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Introduction

Abstract Many professionals working with safeguarding responsibilities faced a two-pronged challenge of a lack of effective resources and training to support their, and personal experiences bleeding into the professional judgements. The Headline-Kernow project undertook a youth-focused approach to understanding their use of digital technology, and their need of support from professionals in navigating their digital world.

Keywords Online safety · Digital resilience · Digital value bias · Critical thinking

Teacher: They play these violent video games, then they're violent in school.

Andy: No, there isn't much evidence of that.

Teacher: Well I've seen it.

Andy: There really isn't – this is a caution policy makers and the media have been trying to show for over 40 years and there is no evidence of it rising.

Teacher: Well, that's what I hear. They shouldn't be allowed to play them.