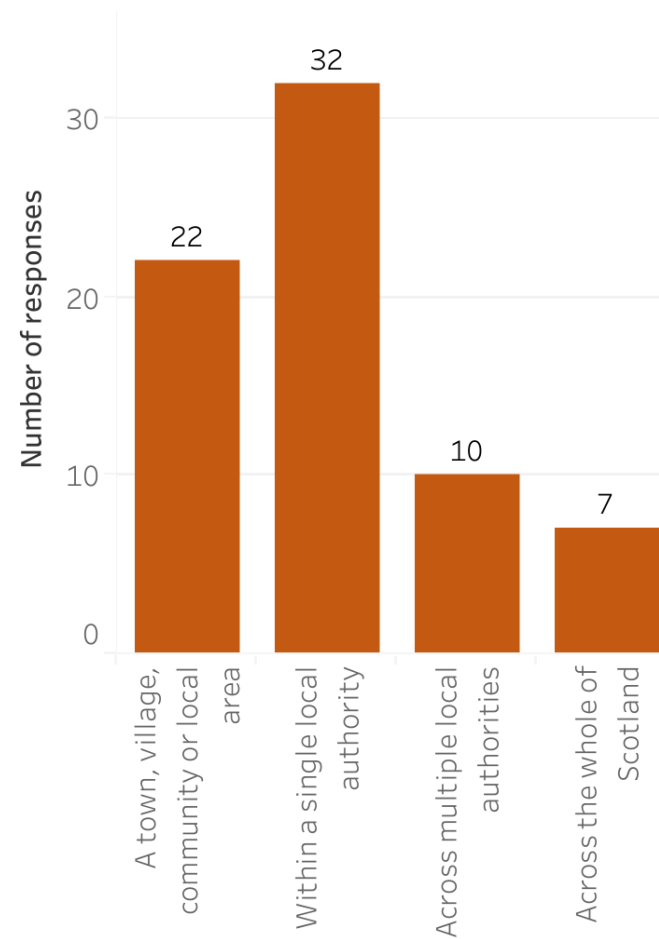


Most respondents' activities for young people are run daily or weekly.

Very few respondents ran activities fortnightly, monthly, or occasionally/seasonally.

Area project operates in

Number of responses by the area in Scotland the project covers



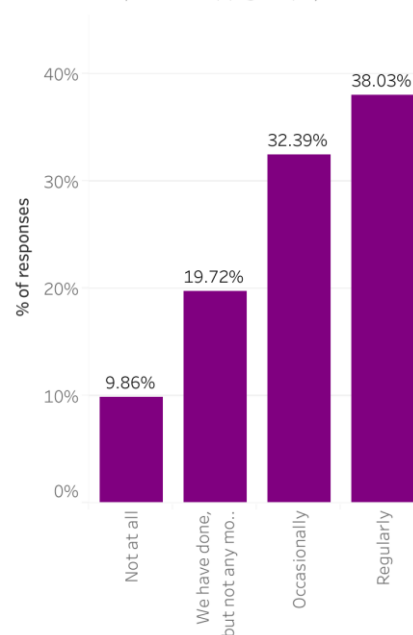
The majority of projects operated in a single local authority, or a town, village, community or local area.

Digital Youth Work



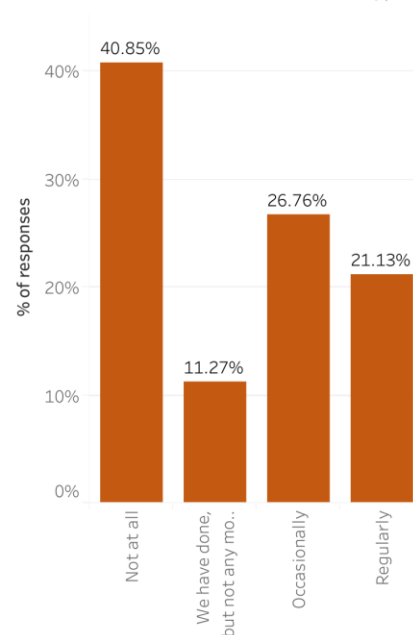
Types of digital youth work activities

% of responses for if project delivers activities for young people using digital technology, such as online meetings, computer-based activities, or mobile phone-based activities (for example, social media/ Whatsapp groups)



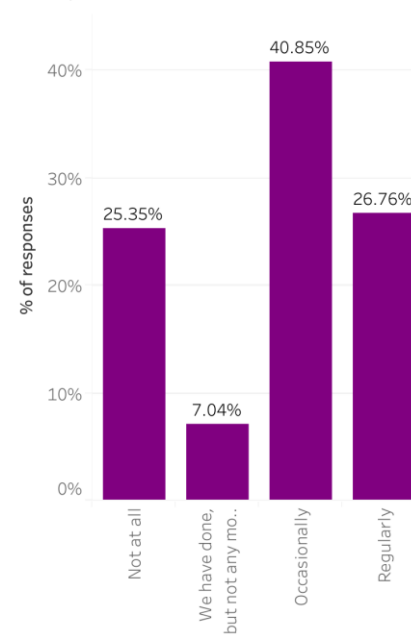
Using digital to connect

% of responses by if project delivers activities for young people that are focussed on specific technologies (such as digital gaming, coding clubs, digital arts, or other activities where digital software or hardware is the focus of the activity)



Using specific technologies

% of responses by if project delivers activities for young people where the aim is to provide training, or to develop digital skills or knowledge (such as employability skills, or staying safe online)



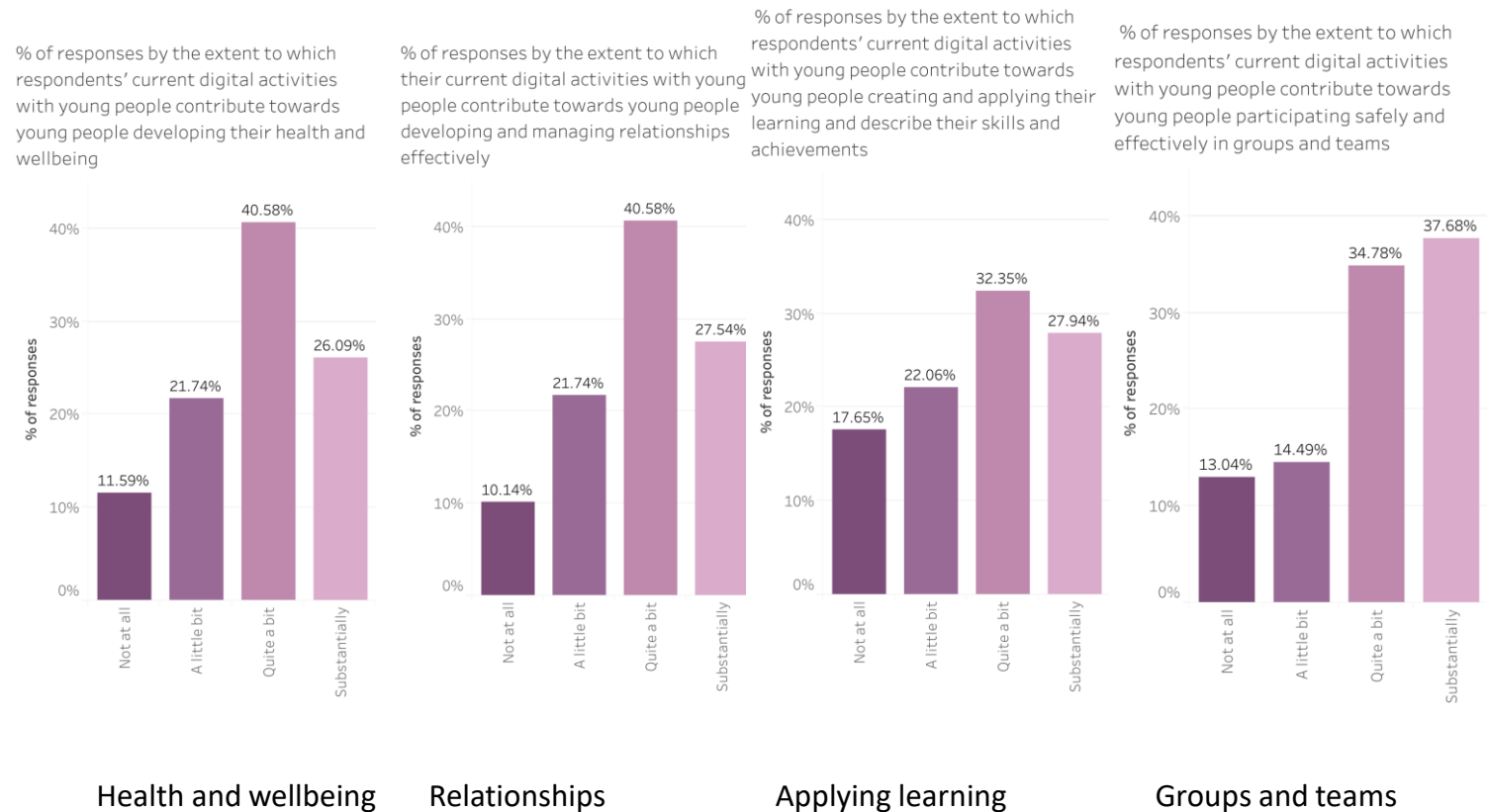
Developing skills and knowledge

70% of projects (50 of the 71 responses to this question) deliver activities for young people using digital technology ("occasionally" or "regularly").

48% deliver activities focused on specific technologies

68% deliver activities to young people aiming to provide training, or to develop digital skills or knowledge.

Digital activities and youth work outcomes

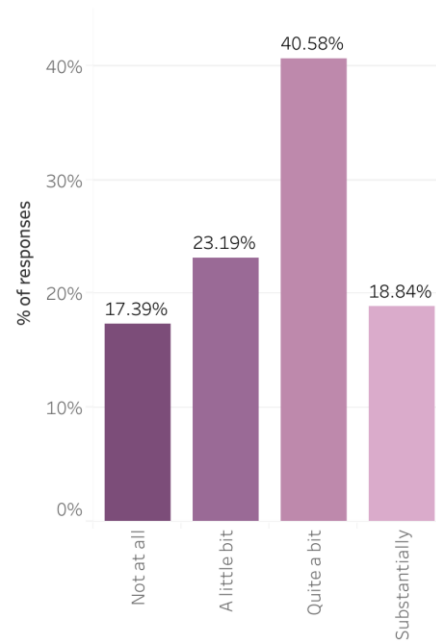


The majority of projects saw their digital activities with young people as "quite a bit" or "substantially" contributing to each outcome we asked about.

"Young people participating safely and effectively in groups and teams" was the outcome with the largest proportion of respondents who felt their digital activities contributed towards it (72% "quite a bit" or "substantially")

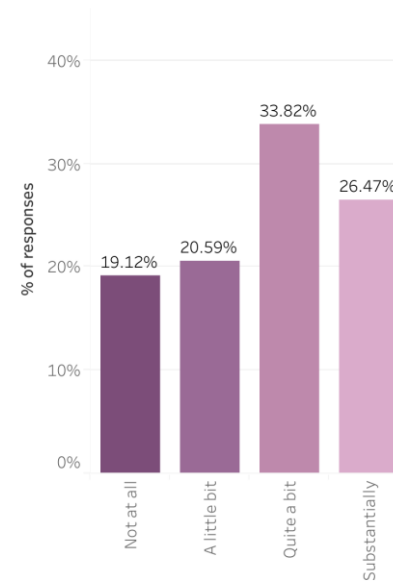
Extent digital activities with young people contribute to different youth work outcomes

% of responses by the extent to which respondents' current digital activities with young people contribute towards young people considering risk, making reasoned decisions, and taking control



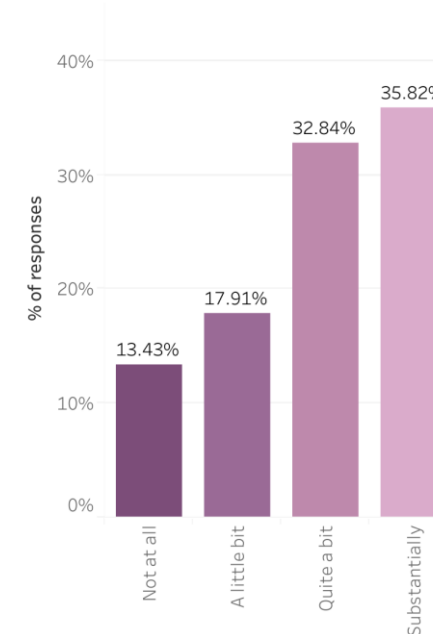
Risk, decisions and control

% of responses by the extent to which respondents' current digital activities with young people contribute towards young people growing as active citizens, expressing their voice and enabling change



Active citizens

% of responses by the extent to which respondents' current digital activities with young people contribute towards young people broadening their perspectives through new experiences and thinking

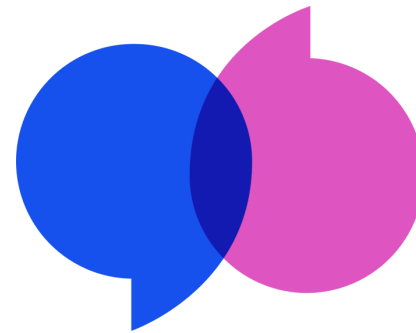
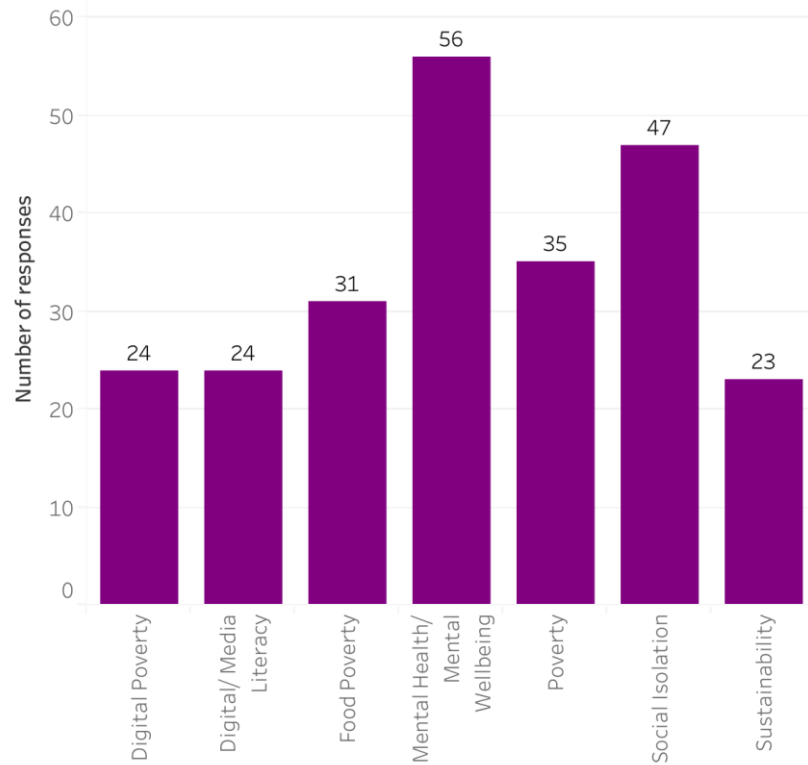


New experiences

Issues addressed directly by respondents' projects

- The most common issues directly addressed by respondents' projects were mental health/mental wellbeing and social isolation.
- Sustainability was least common.

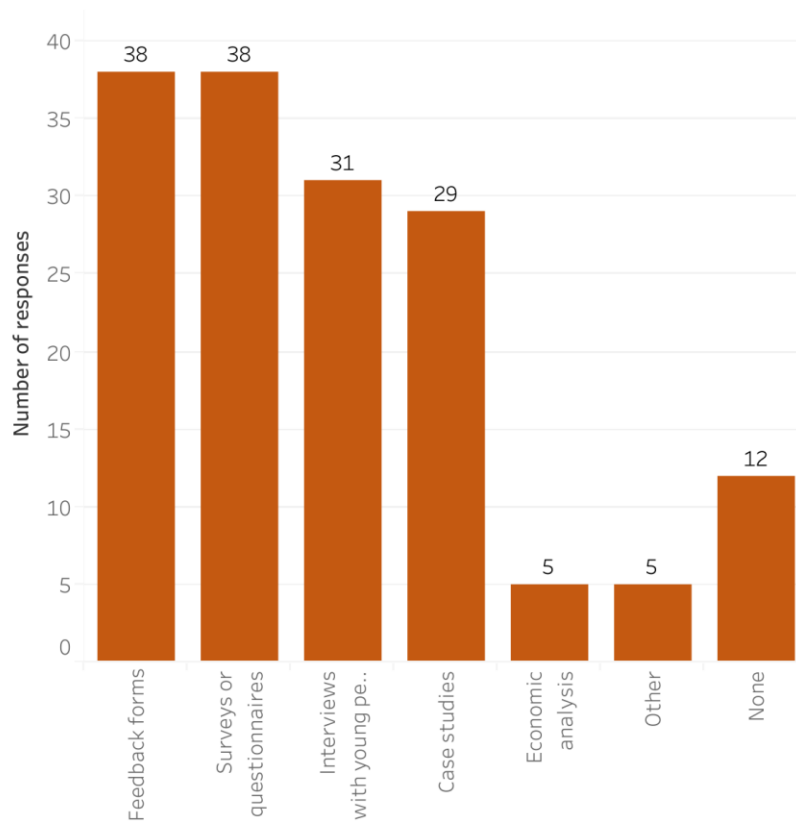
Number of responses by the issues addressed directly by respondents' projects



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Project evaluation methods

Number of responses by the methods respondents use to evaluate the outcomes of their projects



- Feedback forms and surveys/ questionnaires were the most common method used by respondents to evaluate the outcomes of their projects.
- 12 respondents did not use any methods to evaluate the outcomes of their projects.



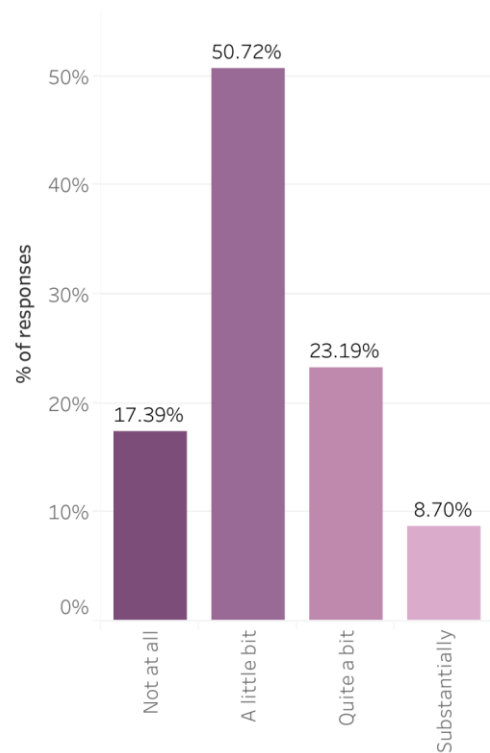
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Cyber resilience and staying safe online



Extent respondent's youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills

% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills

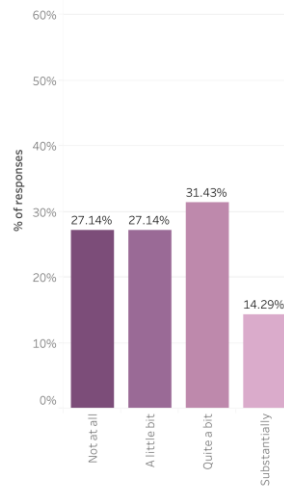


- The majority of respondents' youth work only aimed to develop young people's cyber resilience or online safety knowledge and skills "a little bit" (51%).
- 32% had aims in this area "quite a bit" or "substantially".
- 17% did not have aims in this area.

Specific online safety and cyber resilience skills

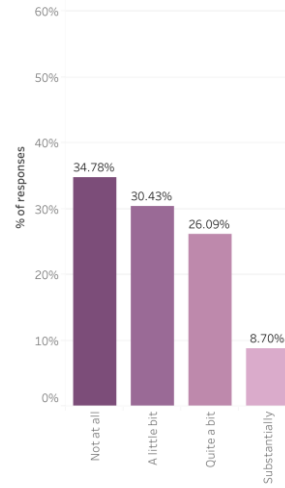


% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to keep mobile phones, computers and other devices safe, secure and private



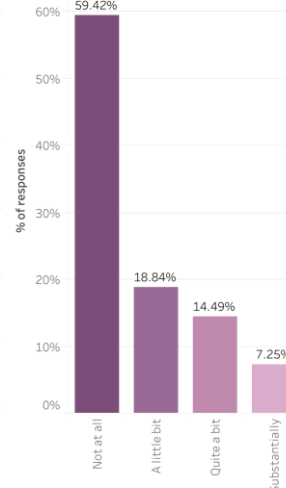
Safe devices

% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to choose strong passwords when setting up online accounts



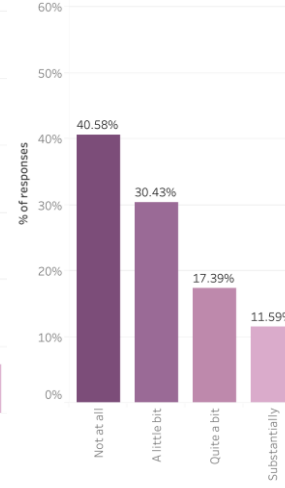
Strong passwords

% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to understand and use two-factor authentication for accessing accounts



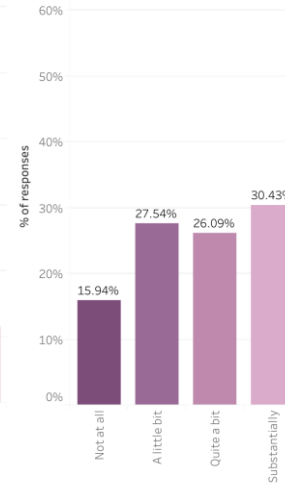
2-factor authentication

% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to use trusted software and not download apps or programs they are not sure about



Trusted software

% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to know when to share decision making with an adult they trust



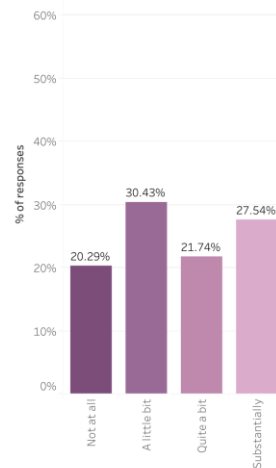
When to get help

The cyber resilience and online safety skills that respondents say that the activities they run with young people develop young peoples' skills and knowledge to understand and use two-factor authentication for accessing accounts ("not at all" for 59% of responses)

Specific online safety and cyber resilience skills developed (Q 25 cont.)

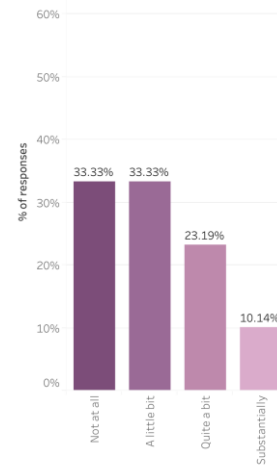


% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to become aware of their private and personal information and know how to make decisions about what to share



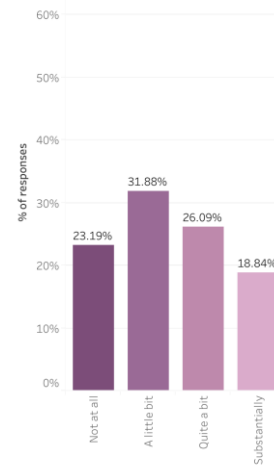
Digital footprint

% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to recognise, react to and recover from scams, phishing, disinformation and fake news



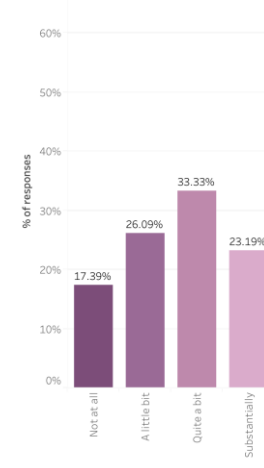
Phishing and scams

% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to use social media privacy settings effectively



Privacy settings

% of responses by the extent to which respondents would say that the activities they run with young people develop young peoples' skills and knowledge to recognise cyberbullying, grooming and other online exploitation, developing skills to react and recover



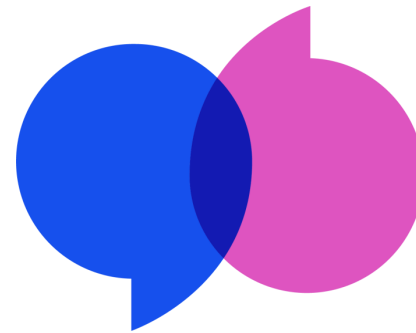
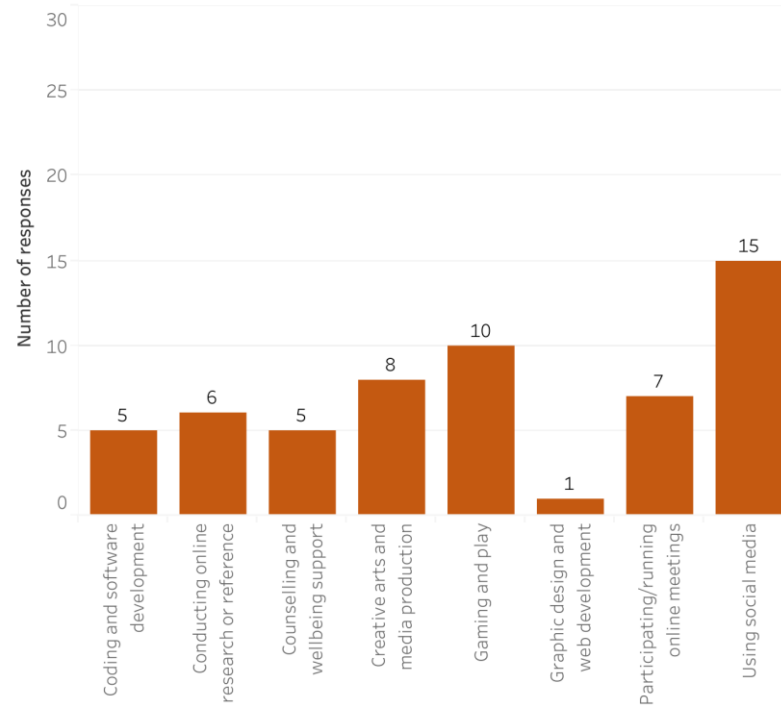
Cyberbullying

Recognising, reacting to, and recovering from cyberbullying, grooming and other online exploitation" was the cyber resilience/ online safety skill with the largest proportion of responses saying they developed skills in this area "quite a bit" or "substantially"

Types of digital activities that respondents provide that are intended to develop cyber resilience skills and knowledge (Q22)

- Using social media was the most common digital activity respondents provided that was intended to develop cyber resilience skills and knowledge.

Number of responses for the digital activities respondents provide for young people that are intended to develop **cyber resilience skills and knowledge**

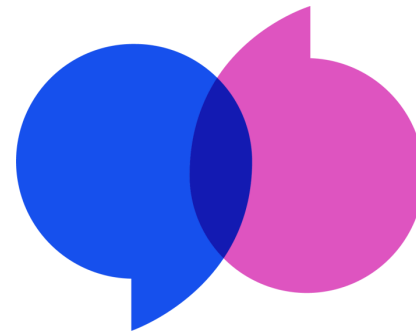
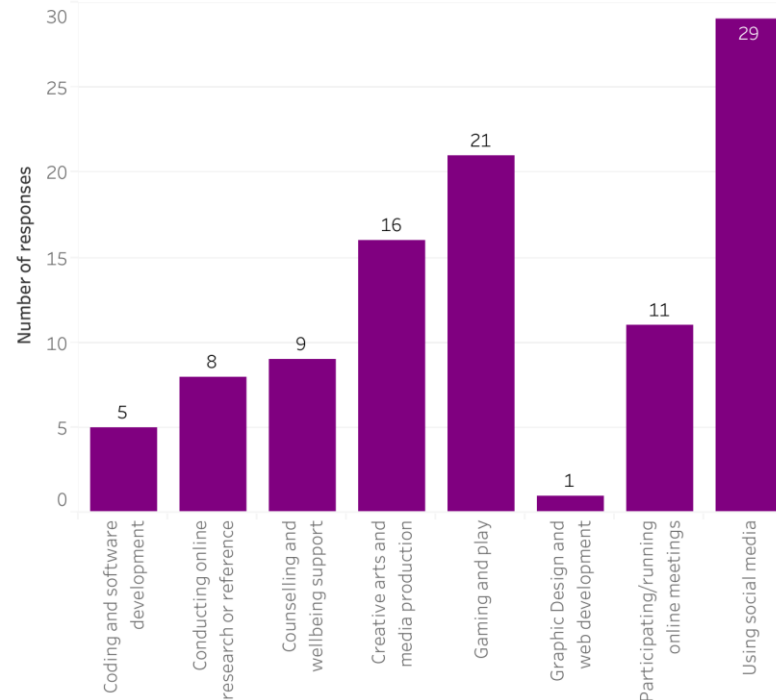


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Types of digital activities that respondents provide that are intended to develop staying safe online skills and knowledge (Q22)

- Using social media was the most common digital activity respondents provided that was intended to develop staying safe online skills and knowledge.

Number of responses for digital activities respondents carry out with young people that are intended to develop skills and knowledge for **staying safe online**

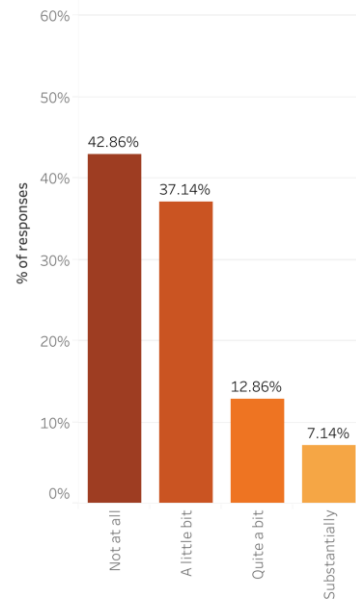


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Cyber Aware Guidance (Q 26)



% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance



- Few respondents had a high level of familiarity with the National Cyber Security Centre's Cyber Aware guidance.

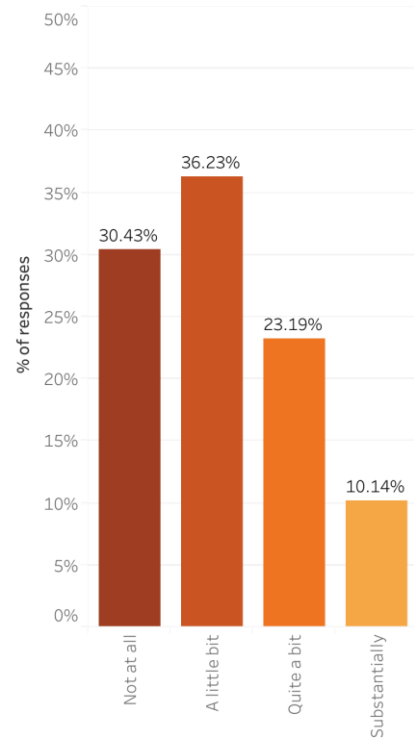
- 20% of respondents were "quite a bit" or "substantially" familiar.

- 43% of respondents were "not at all" familiar.

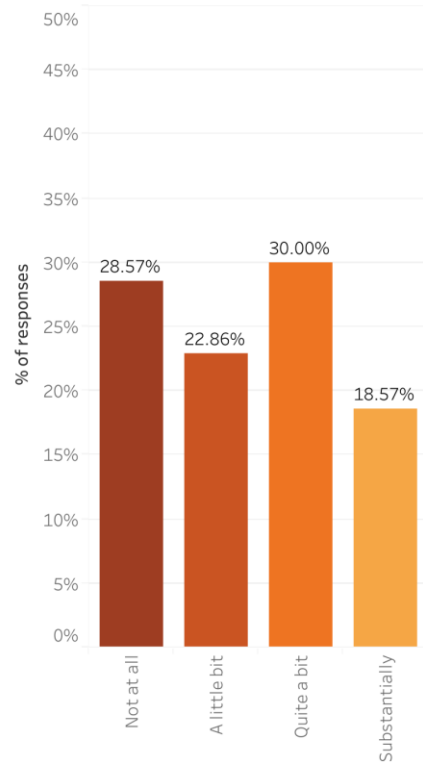
- 37% were "a little bit" familiar

Further Training/ Guidance needs (Q 27)

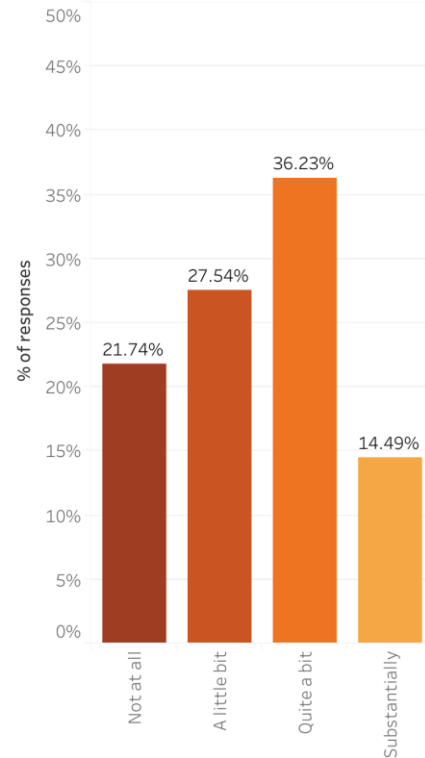
% of responses by the extent to which respondents' projects would benefit from further training or guidance on delivering activities for young people using technology, such as online meetings, or computer-based activities



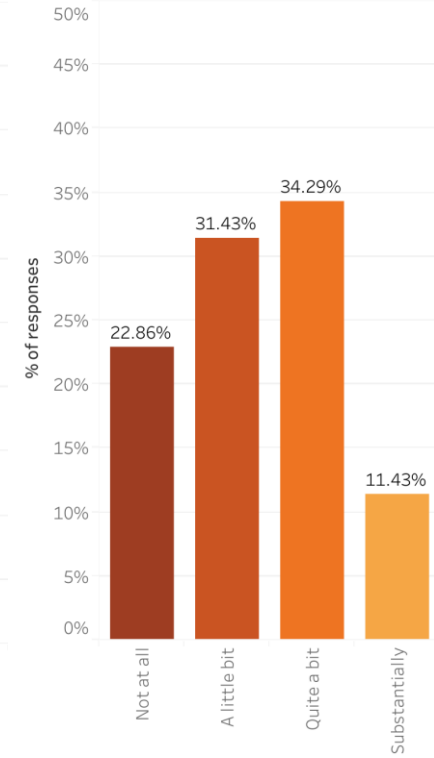
% of responses by the extent to which respondents' projects would benefit from further training or guidance on delivering activities for young people that are focussed on specific technologies (such as digital gaming, coding clubs, digital arts, or other activities where digital software or hardware is the focus of the activity)



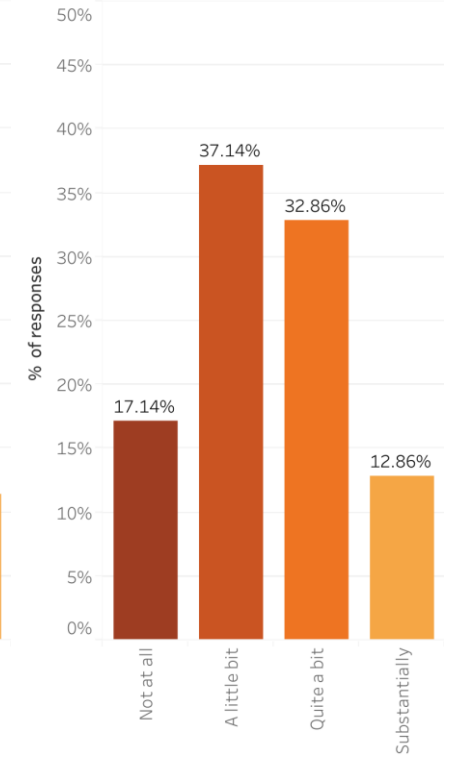
% of responses by the extent to which respondents' projects would benefit from further training or guidance on delivering activities for young people where the aim is to provide training, or to develop digital skills or knowledge



% of responses by the extent to which respondents' projects would benefit from further training or guidance on cyber resilience skills (for example choosing strong passwords, two-factor authentication, securing devices)



% of responses by the extent to which respondents' projects would benefit from further training or guidance on online safety skills (for example avoiding online scams, cyber bullying or protecting your identity online)



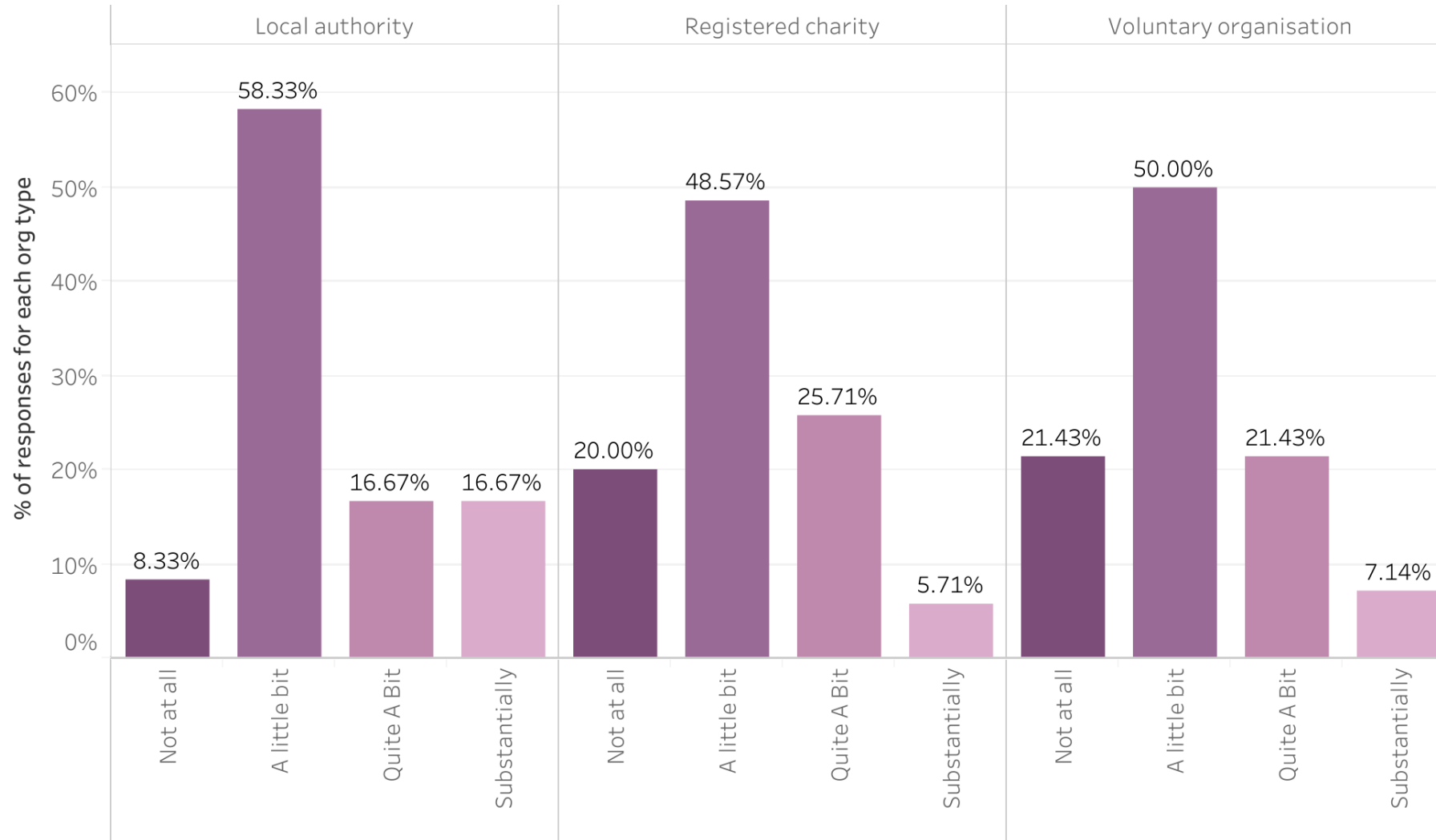
- Further training in “delivering digital activities to train young people” and “digital activities focussed on specific technologies” had the highest proportions of respondents saying their projects would benefit from it “quite a bit” or “substantially”.
- This was followed by training around cyber resilience and online safety.

Cyber resilience, staying
safe online and
project/organisation
characteristics



Cyber resilience/ online safety aims and organisation type

% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, by organisation type

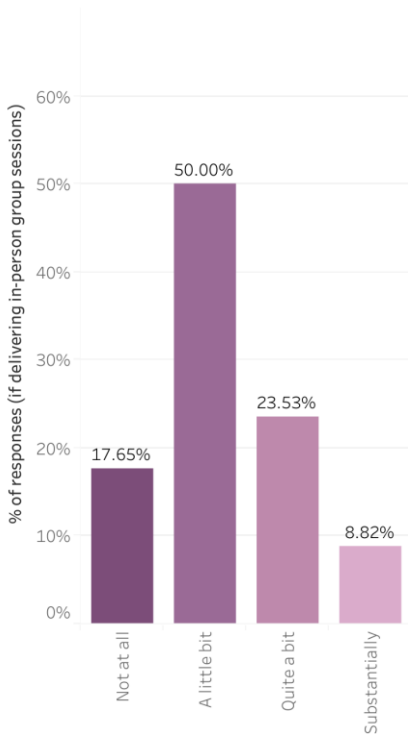


Looking at the three organisation types with the most responses, local authorities had the lowest proportion of respondents whose youth work had no cyber resilience/ online safety aims (8% "not at all"), and the highest proportion with strong aims in this area (17% "substantially").

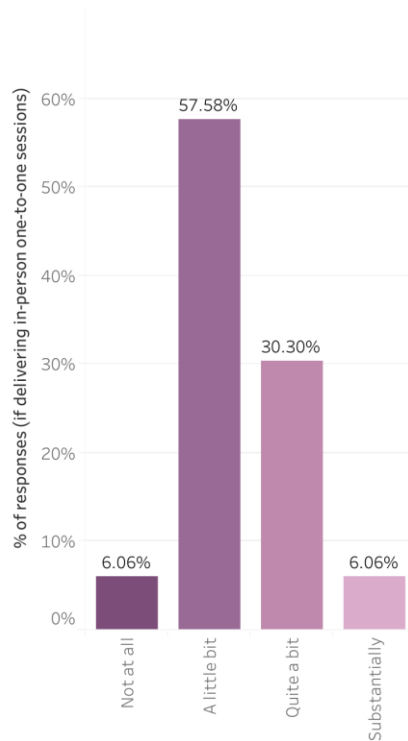
Cyber resilience/ online safety aims and how activities are delivered

In person delivery

% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, for respondents whose activities with young people include in-person group sessions

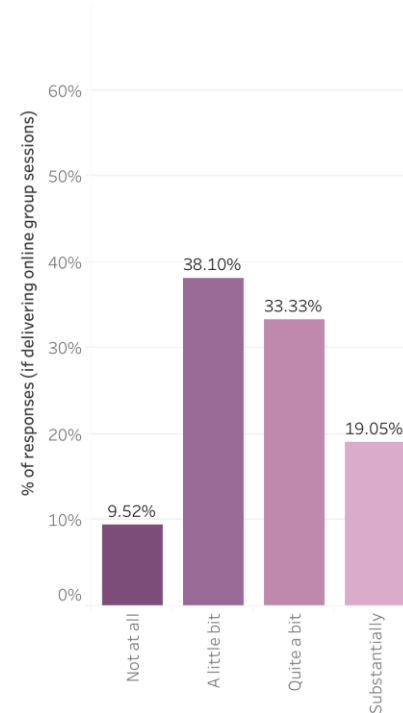


% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, for respondents whose activities with young people include one-to-one in-person sessions

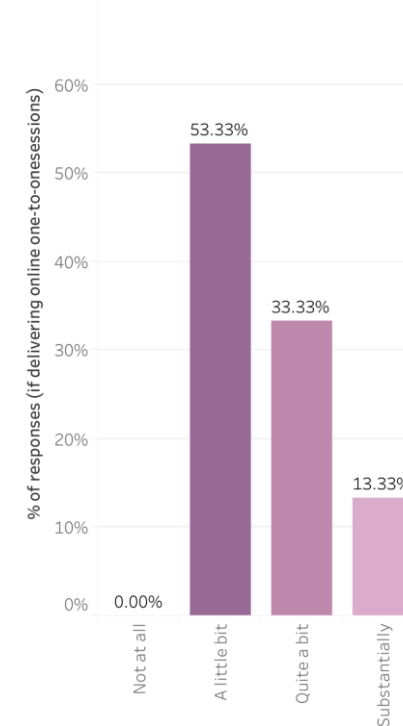


Online delivery

% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, for respondents whose activities with young people include online group sessions



% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, for respondents whose activities with young people include online one-to-one sessions

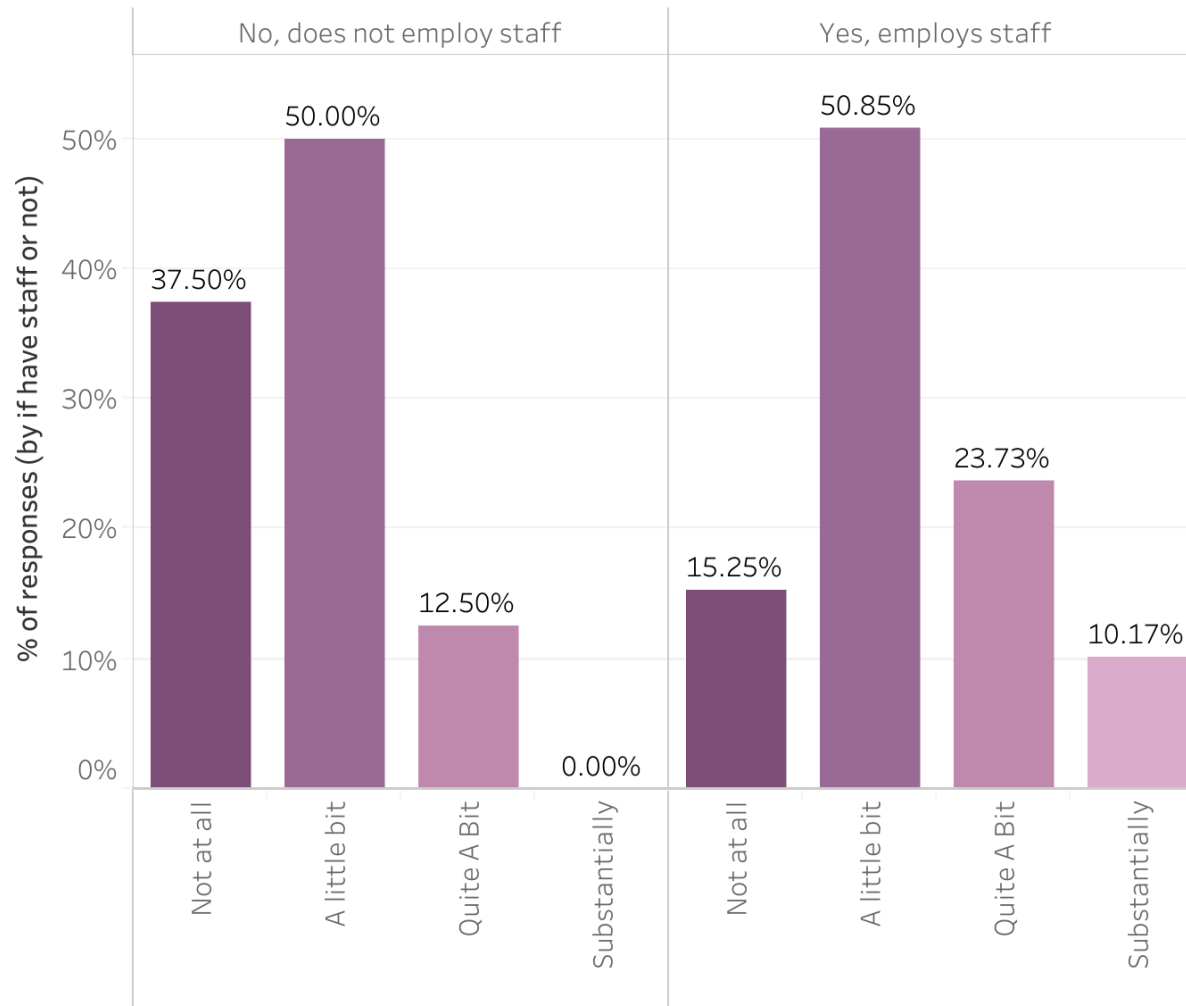


Respondents whose activities with young people include online delivery methods are more likely to aim to develop young people's online safety/ cyber resilience skills than respondents whose activities include in person delivery.

For "quite a bit" or "substantially" responses: 52% for online group delivery, 47% for online one to one, 34% for in person group, and 36% for in person one to one.

Cyber resilience/ online safety aims and staffing

% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, by if the project employs paid staff



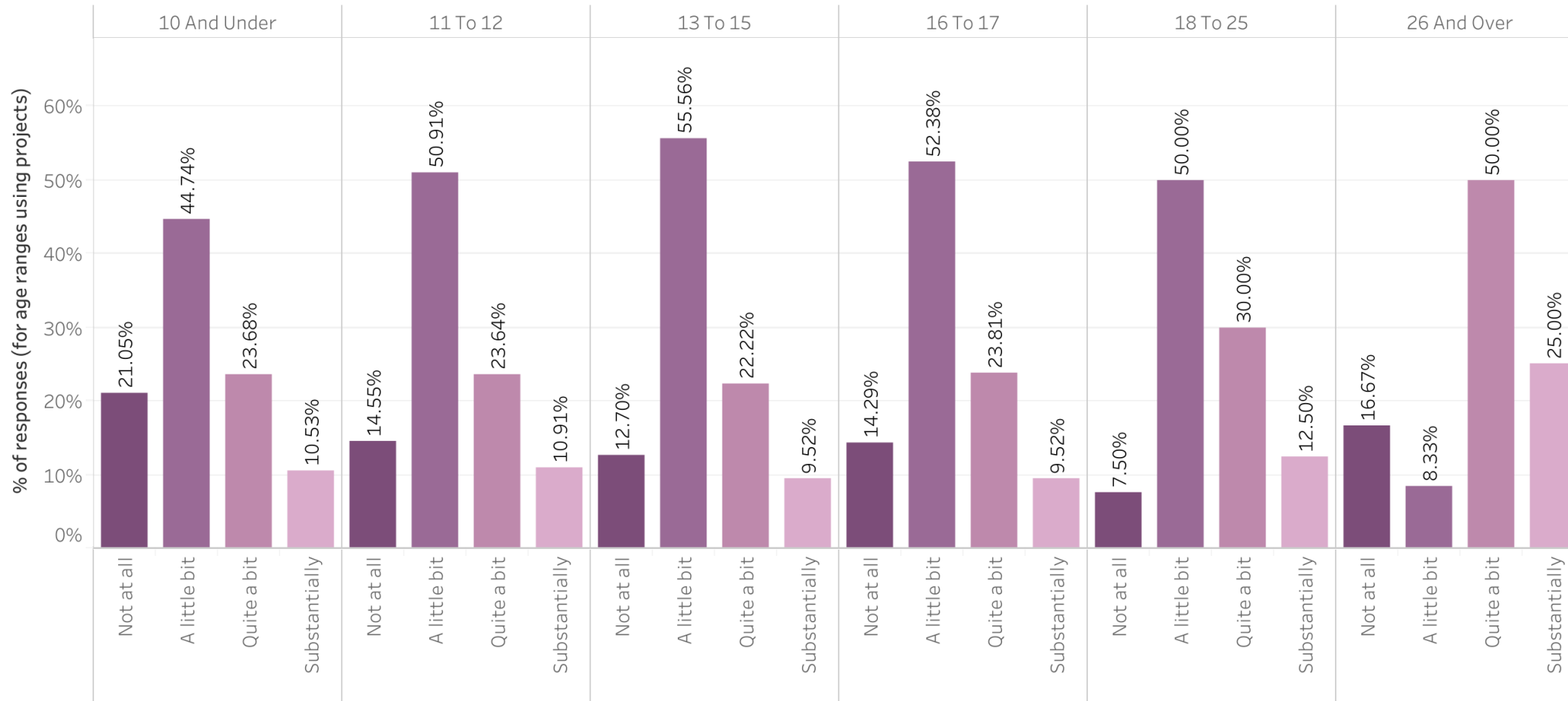
Having cyber resilience/ online safety aims "a little bit" was most common for respondents in projects both with and without staff.

However, having these aims "substantially" was more likely for projects with staff than without.

A greater proportion of projects without staff had no aims in this area compared to projects with staff.

Cyber resilience/ online safety aims and age ranges worked with

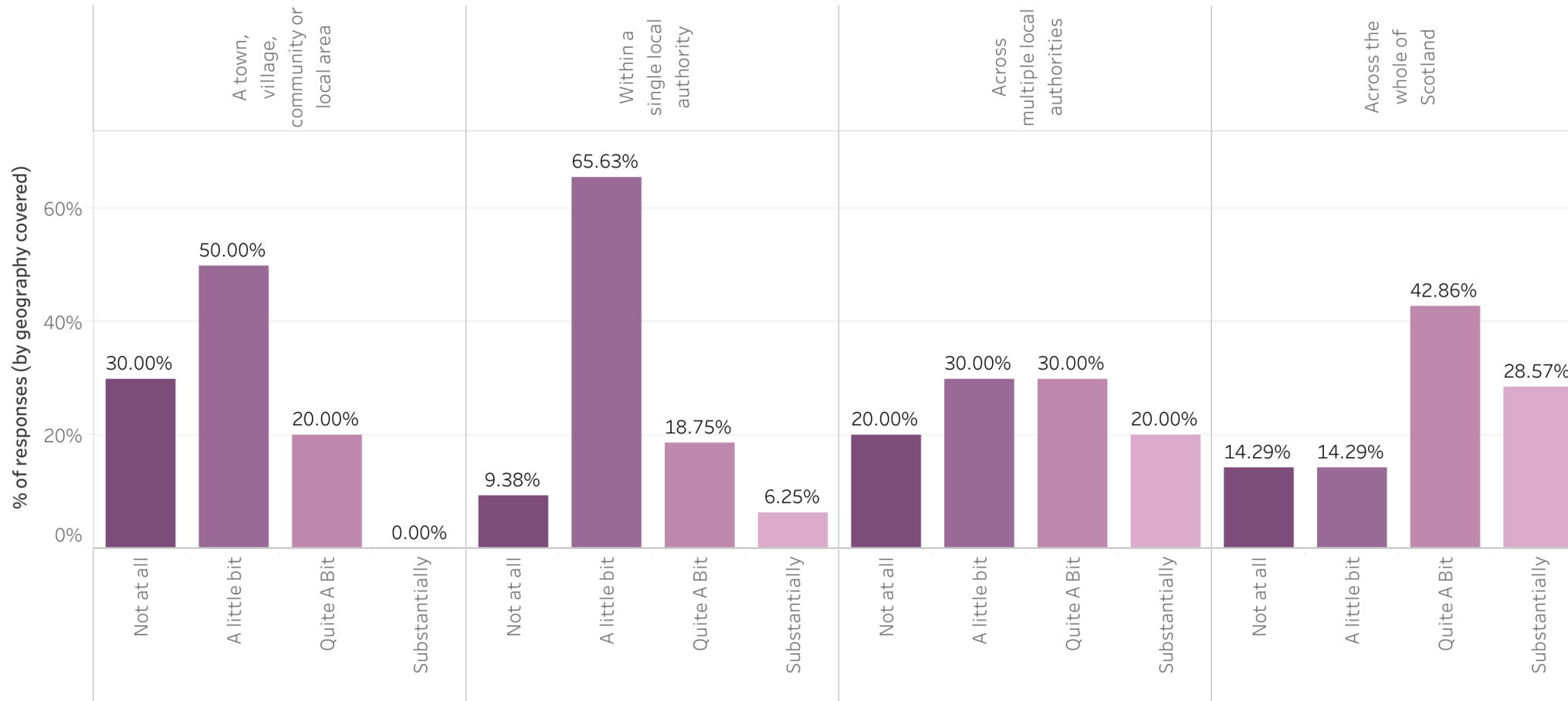
% of responses by extent respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, by age ranges of young people using respondents' projects



Having cyber resilience aims "a little bit" is the extent with the largest proportion of responses for projects working with most age groups, with the exception of the 26 plus group. For projects working with this age group, having cyber resilience aims "quite a bit" had the largest proportion of responses.

Cyber resilience/ online safety aims and geography reached

% of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, by the area in Scotland project covers

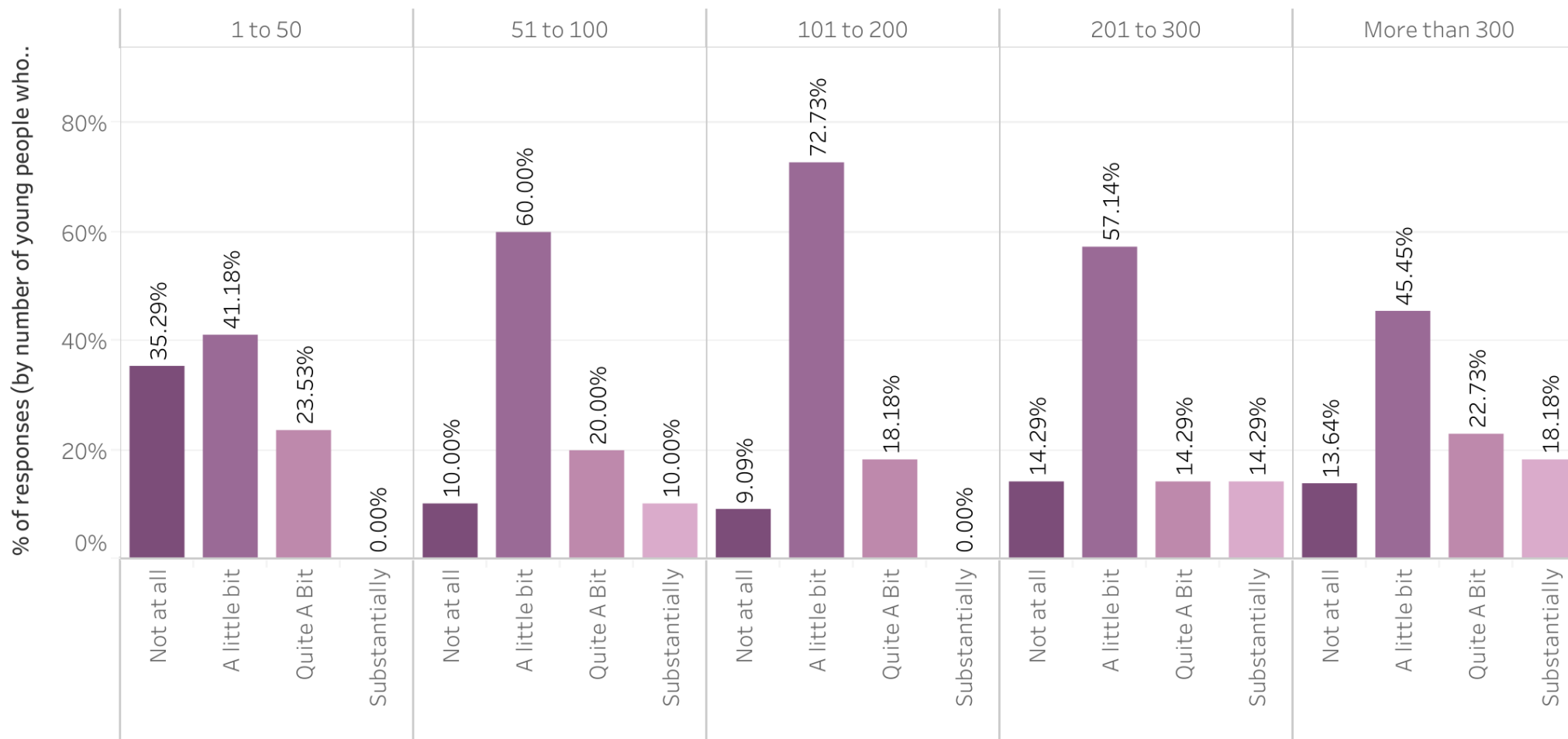


A greater proportion of responses had cyber resilience/ online safety aims for projects delivered over wider geographies

72% of responses with projects operating across the whole of Scotland had these aims "quite a bit" or "substantially", in contrast to 50% for projects over multiple LAs; 25% for projects over single LAs; and 20% for projects in a town, village, community or local area.

Cyber resilience/ online safety aims and numbers reached

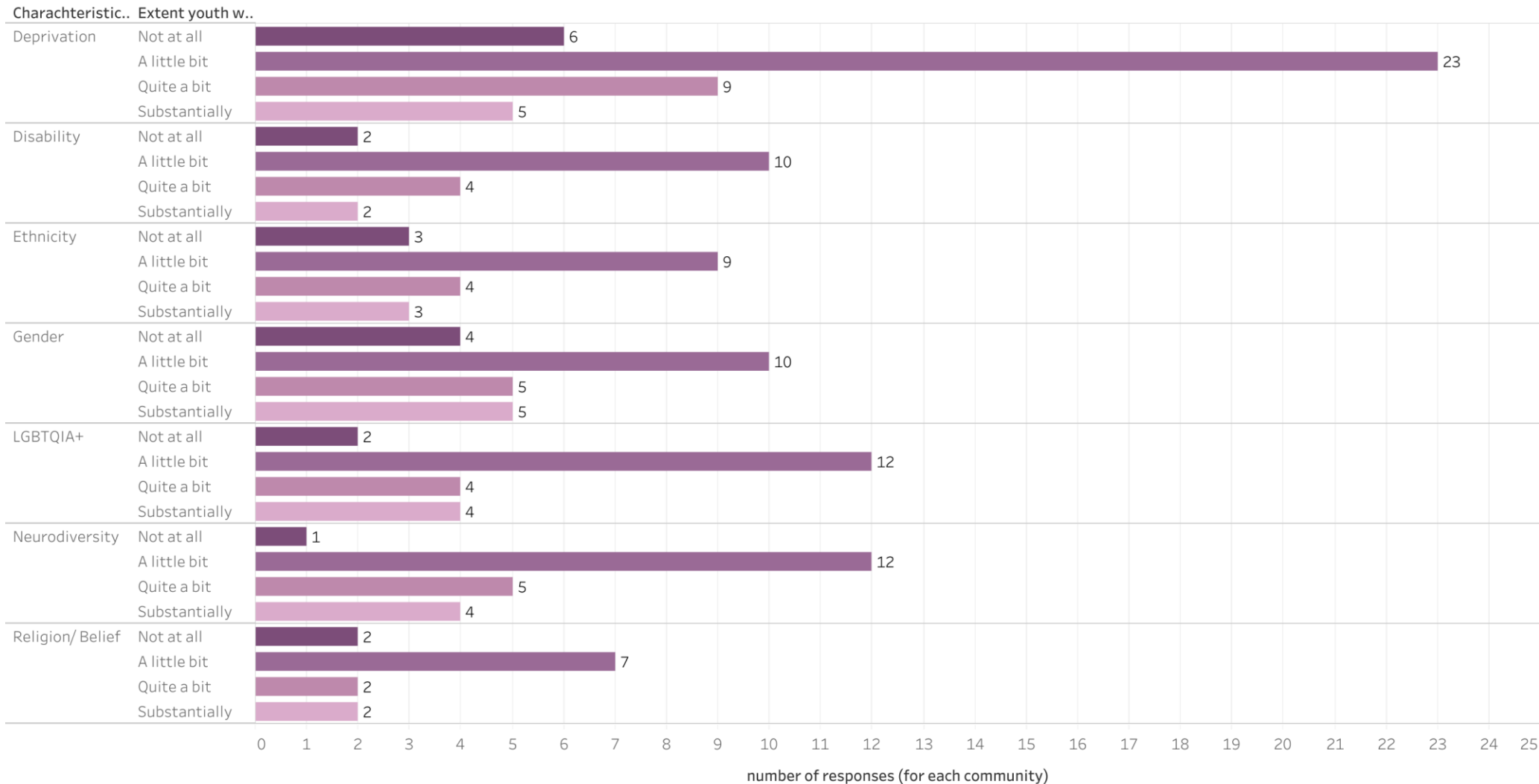
Number of responses by the extent to which respondents' youth work has an aim to develop young people's cyber resilience and/or online safety knowledge and skills, by number of young people that participated in one or more of respondent activities in the past year



Projects reaching over 300 young people had the highest proportion of respondents with youth work aiming to develop young people's cyber resilience or online safety skills or knowledge (31% "quite a bit" or "substantially").

Cyber resilience/online safety aims and particular characteristics/ communities worked with

Number of responses by the extent respondents' youth work aims to develop young people's cyber resilience and/or online safety knowledge and skills, by if respondents' activities focus on young people with particular characteristics or communities

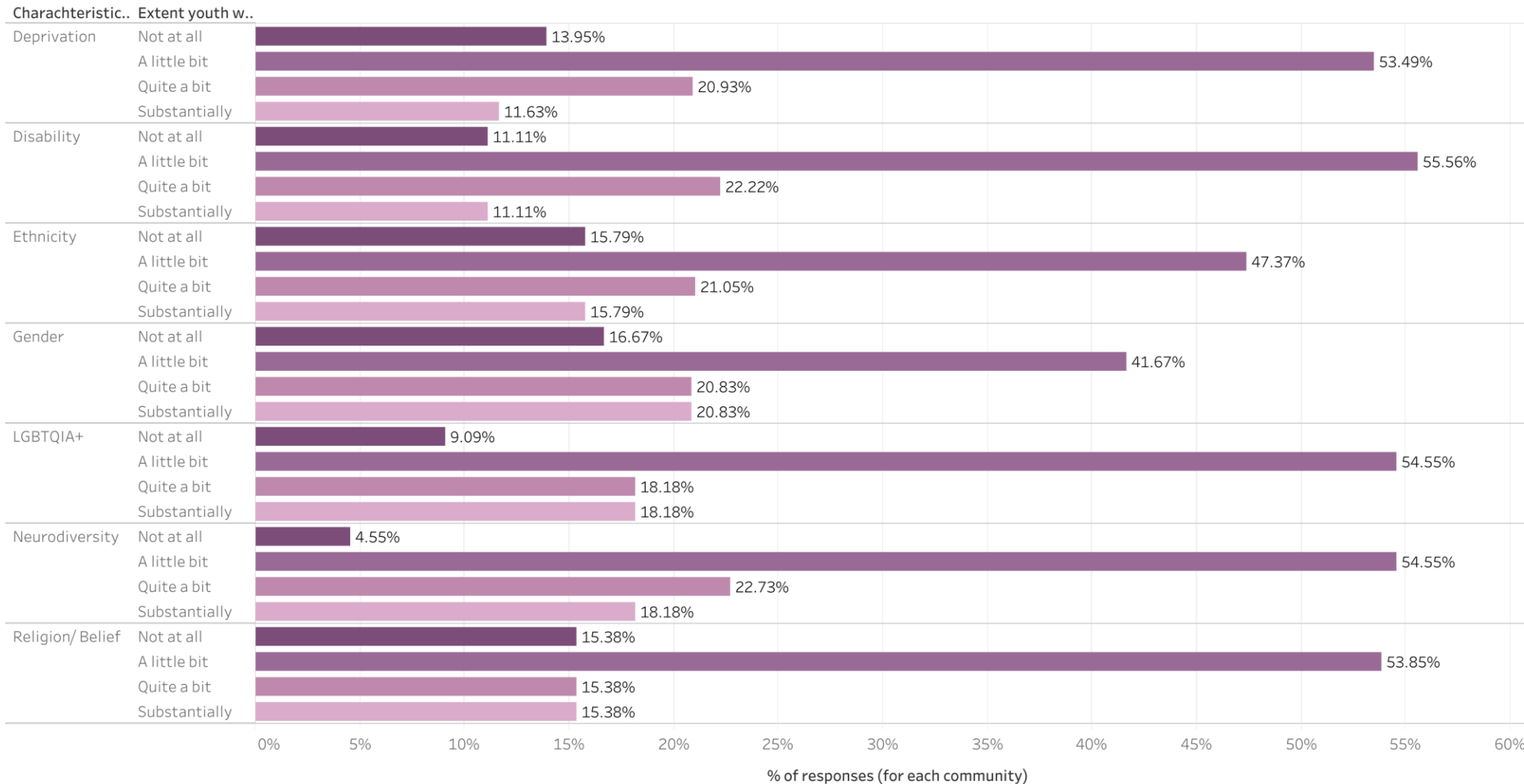


No matter which community of young people respondent activities focused on, it is most common to have cyber resilience/online safety aims "a little bit".

Cyber resilience/online safety aims and particular characteristics/ communities worked with (Q24 & 15 continued)



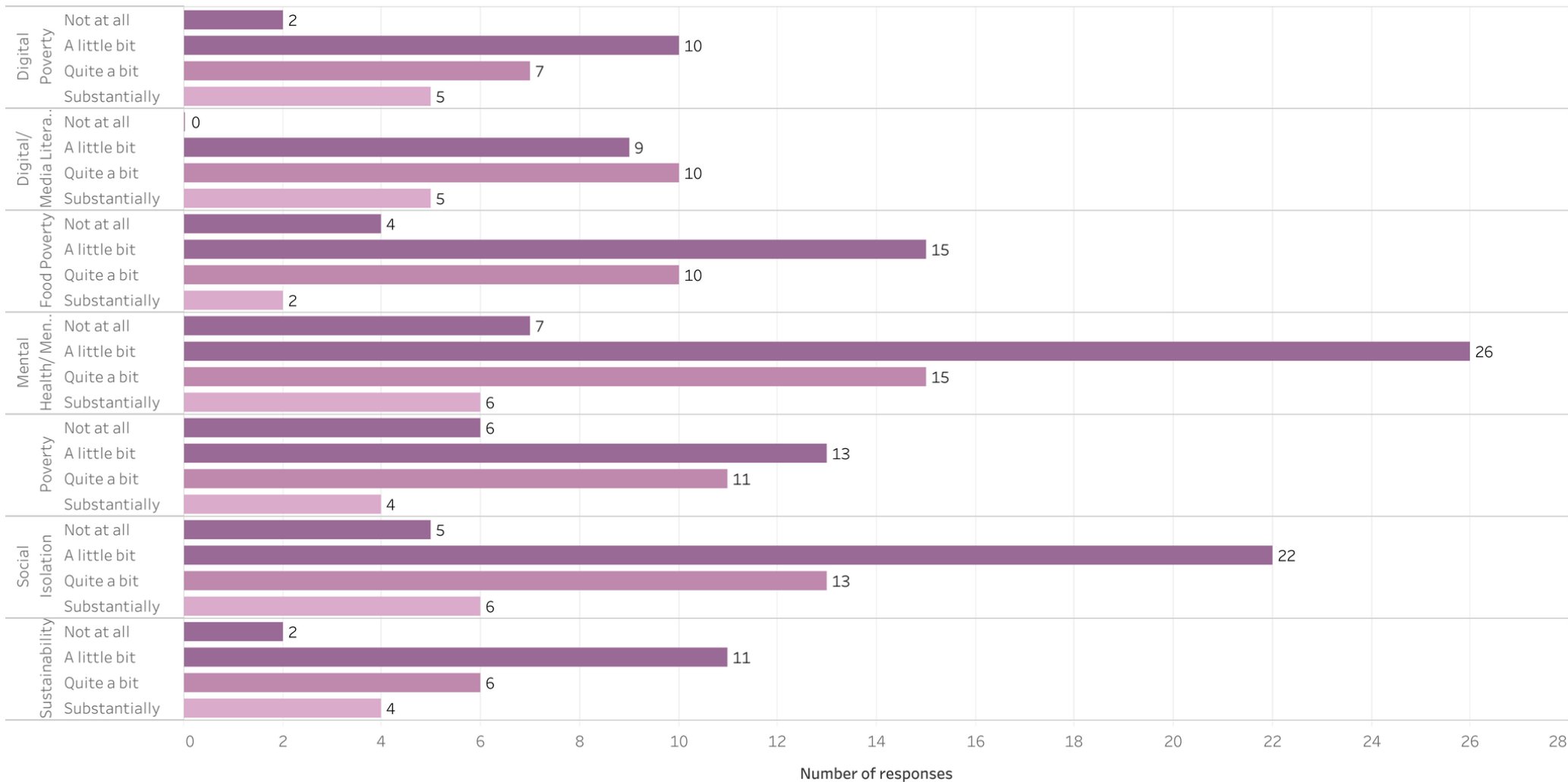
% of responses by the extent respondents' youth work aims to develop young people's cyber resilience and/or online safety knowledge and skills, by if respondents' activities focus on young people with particular characteristics or communities



Respondents with activities focused on young people with a particular gender had the largest proportion with aims around cyber resilience/ staying safe online "quite a bit" or "substantially" (42%). This was followed by those working with neurodivergent communities.

Cyber resilience/online safety aims and issues addressed by projects

Number of responses by the extent project aims to develop young people's cyber resilience and/or online safety knowledge and skills, for possible issues addressed directly by projects

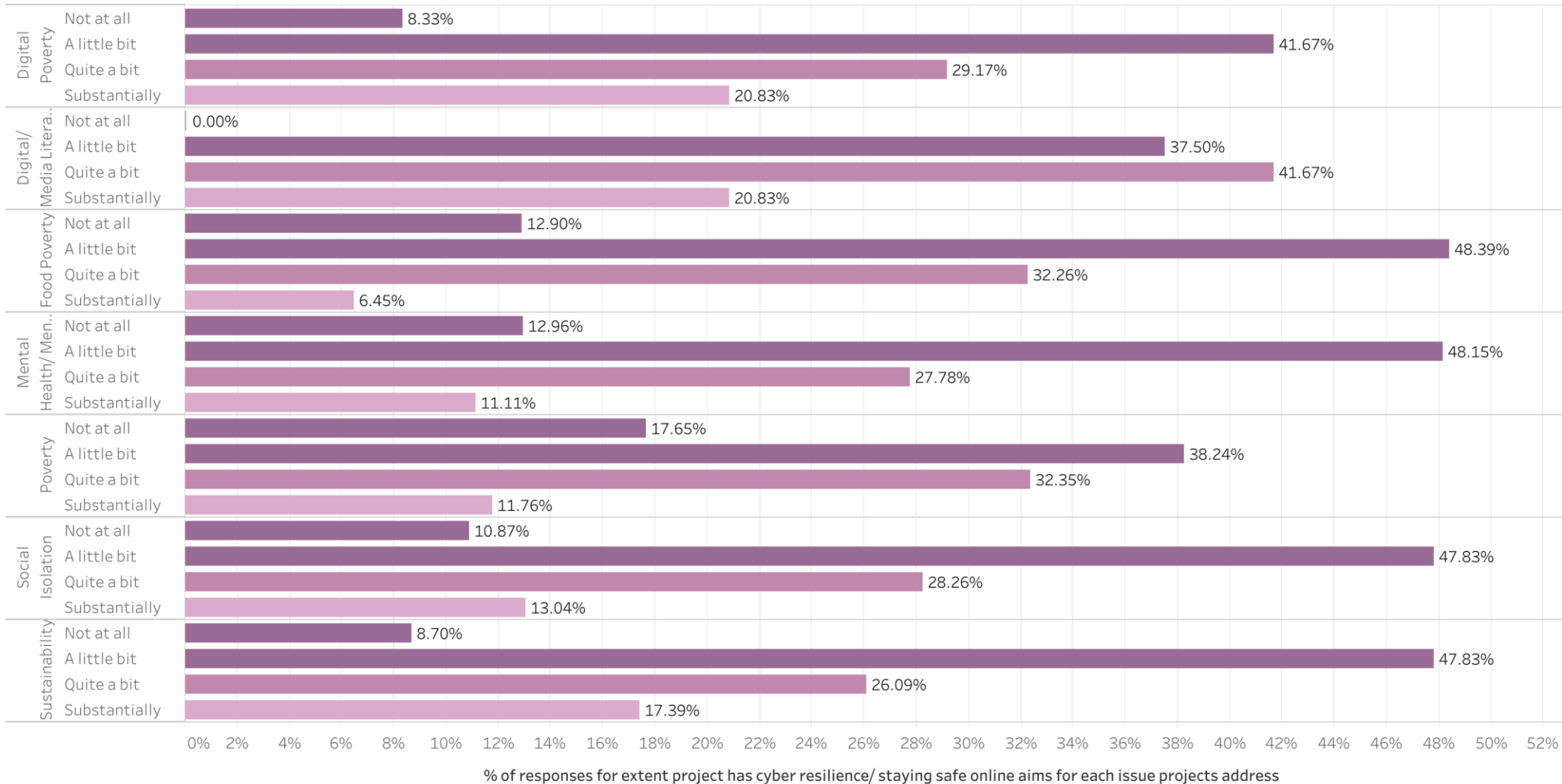


Having cyber resilience aims "a little bit" was most common for all issues projects directly addressed, with the exception of projects working around digital/media literacy, where "quite a bit" was most common.

Cyber resilience/online safety aims and issues addressed by projects



% of responses by the extent project aims to develop young people's cyber resilience and/or online safety knowledge and skills, for possible issues addressed directly by projects



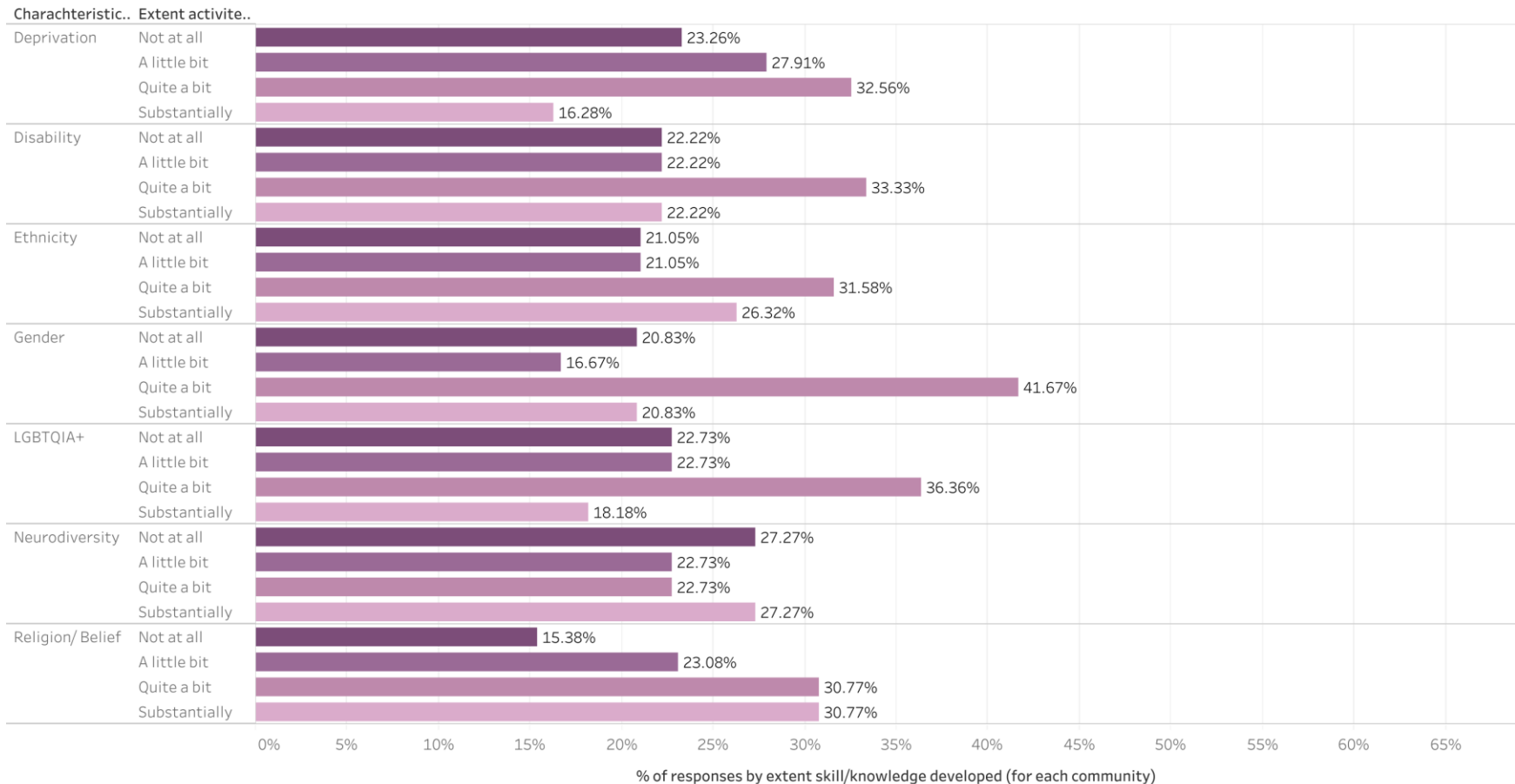
Projects addressing digital/ media literacy had the highest proportion with aims to develop young people's cyber resilience/ online safety (63% "quite a bit" or "substantially") compared to other issues addresses by projects.

This was followed by projects addressing digital poverty (50% "quite a bit" or "substantially")

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: keeping mobile phones, computers and devices safe, secure and private

Respondents working with young people of a particular gender or religion/belief included a higher proportion running activities to keep mobile phones, computers and devices safe and secure (both had 62% for "quite a bit" and "satisfactory") compared to if respondent activities focused on young people from other communities.

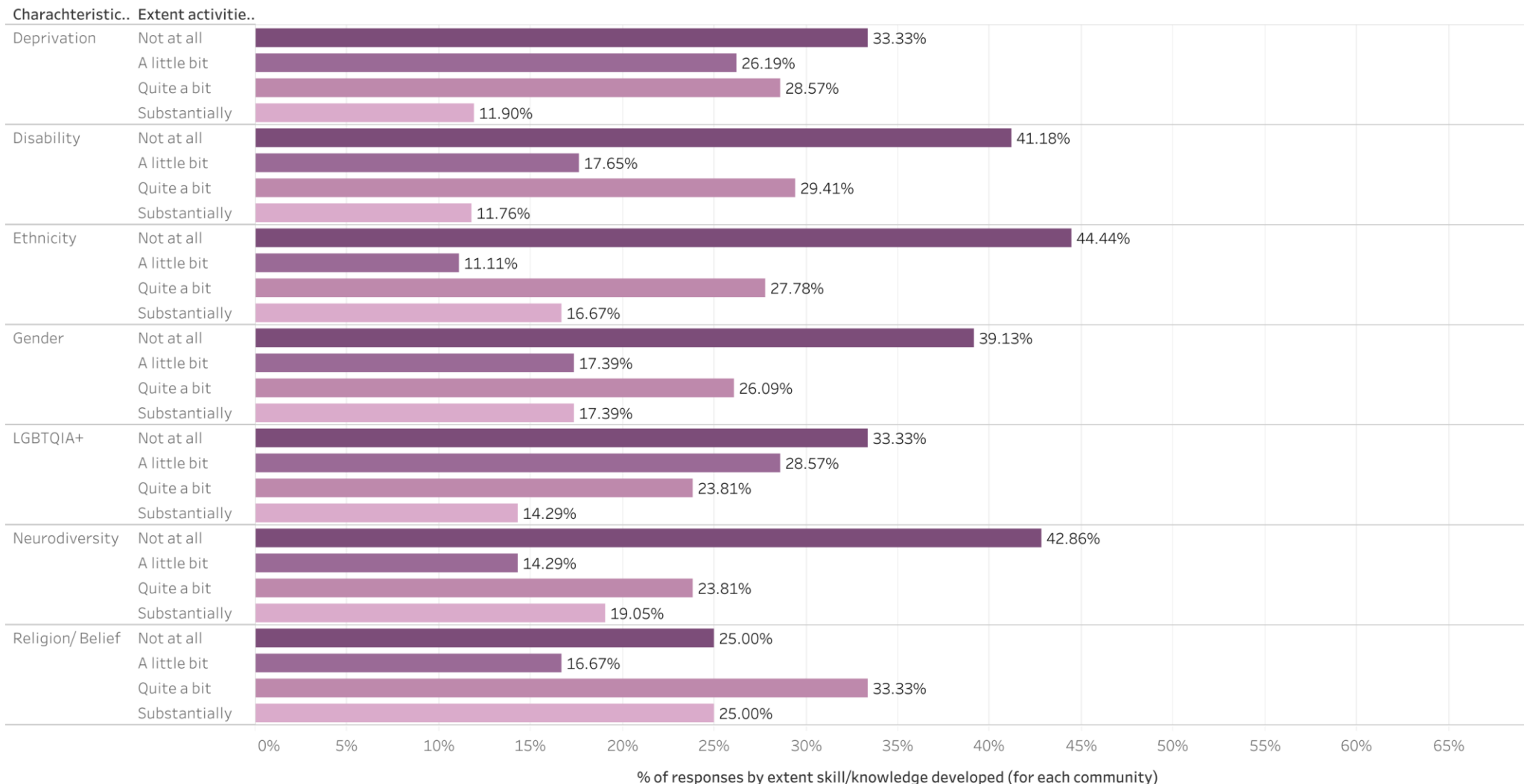
% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to keep mobile phones, computers and devices safe, secure and private, by if respondents' activities focus on young people with particular characteristics or communities



Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: choosing strong passwords when setting up online accounts



% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to **choose strong passwords when setting up online accounts**, by if respondents' activities focus on young people with particular characteristics or communities

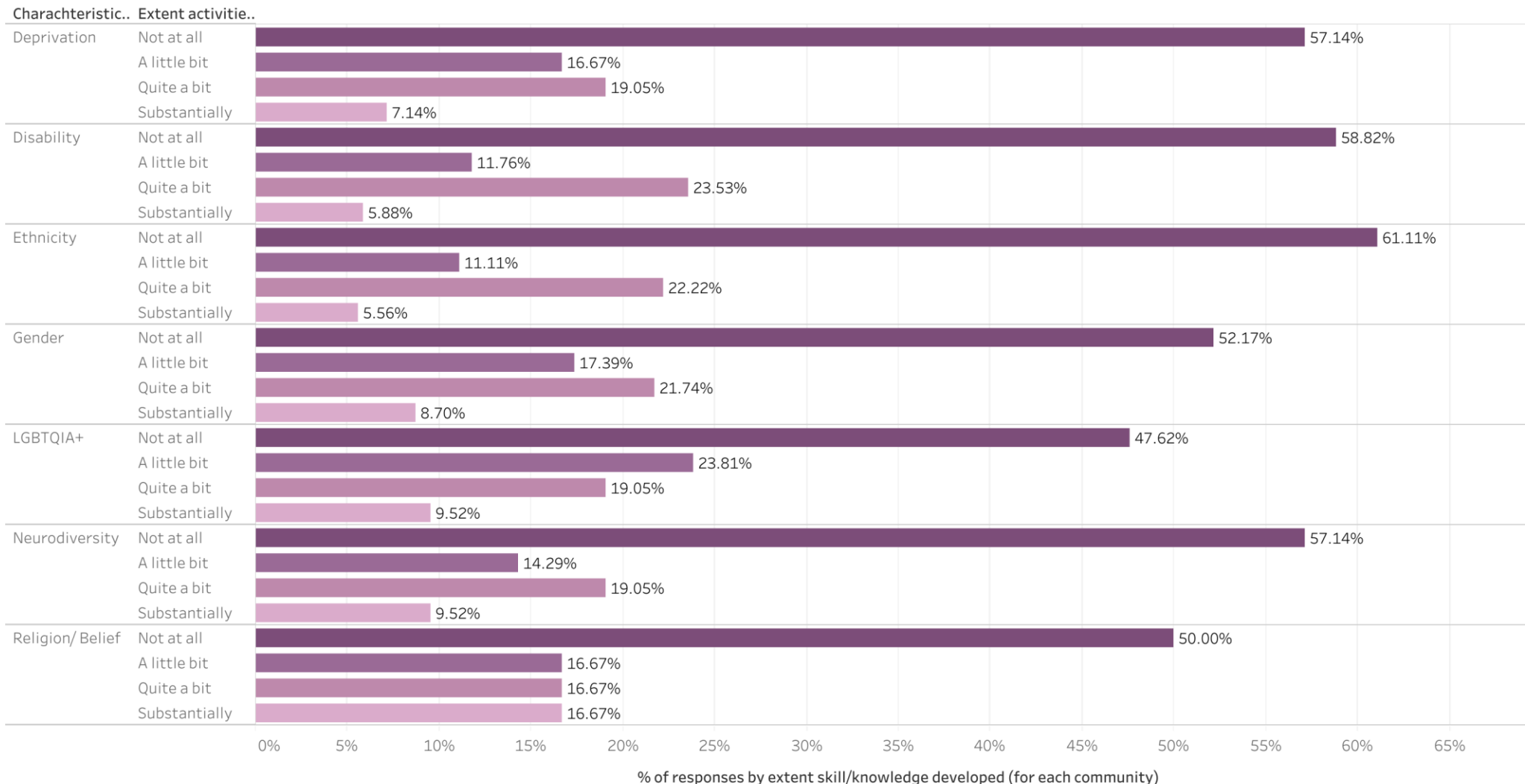


Respondents working with young people from communities of religion or belief were the most likely to run activities to develop their skills to choose strong passwords (58% "quite a bit" or "substantially"), compared to where young people from other communities were a focus.

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: two-factor authentication



% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to understand and use two-factor authentication for accessing accounts, by if respondents' activities focus on young people with particular characteristics or communities



Respondents working with young people from communities of religion/ belief were the most likely to run activities to develop skills around two-factor authentication (33% "quite a bit" / "substantially")

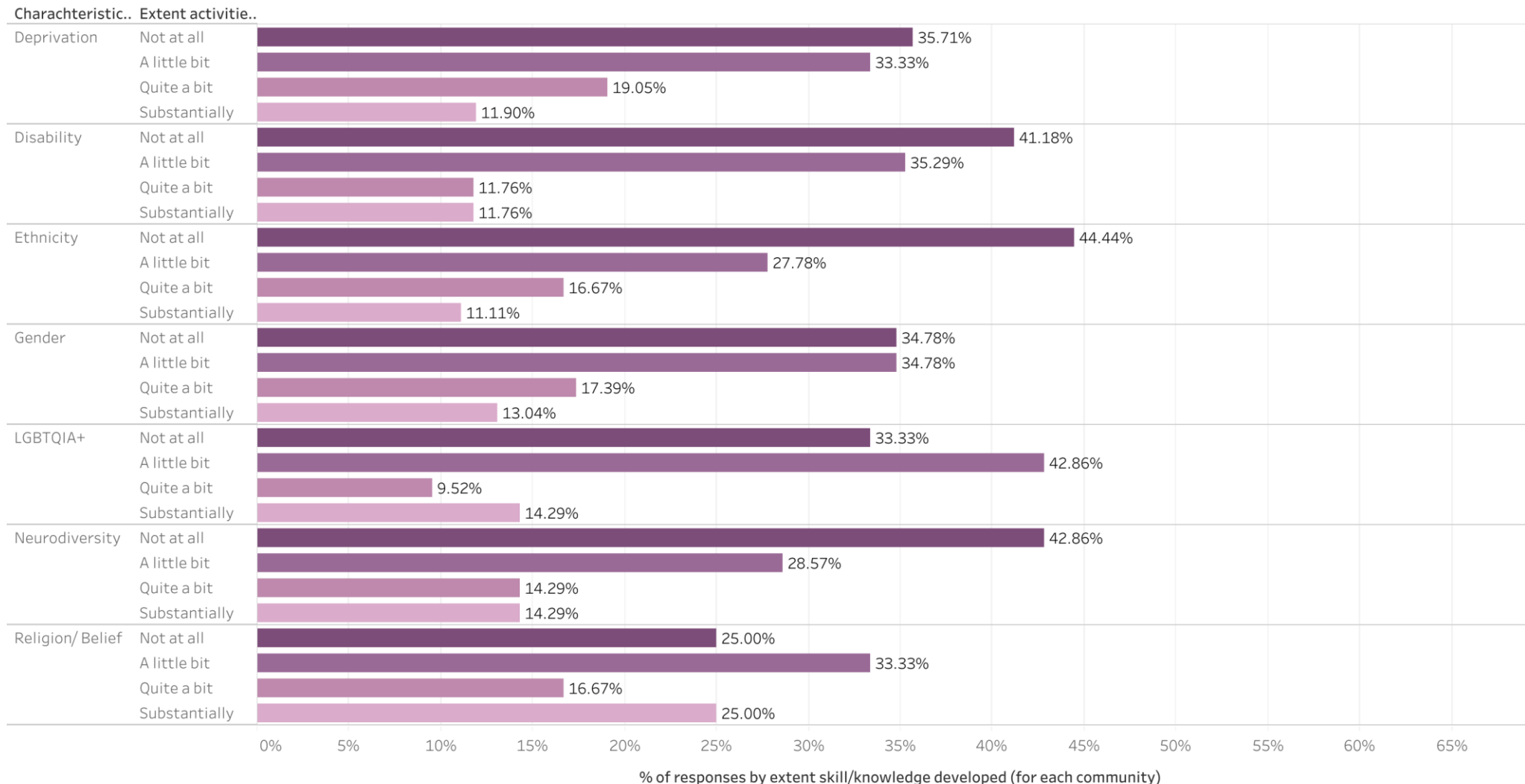
At least half of respondents for each community worked with did not look at two-factor authentication, with the exception of those working with LGBTQIA+ young people.

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: Use trusted software



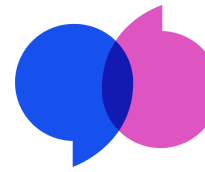
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% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to **use trusted software and not download apps or programs they are not sure about**, by if respondents' activities focus on young people with particular characteristics or communities



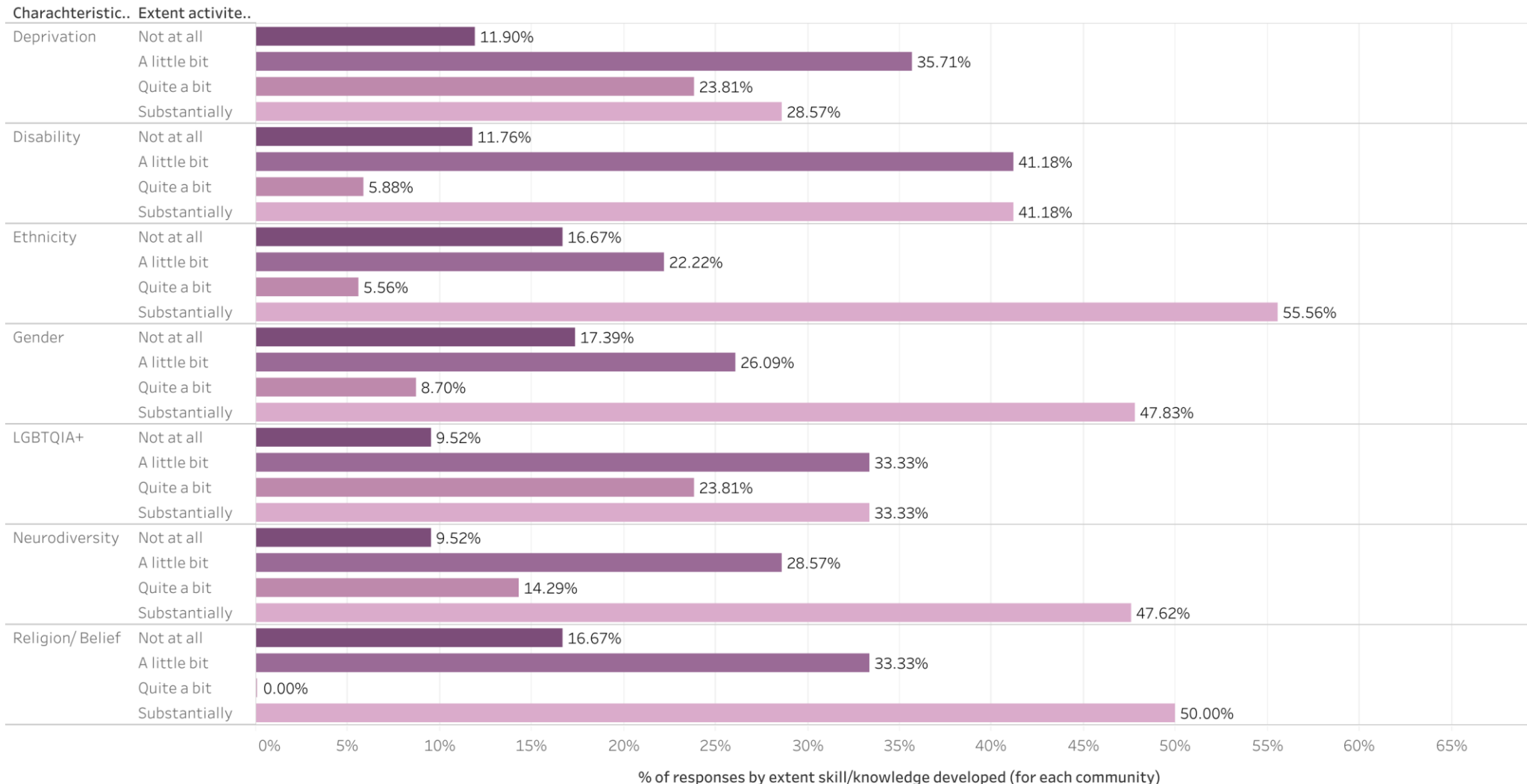
Respondents working with young people from communities of religion/ belief were the most likely to run activities to develop skills around using trusted software (42% "quite a bit"/"substantialy")

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: sharing decision making with a trusted adult



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Scotland**

% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to know when to share decision making with an adult they trust, by if respondents' activities focus on young people with particular characteristics or communities

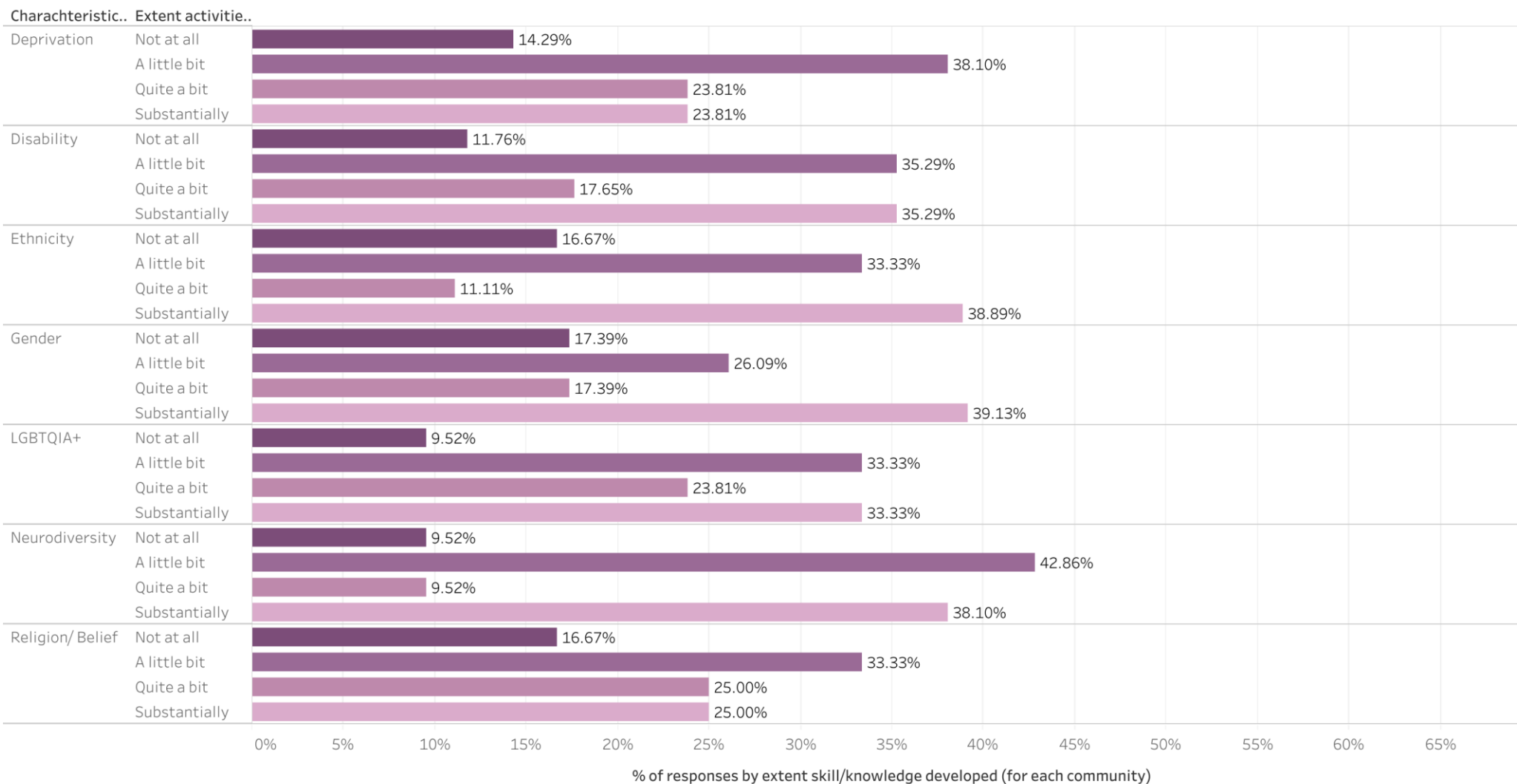


Respondents working with young people from neurodiverse communities were the most likely to run activities to develop skills around when to share decision-making with a trusted adult (62% "quite a bit"/ "substantially"), followed by those working with ethnic groups (61%)

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: awareness of personal and private information



% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to become aware of their private and personal information and know how to make decisions about what to share, by if respondents' activities focus on young people with particular characteristics or communities



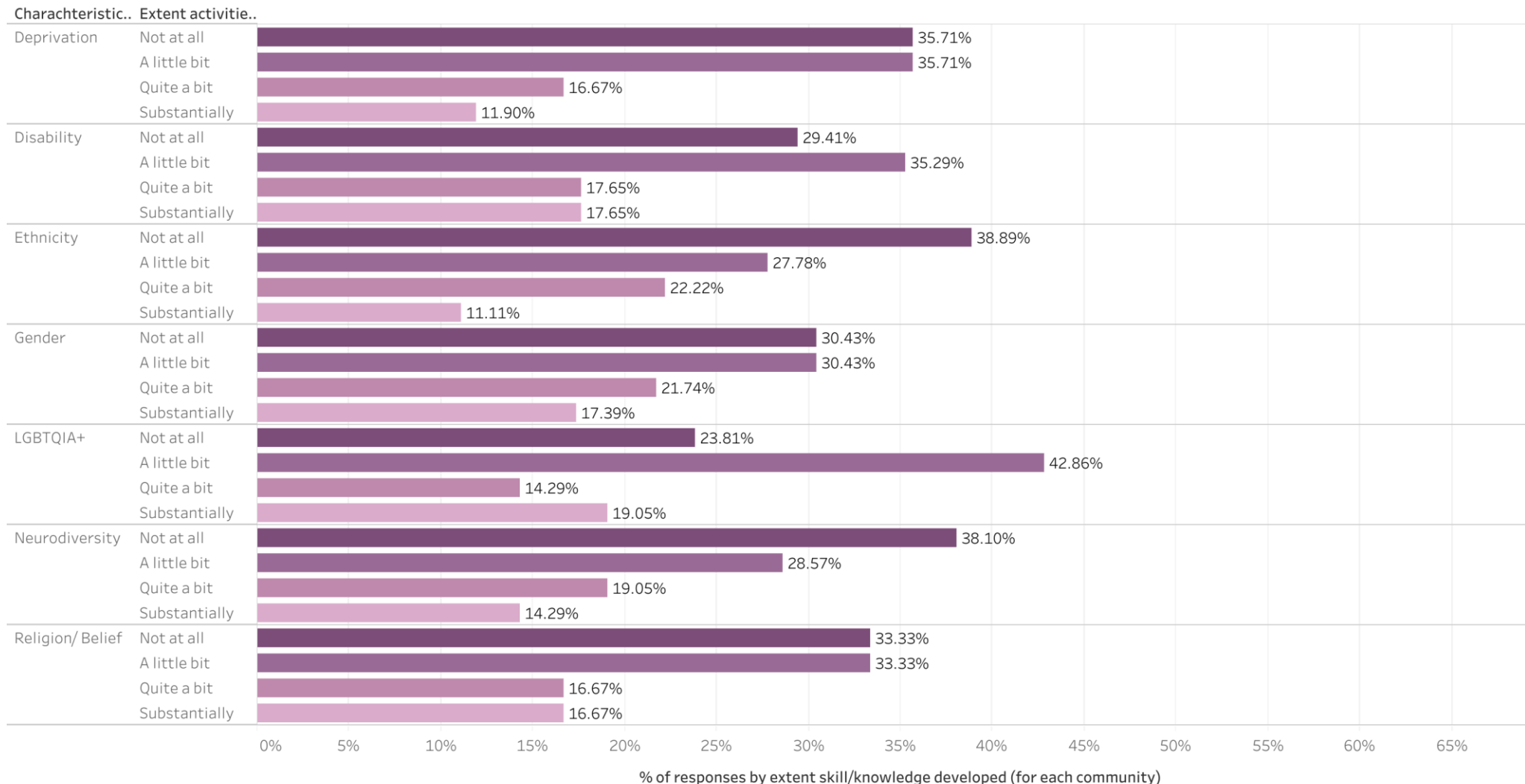
Respondents working with young people from LGBTQIA+ communities or of a particular gender were the most likely to run activities to develop skills around awareness of personal and private information and making decisions about when to share it (57% "quite a bit"/"substantially" for both)

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: scams, phishing, disinformation and fake news



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% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to **recognise, react to and recover from scams, phishing, disinformation and fake news**, by if respondents' activities focus on young people with particular characteristics or communities



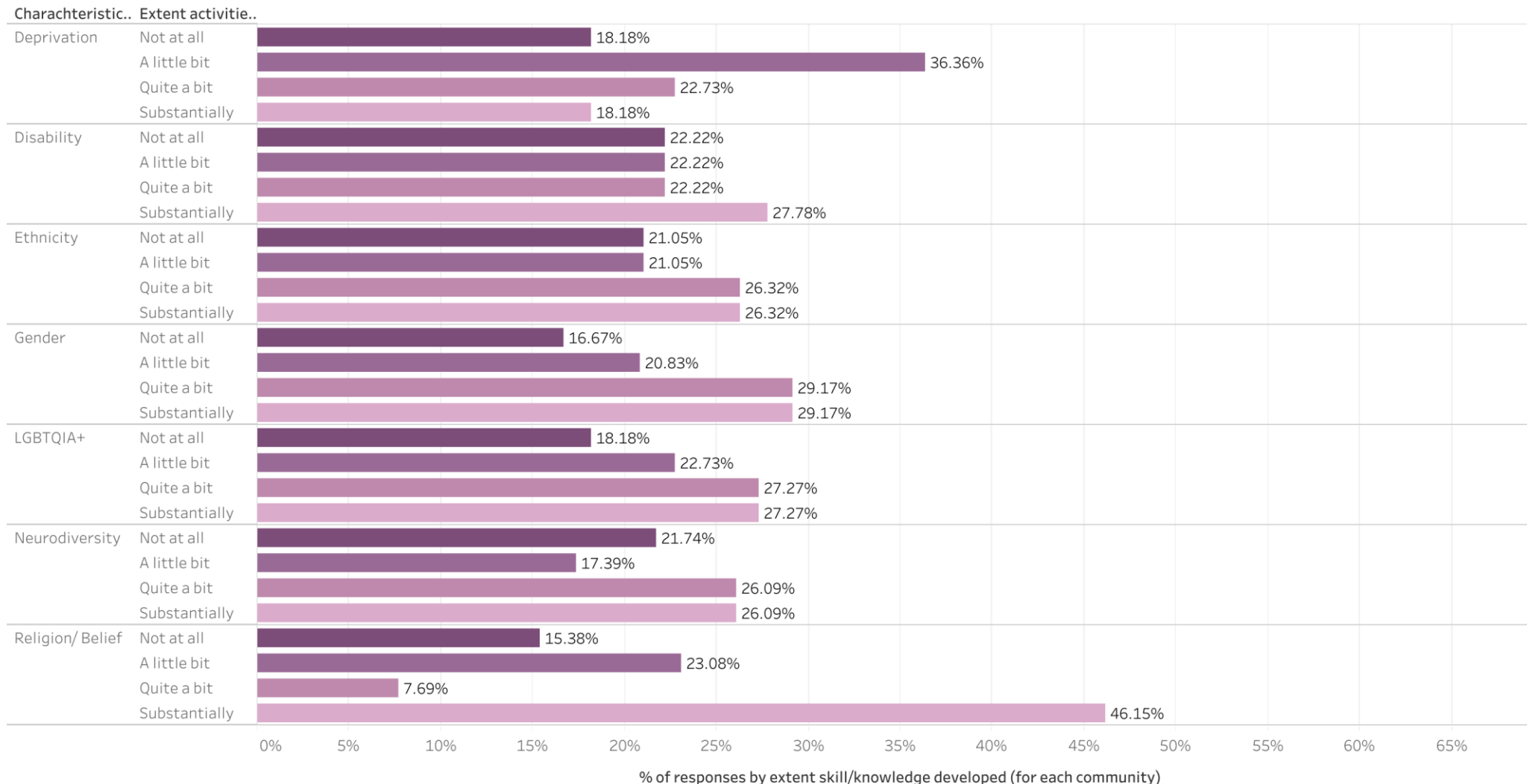
Respondents working with young people of a particular gender were most likely to run activities to develop skills around recognising, reacting to and recovering from scams, phishing, disinformation and fake news (39% "quite a bit"/ "substantially").

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with (Q25 &15): social media privacy settings



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% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to use social media privacy settings effectively, by if respondents' activities focus on young people with particular characteristics or communities

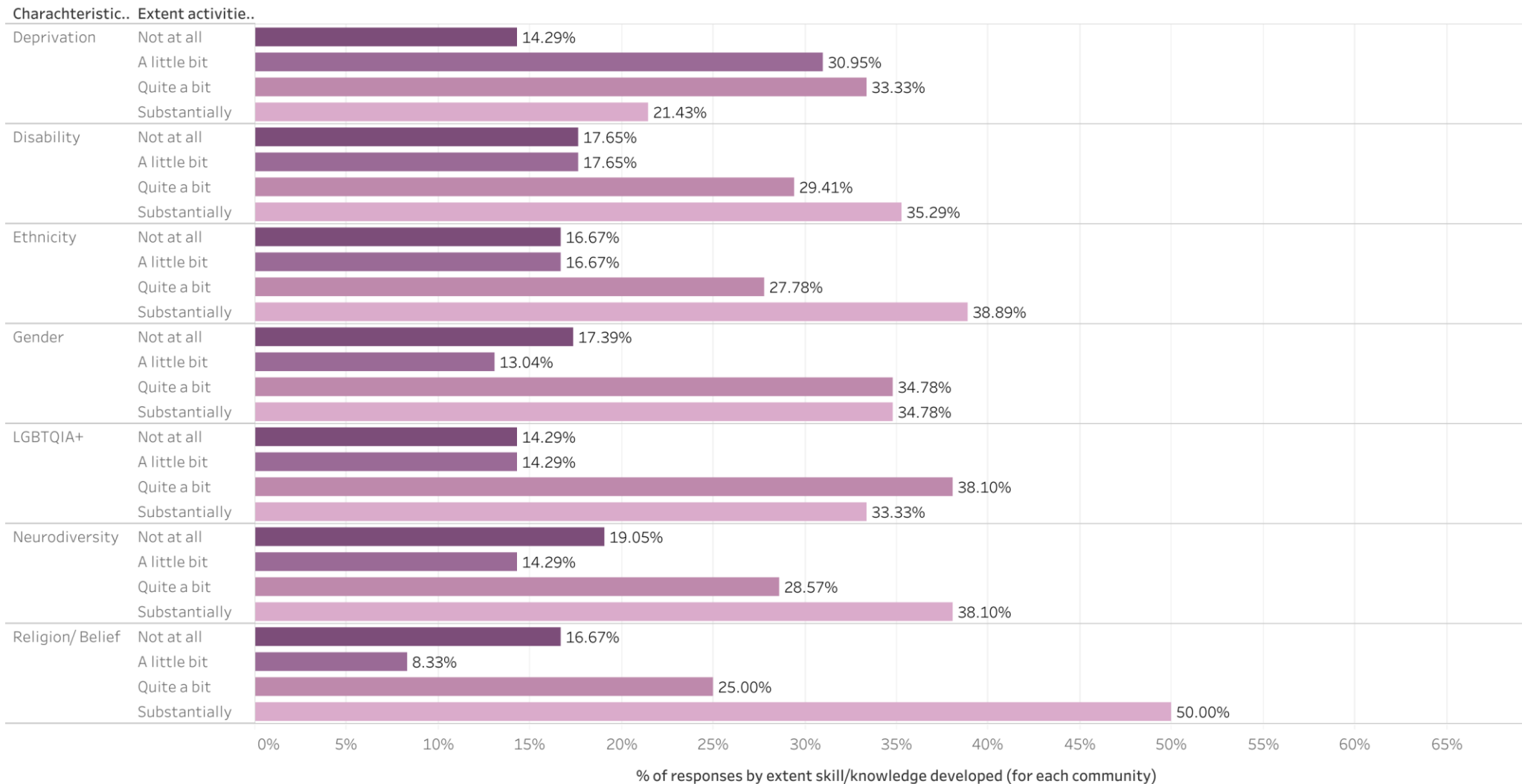


Respondents working with young people of a particular gender were the most likely to run activities to develop skills around using social media settings (58% "quite a bit"/"substantially"), followed by those working with LGBTQIA+ communities (55% "quite a bit"/"substantially").

Specific online safety and cyber resilience skills and communities/ characteristics of young people projects work with: cyber bullying, grooming and other online exploitation



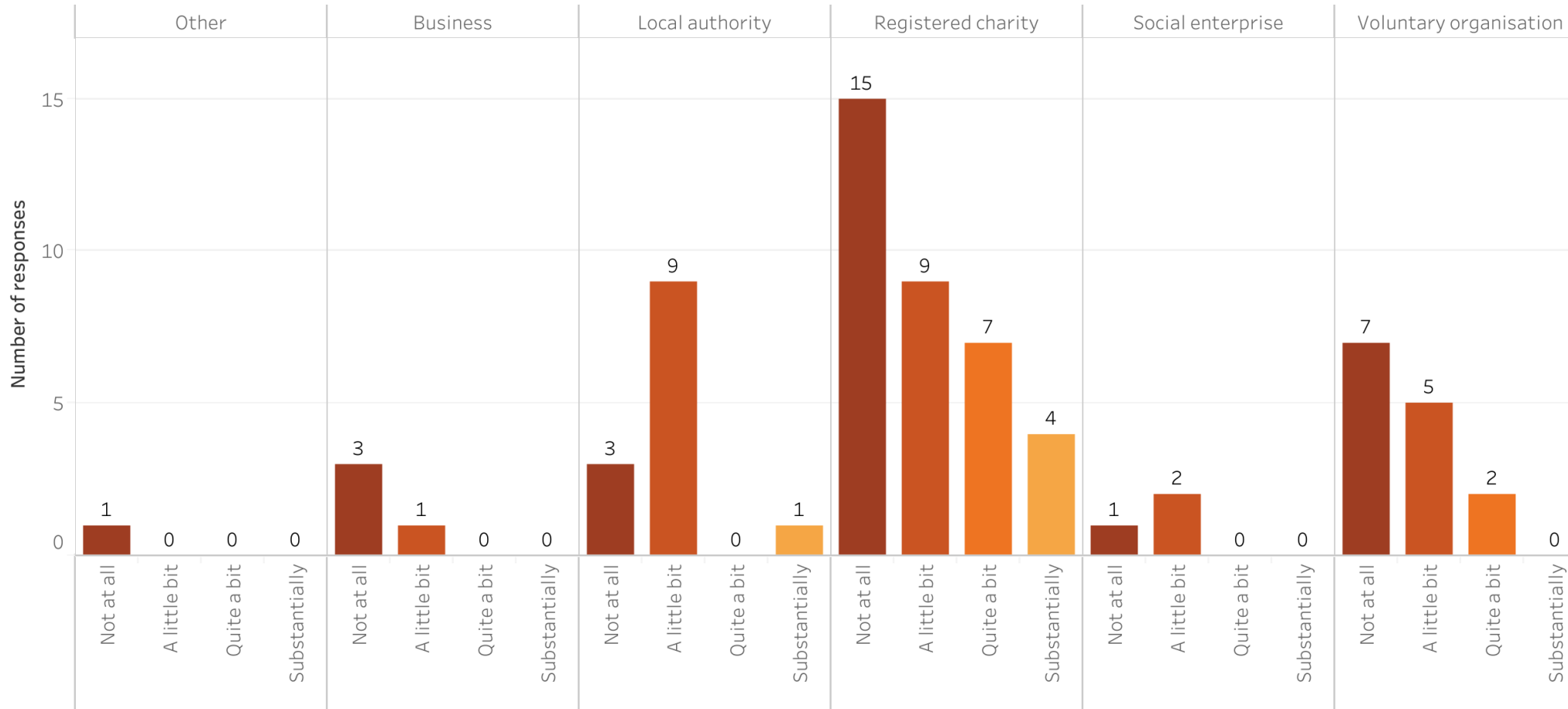
% of responses by the extent to which activities respondents run with young people develop their skills and knowledge to **recognise cyberbullying, grooming and other online exploitation, developing skills to react and recover**, by if respondents' activities focus on young people with particular characteristics or communities



Respondents working with young people from communities of religion or belief were the most likely to run activities to develop their skills to recognise cyber bullying, grooming and other online exploitation (75% "quite a bit" or "substantially"), followed by those working with LGBTQIA+ communities (71% "quite a bit" or "substantially")

Familiarity with Cyber Aware guidance and organisation type

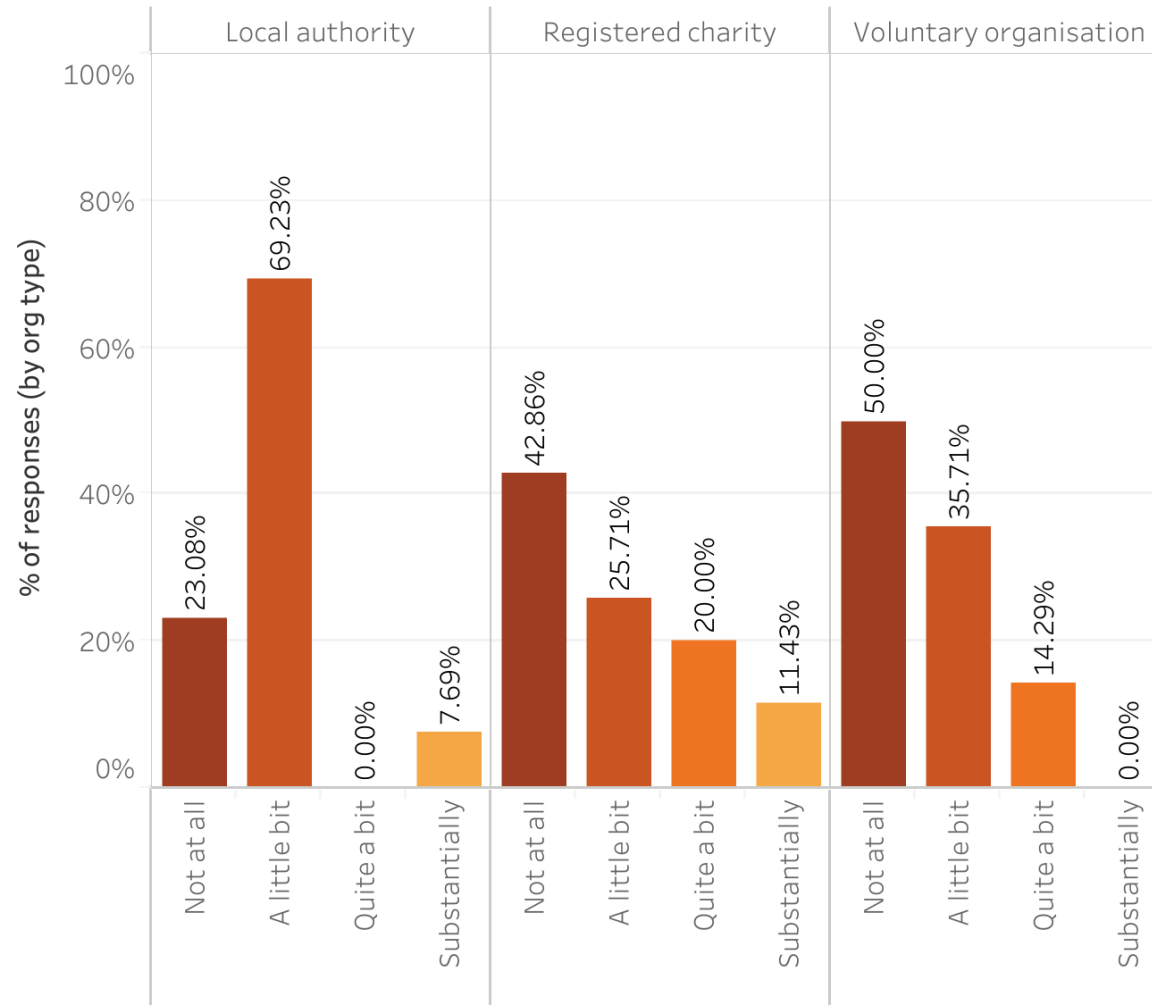
Number of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, by organisation type



Looking at the three organisation types with the most responses, for registered charities and voluntary organisations having no familiarity with Cyber Aware guidance was most common, whilst for local authorities it was having "a little bit" of familiarity.

Familiarity with Cyber Aware guidance and organisation type

% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, by organisation type (for organisation type with largest number of responses only)



For the three organisation types with most responses, LAs had the lowest proportion with "substantially" or "quite a bit" of familiarity, and registered charities had the highest.

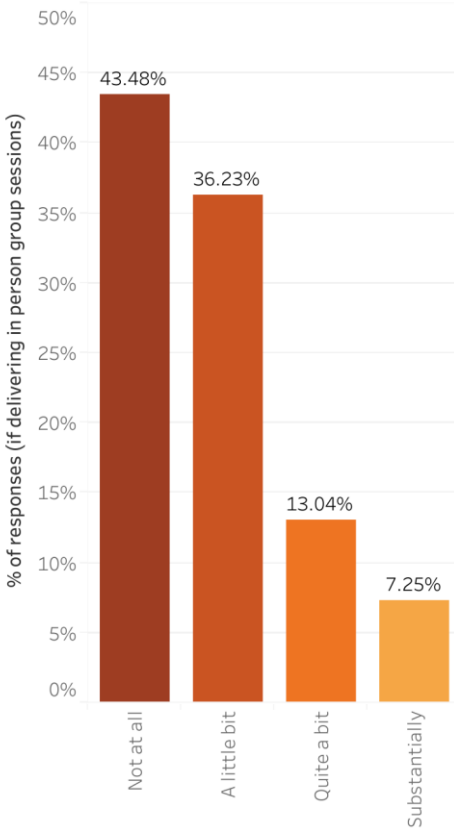
LAs had a lower proportion with no familiarity compared to registered charities and voluntary organisations.

Familiarity with Cyber Aware guidance and how activities are delivered

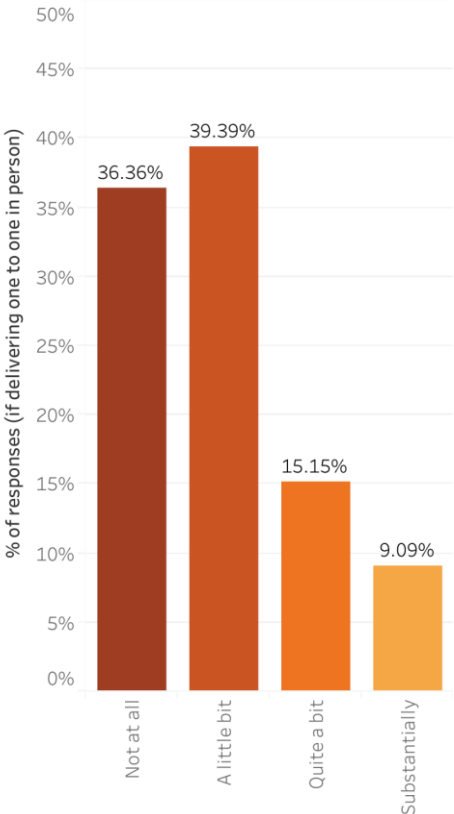


In person delivery

% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, for respondents whose activities with young people include group in person sessions

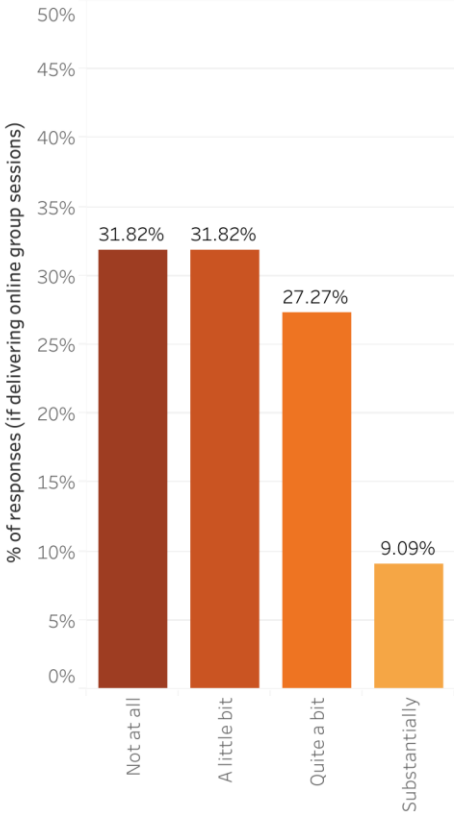


% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, for respondents whose activities with young people include one to one in person sessions

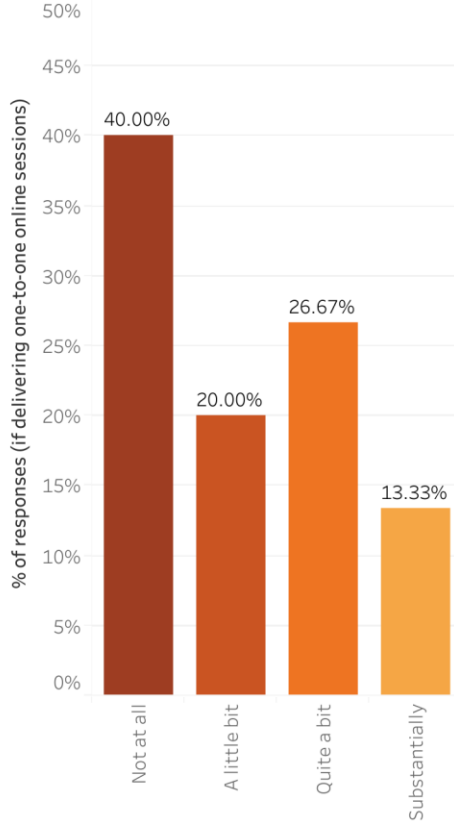


Online delivery

% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, for respondents whose activities with young people include group online sessions



% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, for respondents whose activities with young people include one-to-one online sessions



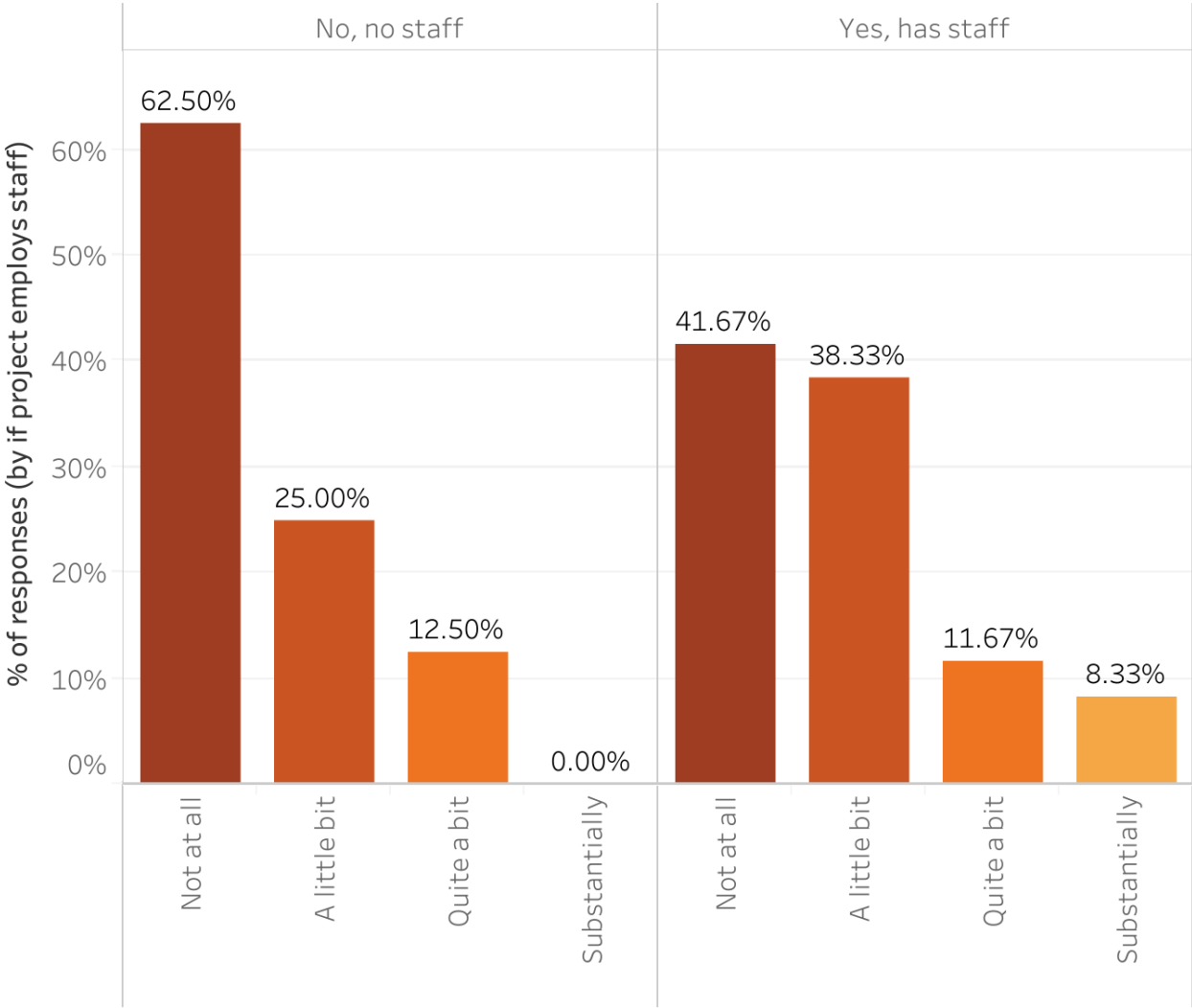
Responses where activities are delivered online have a greater proportion of respondents with "quite a bit" and "substantial" familiarity with Cyber Aware guidance than for in person delivery.

However, having no familiarity was most common for those delivering one to one online sessions (the proportion of those "not at all" familiar was similar to "quite a bit" and "substantially" combined, both at 40%)

Familiarity with Cyber Aware guidance and staffing



% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, by if project employs paid staff

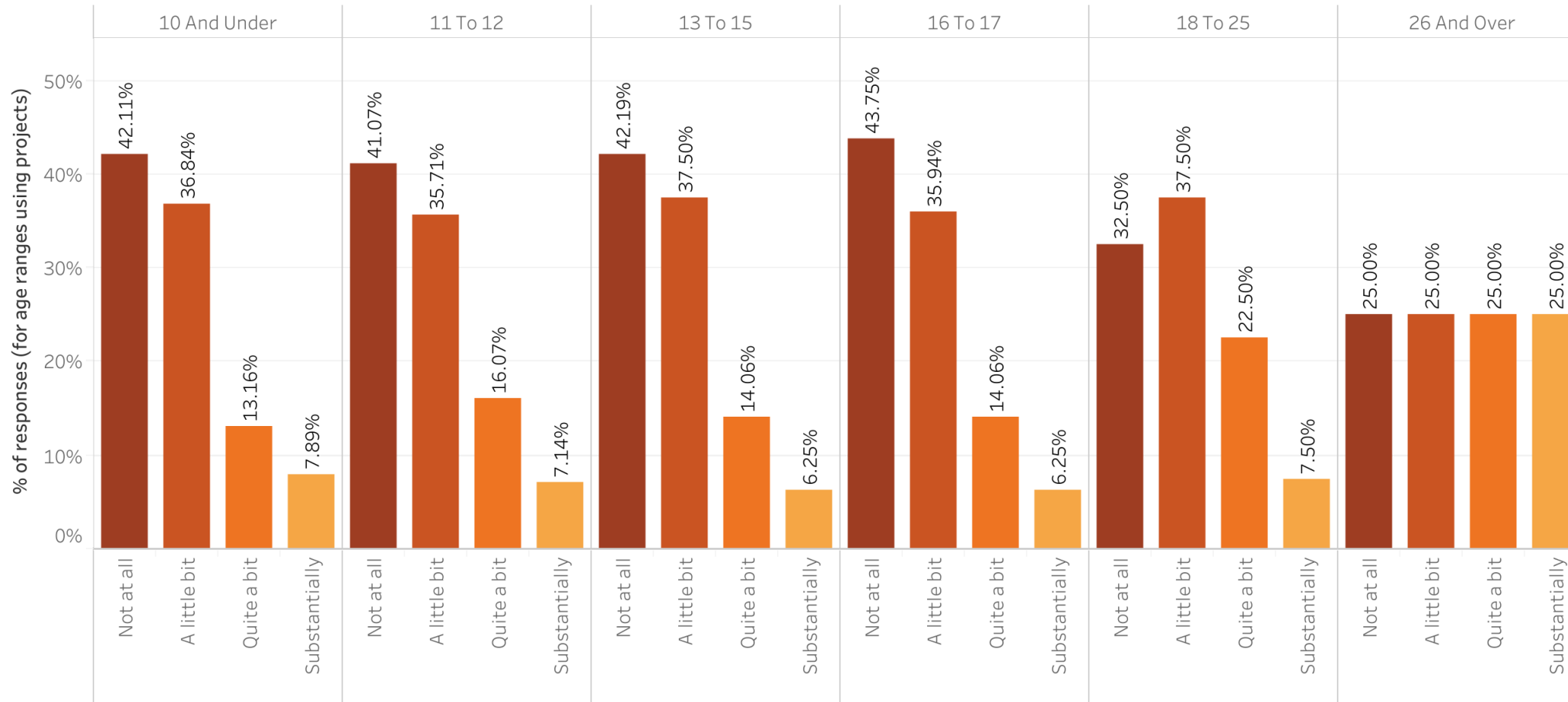


Having no familiarity with Cyber Aware guidance was most common for respondents in projects both with and without staff.

However, there were no respondents with substantial familiarity for projects without staff, compared to 8% of responses for those with staff.

Familiarity with Cyber Aware guidance and age range worked with

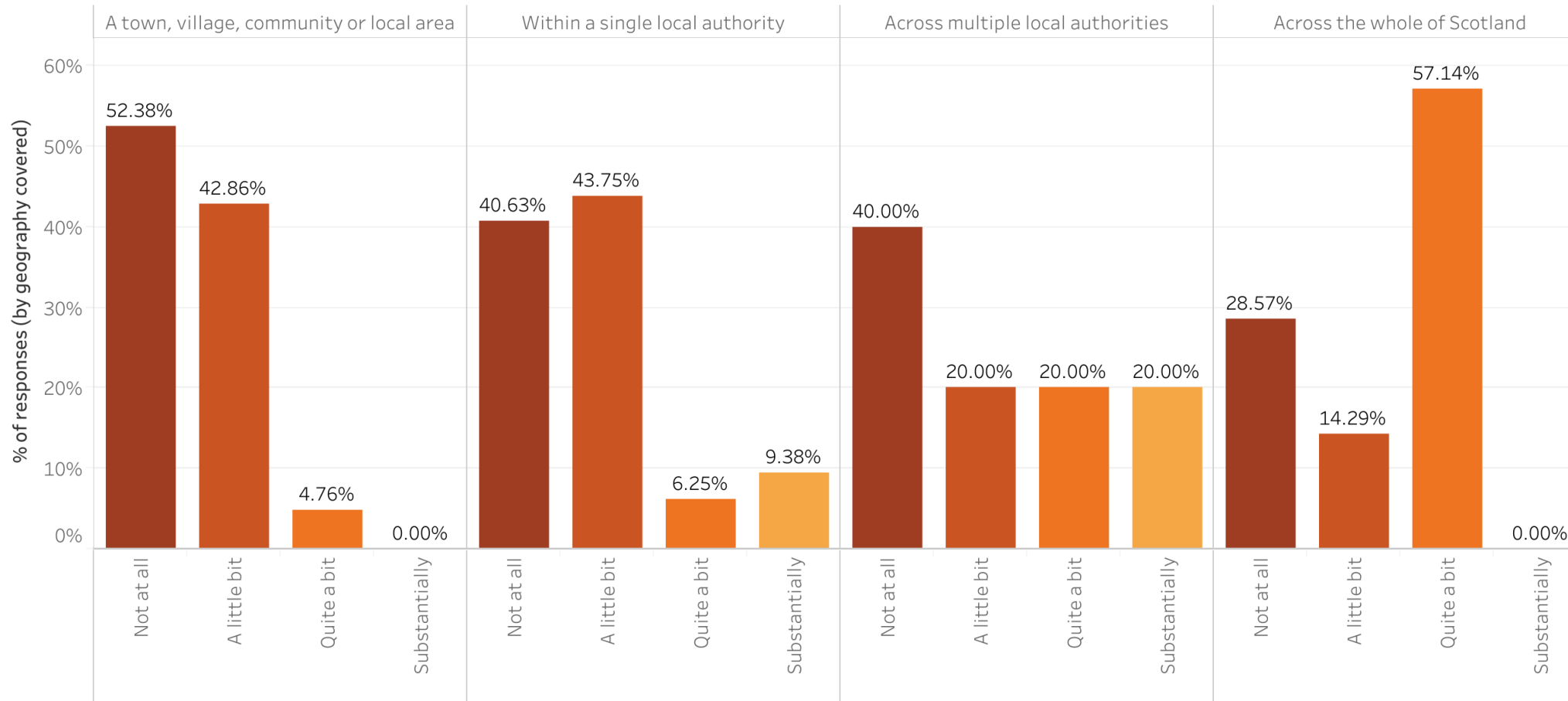
% of responses by extent of respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, by age ranges of young people using respondents' projects



- **Respondents working in projects used by age 26 plus are the most familiar with the Cyber Aware guidance, with 50% describing their familiarity level as "quite a bit" or "substantially".**
- **The two older age groups had lower proportions of respondents with no familiarity with the guidance.**

Familiarity with Cyber Aware guidance and geography reached

% of responses by respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, by the area in Scotland a project covers



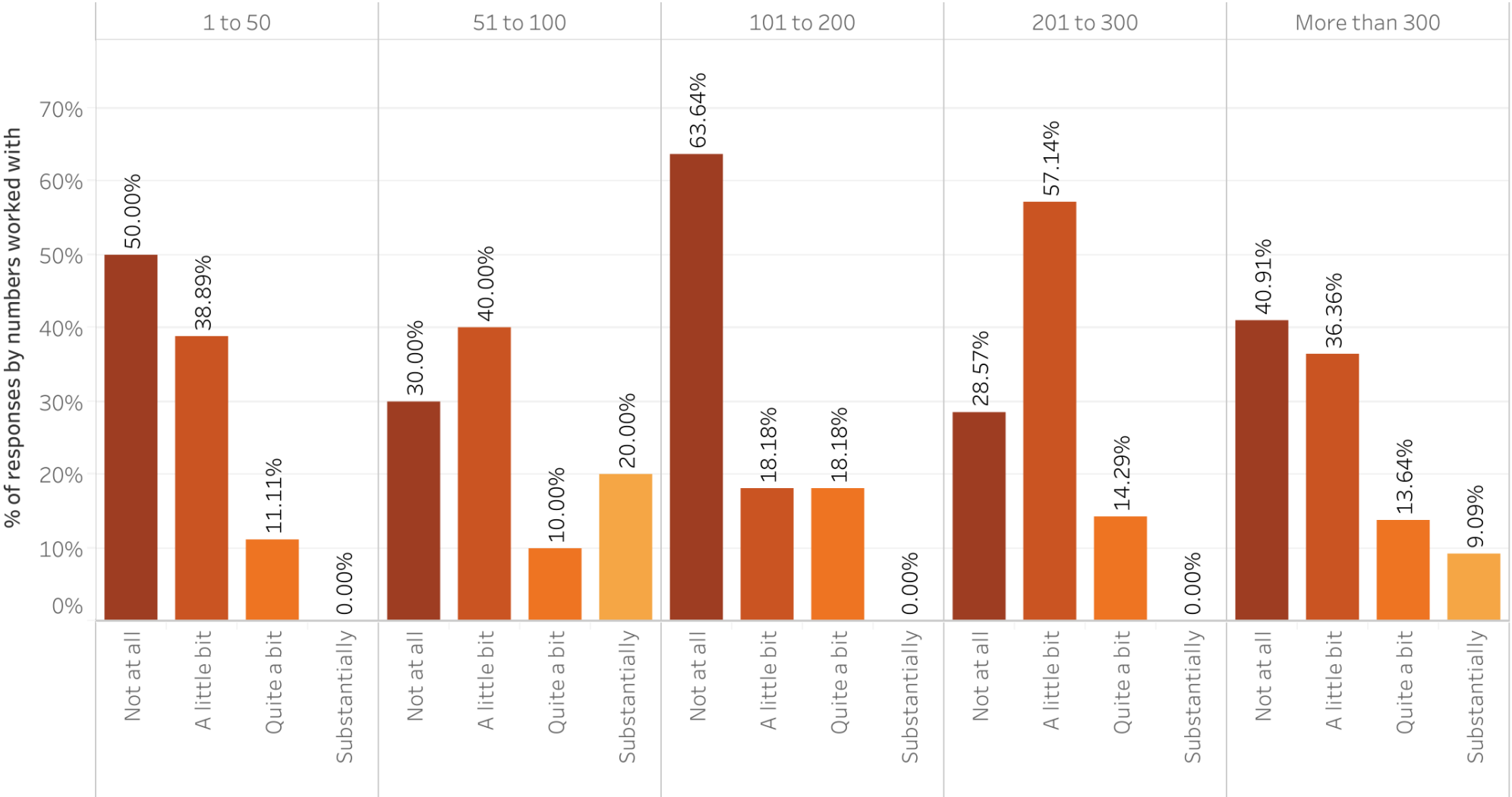
The proportion of respondents "not at all" familiar with cyber aware guidance is higher the more local the project geography is.

The proportion of combined "quite a bit" or "substantial" responses is higher the wider the geography of the project.

Familiarity with Cyber Aware guidance and numbers reached



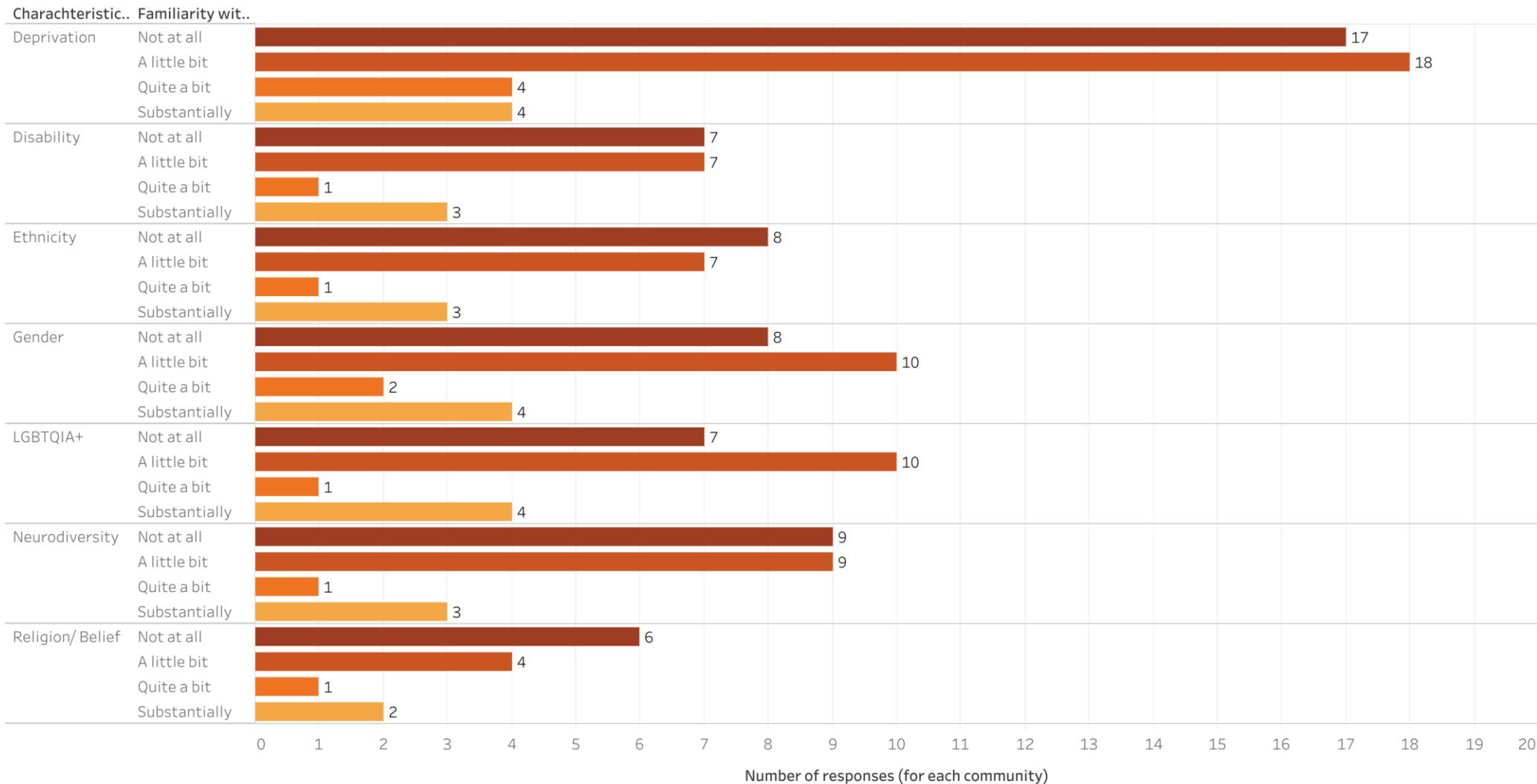
% of responses by respondent familiarity with the National Cyber Security Centre’s Cyber Aware guidance, by number of young people that participated in one or more of respondent activities in the past year



Respondents with activities reaching 101-200 people had the largest proportion with no familiarity with cyber aware guidance, followed by respondents reaching 1-50 young people.

Familiarity with Cyber Aware guidance and particular characteristics/ communities worked with

Number of responses by the extent of respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, by if respondents' activities focus on young people with particular characteristics or communities

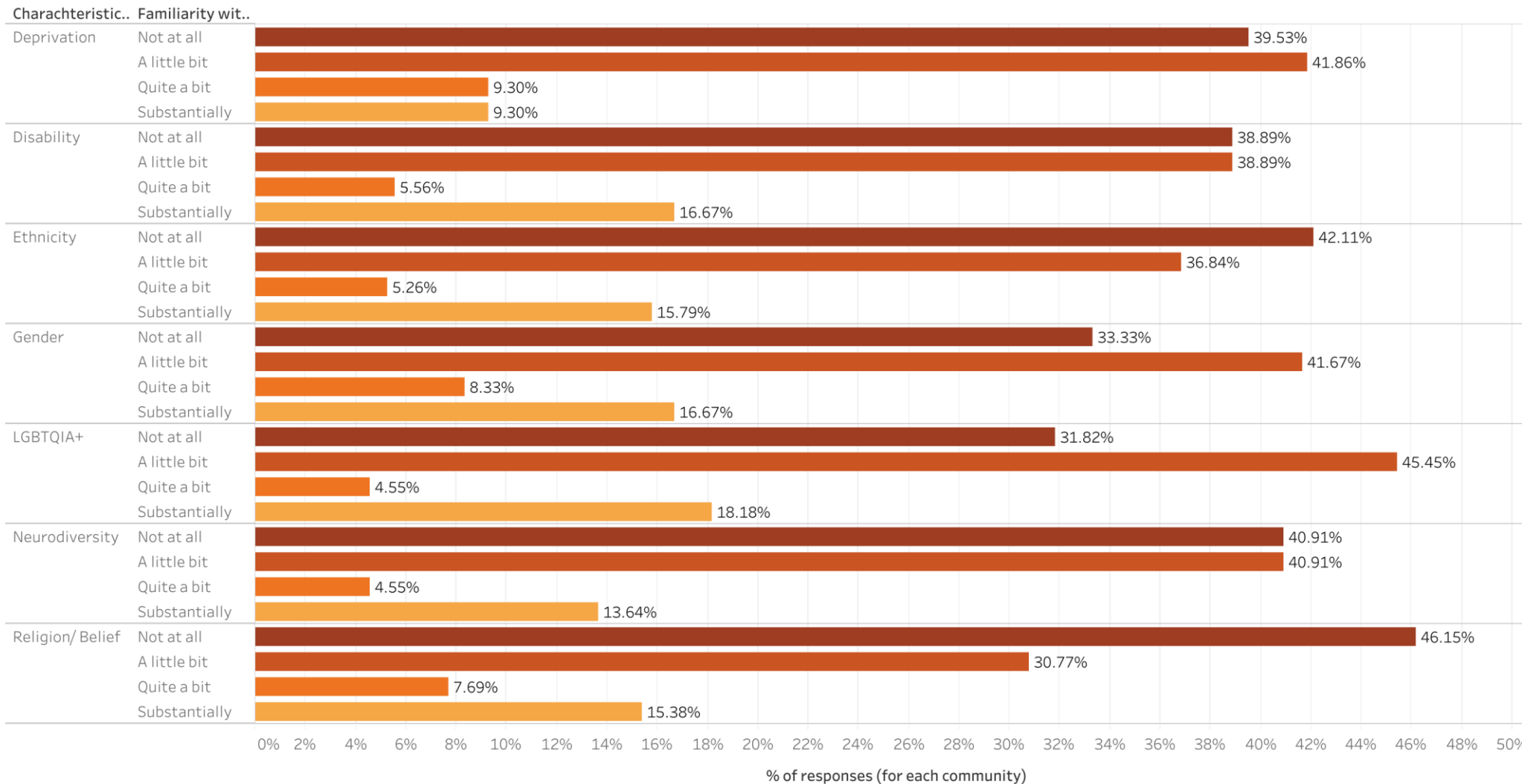


For respondents with activities focused on young people in deprivation, of a particular gender, or LGBTQIA+, it was most common to have "a little bit" of familiarity with Cyber Aware guidance. No familiarity was most common for those focusing on young people of a particular religion/belief or ethnicity.

Familiarity with Cyber Aware guidance and particular characteristics/communities worked with



% of responses by the extent of respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, by if respondents' activities focus on young people with particular characteristics or communities

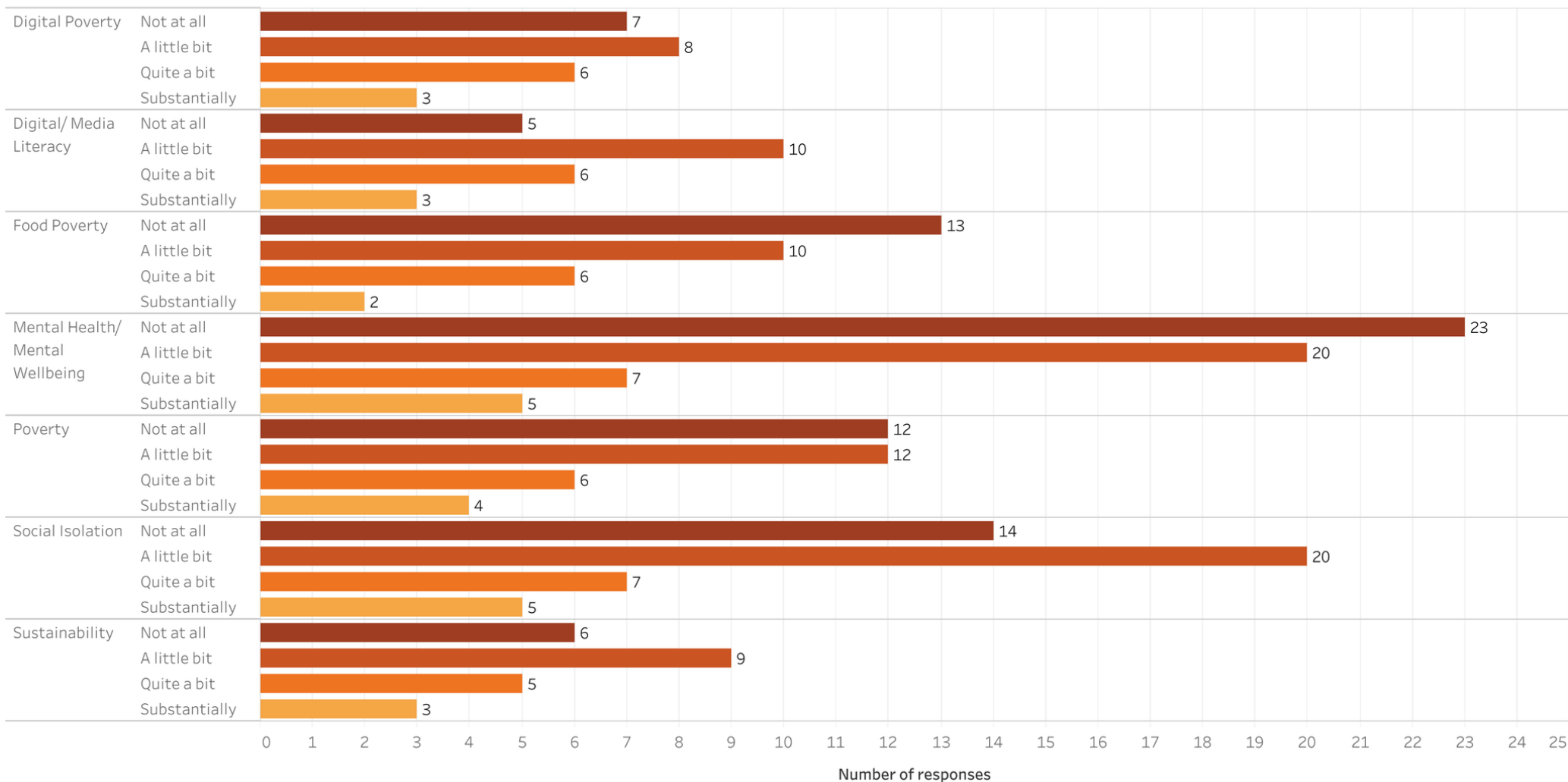


Respondents with activities focused on gender had the greatest proportion with high familiarity with Cyber Aware guidance (25% "quite a bit" or "substantially").

This is followed by respondents with focuses on LGBTQIA+ and religion/belief communities.

Familiarity with Cyber Aware guidance and issues addressed by projects

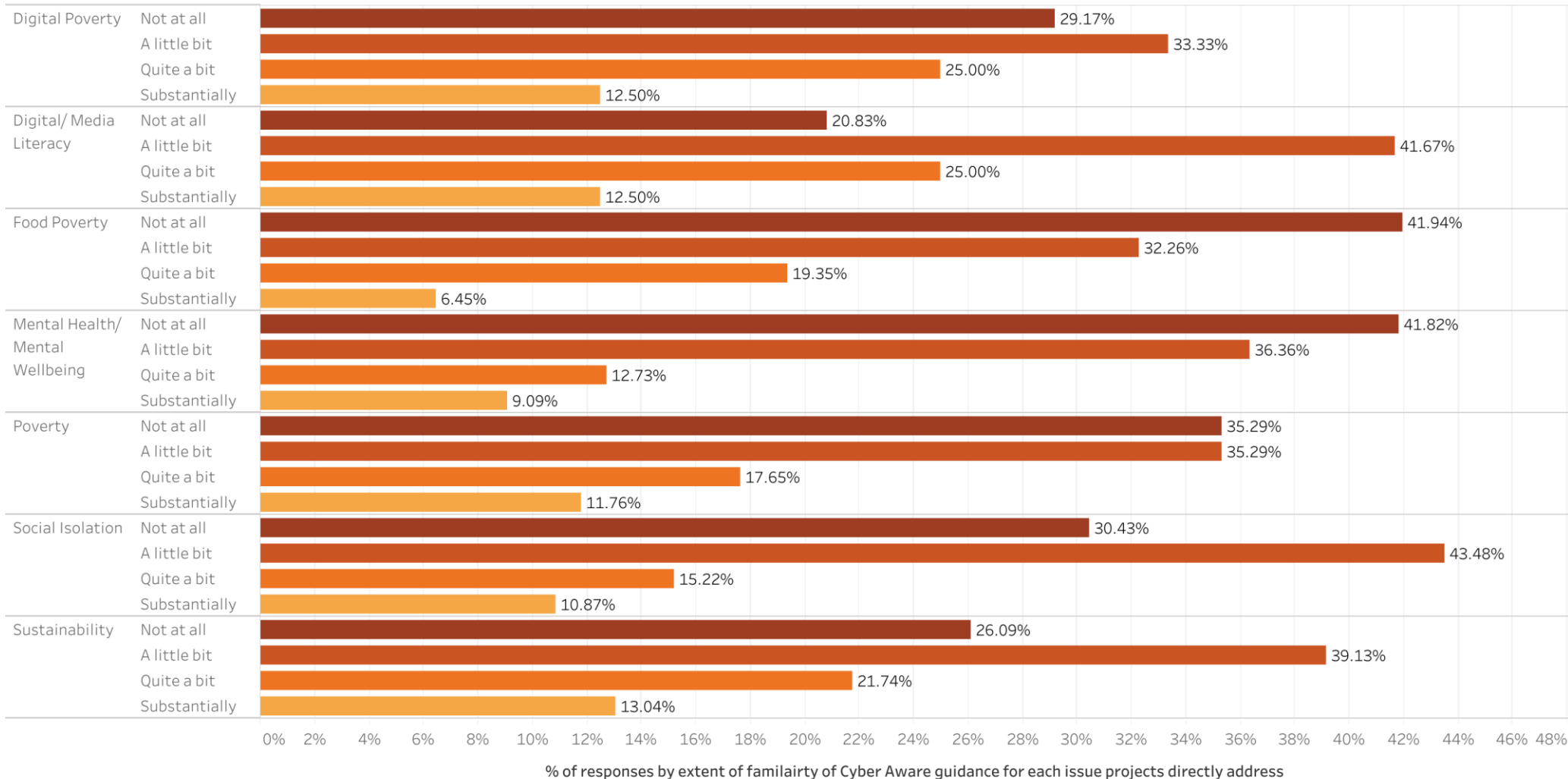
Number of responses by the extent of respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, for issues addressed directly by projects



"A little bit" of familiarity with Cyber Aware guidance was the most common familiarity level for projects addressing digital poverty, digital/media literacy, social isolation and sustainability. For projects addressing mental health and food poverty it was most common to have no familiarity.

Familiarity with Cyber Aware guidance and issues addressed by projects

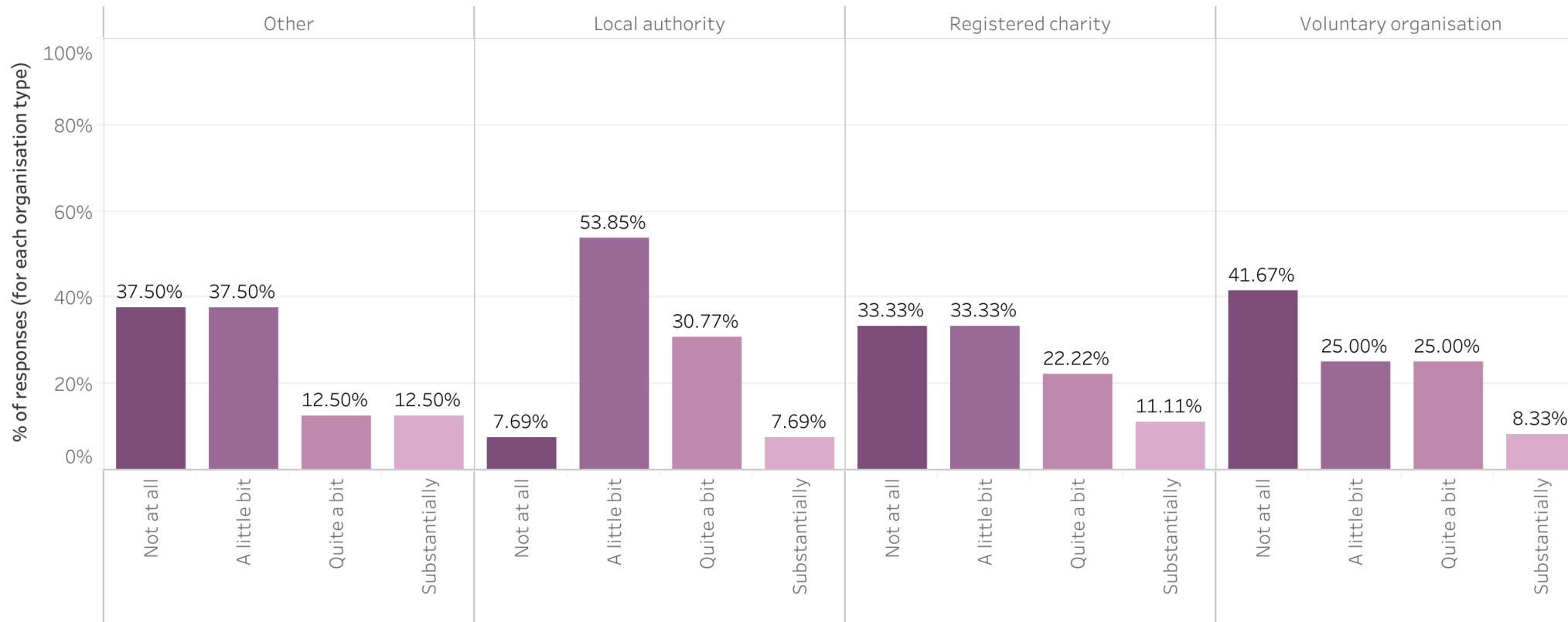
% of responses by the extent of respondent familiarity with the National Cyber Security Centre's Cyber Aware guidance, for issues addressed directly by projects



Projects addressing digital poverty and digital/media literacy had the the largest proportion of respondents familiar with Cyber Aware guidance (each 38% "quite a bit" or "substantially")

Further training requirements and organisation type: delivering activities for young people using technology

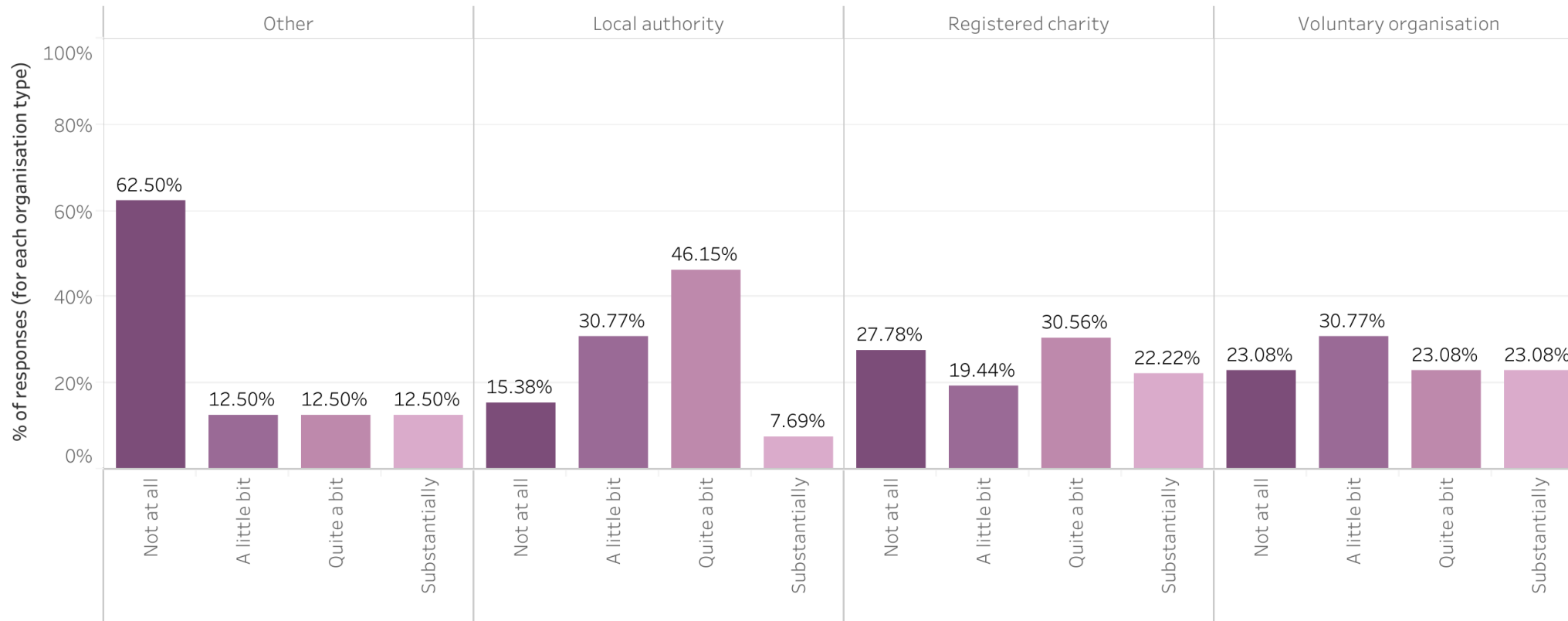
% of responses by the extent to which respondents' projects would benefit from further training or guidance on delivering activities for young people using technology (such as online meetings or computer-based activities), by organisation type.



For the three organisation types with most responses, 33% of respondents from voluntary organisations and registered charities, and 38% from local authorities, thought their project would benefit from training around delivering activities using technology "quite a bit" or "substantially". Only 8% of local authorities thought no training in this area would be beneficial, compared to 42% of voluntary organisations.

Further training requirements and organisation type: delivering activities for young people focused on specific technologies

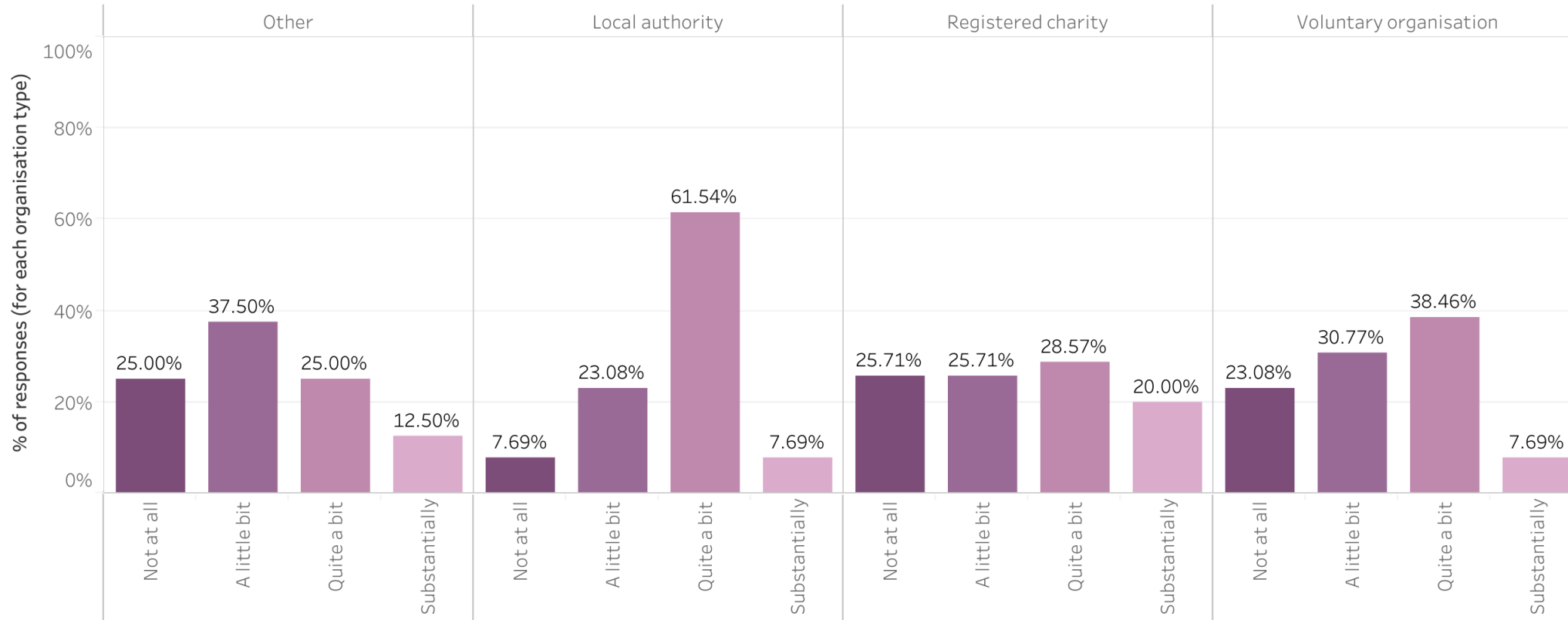
% of responses by the extent to which respondents' projects would benefit from further training or guidance on delivering activities for young people that are focused on specific technologies, by organisation type



For the three organisation types with most responses, local authorities had the highest proportion of respondents believing training around delivering activities focused on specific technologies would benefit their project (54% "quite a bit" or "substantially"), followed by registered charities (53%) and voluntary organisations (46%)

Further training requirements and organisation type: delivering activities for young people where the aim is to provide training, or develop digital skills or knowledge

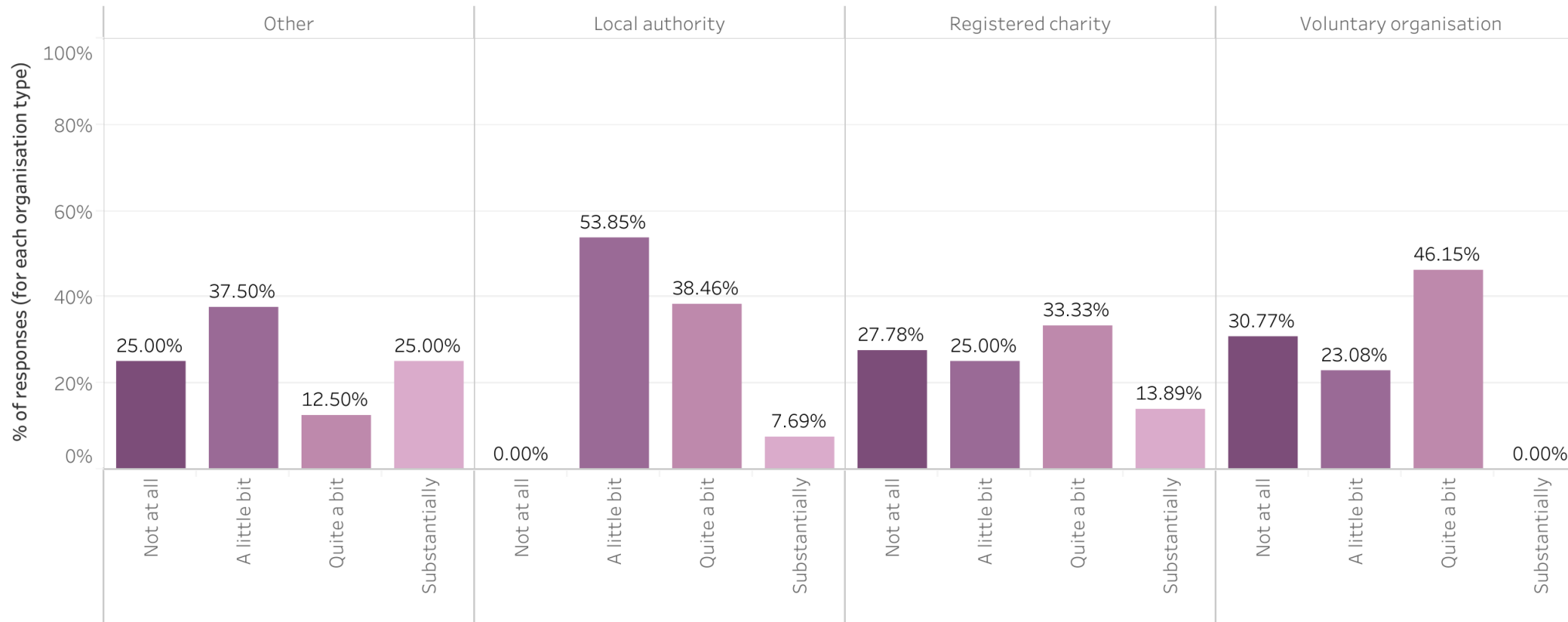
% of responses by the extent to which respondents' projects would benefit from further training or guidance on delivering activities for young people where the aim is to provide training, or develop digital skills or knowledge, by organisation type



For the three organisation types with most responses, local authorities had the highest proportion of respondents who thought training around delivering activities focused on providing training or developing digital skills or knowledge would benefit their project (69% "quite a bit" or "substantially").

Further training requirements and organisation type: cyber resilience skills

% of responses by the extent to which respondents' projects would benefit from further training or guidance on cyber resilience skills (for example, choosing strong passwords, two-factor authentication, securing devices), by organisation type

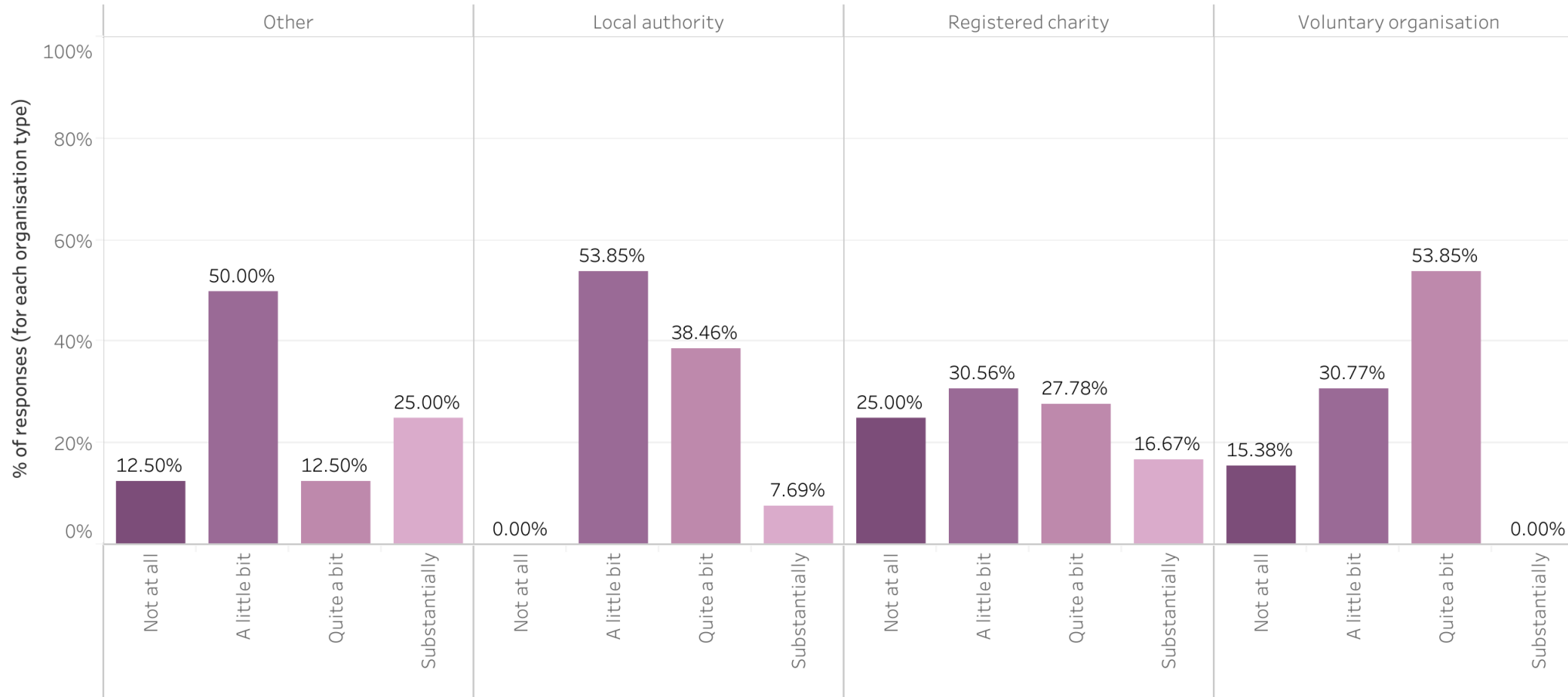


For the three organisation types with most responses, registered charities had the highest proportion of respondents who felt their project would benefit from training around cyber resilience (47%), followed by local authorities and voluntary organisations (both 46%).

No respondents from local authorities thought their project wouldn't benefit from training in cyber resilience.

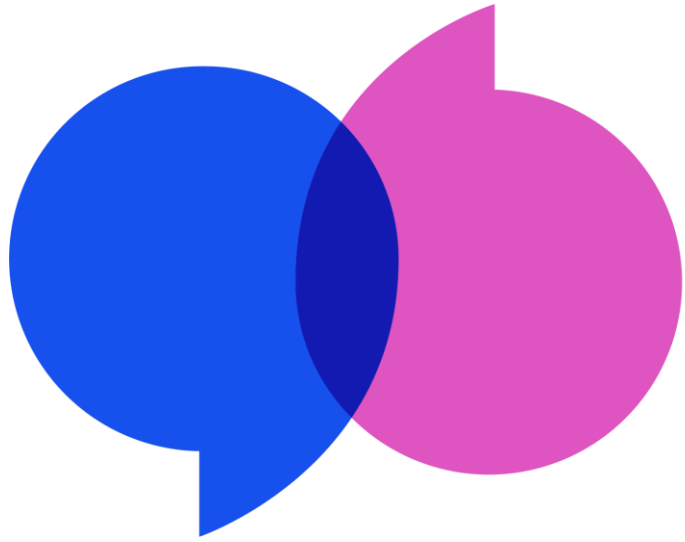
Further training requirements and organisation type: online safety skills

% of responses by the extent to which respondents' projects would benefit from further training or guidance on online safety skills (such as avoiding online scams, cyber bullying, or protecting your identity online), by organisation type



For the three organisation types with most responses, voluntary organisations had the greatest proportion of respondents wanting training for their project (54%).

All respondents from local authorities thought their project would benefit from training in online safety skills, though the majority thought only a little bit (54%).



YouthLink Scotland

The national agency for youth work

