

# WE ASKED. THEY TOLD US.



In term 1 of 2026, almost 500 students shared what it's really like to grow up online today. Here's what we learned...



## This is where young people live, learn, and connect.

Despite restrictions and bans, students are still deeply engaged online—across apps, games, and AI tools.

### What they ❤️ about being online.

For most students, being online isn't about school—it's about connection, fun, and belonging.

**56%**

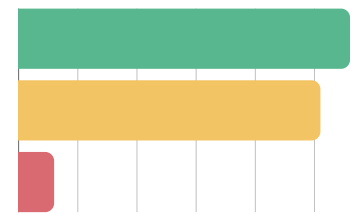
mention fun, entertainment, or gaming

**51%**

mention connecting with friends

**6%**

mention using the internet for learning



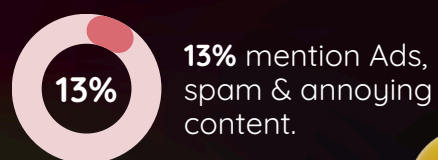
### What they HATE about being online.

The same spaces they love... are also where they experience harm.

(~1 in 10) Strangers, scams & safety concerns

(~1 in 10) - Screen time & lack of control

(~1 in 13) - Inappropriate or unsafe content



## Where they spend their time

Even in a restricted environment, students are still highly active across games, video platforms, and AI tools.

Platform	Primary	High School
Roblox	33.6%	3.8%
AI	22.3%	42.5%
TikTok	7.4%	26.3%
Snapchat	5.4%	20%
Instagram	2.4%	18.8%

## What students WANT from adults

Students are not rejecting adults—they want better support.

# 2 in 5 students...

...are asking for stronger supervision and clearer boundaries from parents.

Support that feels informed, not controlling



If you'd like to bring a ySafe expert into your school to have these conversations, get in touch.

[ysafe.com/contact](https://ysafe.com/contact)

