

OMAHA, NE

2015 P.A.T.H. SURVEY REPORT

January 2016

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SUMMARY

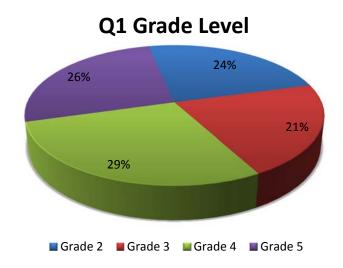
The Archdiocese of Omaha PATH (Pornography Awareness, Truth and Healing) Taskforce distributed a survey to collect information on the impact technology usage/habits have on our children/youth. Parents and students in the Archdiocese's Catholic schools and Religious Education programs were invited to participate via a link to the SurveyMonkey website and via paper-based surveys.

The goal was to gain an accurate understanding of how technology impacts our children/ youth and assist the Archdiocese in developing resources for families in the future. The following completed surveys:

- 851 parents
- 818 students in Grades 9-12
- 1849 students in Grades 6-8
- 2187 respondents in Grades 2-5

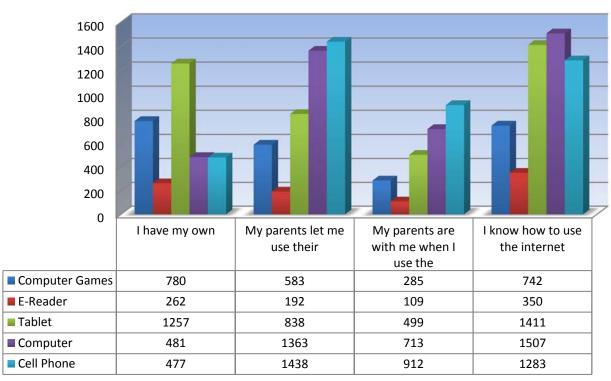
Survey questions were a mixture of multiple choice and open-ended questions. Answers to open-ended questions were compiled into categories to facilitate analysis.

2015 CHILDREN'S GRADES 2 – 5 QUESTIONNAIRE (2187 responses)



The distribution is fairly even across all age groups.

Q2 Technology (Check all that apply)



GENERAL OBSERVATIONS ON TECHNOLOGY FOR GRADES 2 - 5:

- Over a quarter (27%) of students responding to these questions from grades 2 5 report having their own phone and computer, the rest have access to their parents' phones and computers.
- 2/3 report knowing how to use the internet on a cell phone.
- 78% report knowing how to use the internet on a computer.
- 70% of students in this group have their own tablets, with slightly more (73%) indicating they know how to use the internet on it.
- 15% have an E-Reader, another 10% use their parents' devices.
- 43% have their own computer games, 38% know how to use the internet on it
- 29% use their parents' computer games and 20% use it with their parents.

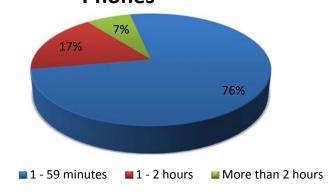
These students report that parents are most often with them when they are using:

- Cell phone (65%)
- Computer (51%)
- Tablet (35%)

- Computer Games (20%)
- E-Reader (8%)

Category	%	Counts
1 - 59 minutes	76%	838
1 - 2 hours	17%	191
More than 2 hours	7%	80

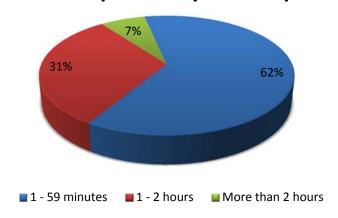
Q3 Time Spent Daily on Cell Phones



Category	%	Counts

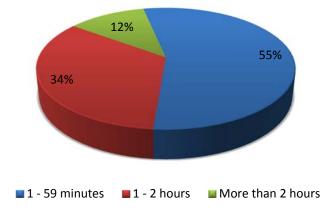
1 - 59 minutes	62%	794
1 - 2 hours	31%	398
More than 2 hours	7%	87

Q4 Time Spent Daily on Computer



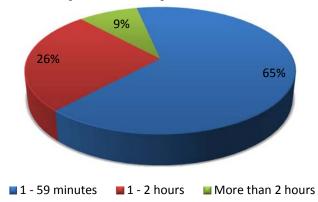
Category	%	Counts
1 - 59 minutes	55%	735
1 - 2 hours	34%	455
More than 2 hours	12%	156

Q5 Time Spent Daily on Tablet



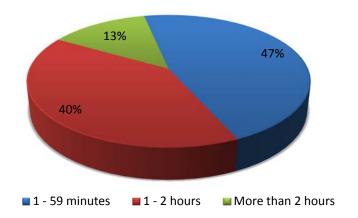
Category	%	Counts
1 - 59 minutes	65%	184
1 - 2 hours	26%	74
More than 2 hours	9%	24

Q6 Time Spent Daily on E-Reader

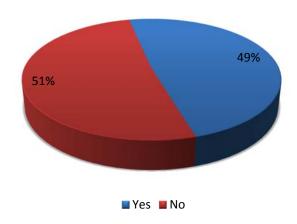


Category	%	Counts
1 - 59 minutes	47%	433
1 - 2 hours	40%	372
More than 2 hours	13%	124

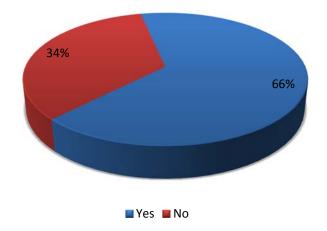
Q7 Time Spent Daily on Gaming



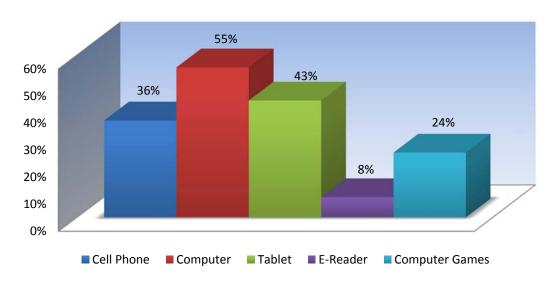
Q8 I Spend A Lot Of Free Time On The Internet



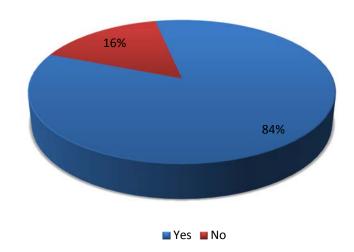
Q9 My Parents Check The Computer To Make Sure It Is Safe



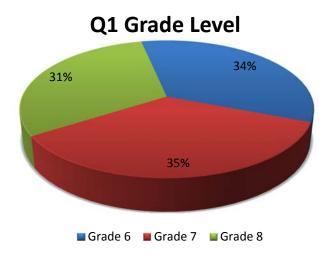
Q10 I Have Seen Something That Made Me Uncomfortable On The:

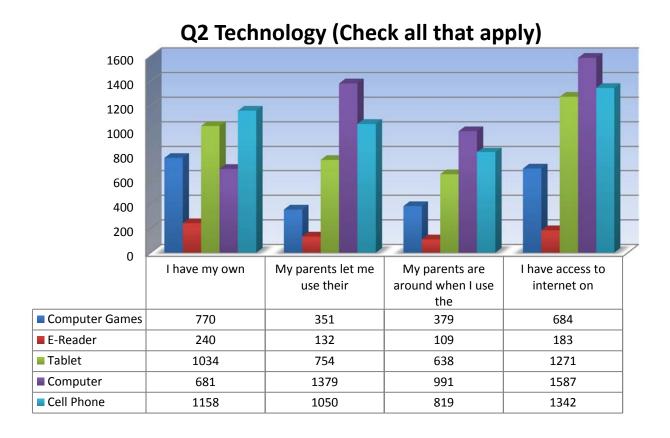


Q11 I Can Talk To My Parents About Being Uncomfortable



2015 YOUTH GRADES 6 - 8 QUESTIONNAIRE (1849 responses)





GENERAL OBSERVATIONS FOR GRADES 6 - 8:

Students in Grades 6 – 8 say they own:

- 67% report having their own phone
- 39% indicate they have their own computer
- 60% have their own tablets
- 44% have their own computer games and 14% have their own E-Reader

Students say their parents let them use their:

- Cell Phones (63%)
- Computers (83%)
- Tablets (45%)

- Computer Games (21%)
- E-Readers (8%)

Parents are around when these students are using:

- Cell Phones (63%)
- Computers (76%)
- Tablets (49%)
- Computer Games (29%)
- E-Readers (8%)

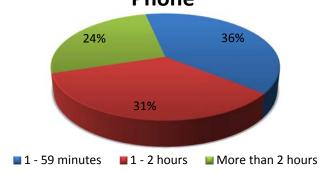
Students have internet access on:

- Cell Phones (75%)
- Computers (89%)
- Tablets (71%)

- Computer Games (39%)
- E-Readers (10%)

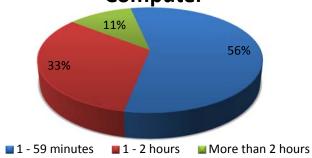
Category	%	Counts
1 - 59 minutes	36%	517
1 - 2 hours	31%	453
More than 2 hours	24%	351

Q3 Time Spent Daily on Cell Phone



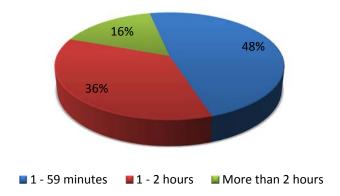
Category	%	Counts
1 - 59 minutes	56%	747
1 - 2 hours	33%	431
More than 2 hours	10%	146

Q4 Time Spent Daily on Computer

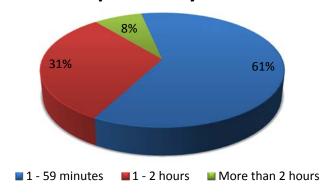


Category	%	Counts
1 - 59 minutes	48%	556
1 - 2 hours	36%	410
More than 2 hours	16%	185

Q5 Time Spent Daily on Tablet

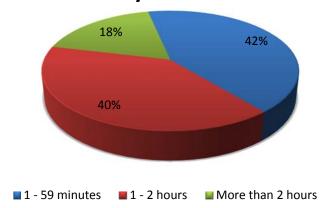


Q6 Time Spent Daily on E-Reader



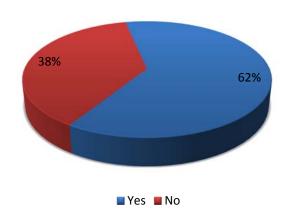
egory	%	Counts
minutes	61%	137
hours	31%	70
n 2 hours	8%	17

Q7 Time Spent Daily on Gaming Systems

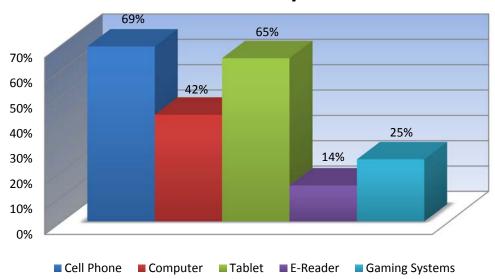


Category	%	Counts
1 - 59 minutes	42%	352
1 - 2 hours	40%	330
More than 2 hours	18%	149

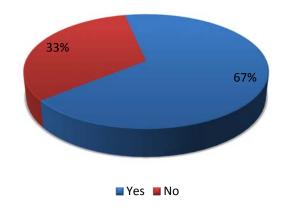
Q8 I Spend A Lot Of Free Time On The Internet



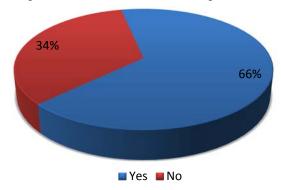
Q9 I Have Access In My Bedroom To:



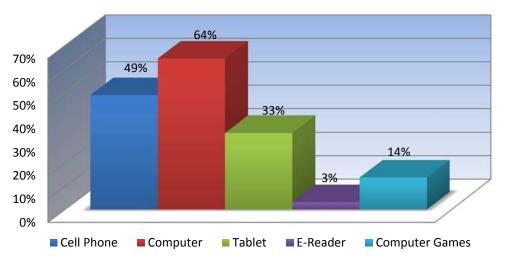
Q10 My Parents Check The Computer To Make Sure It Is Safe



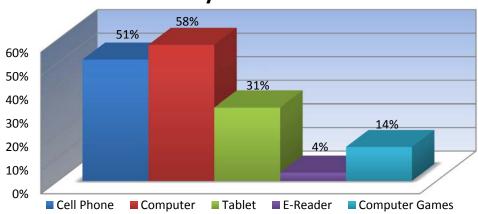
Q11 My Parents Know My Passwords



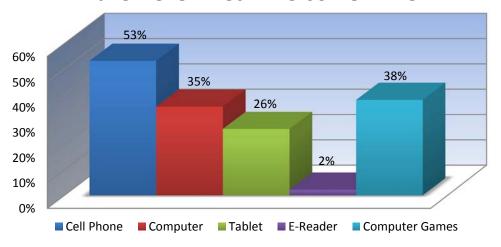
Q12 I Have Seen Something That Made Me Uncomfortable On The:



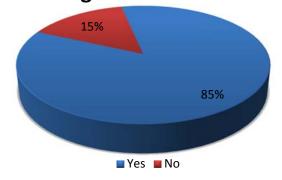
Q13 I Have Seen Something That Would Concern My Parents On The:



Q14 I Have Communicated To Someone I Have Never Met In Person On The:

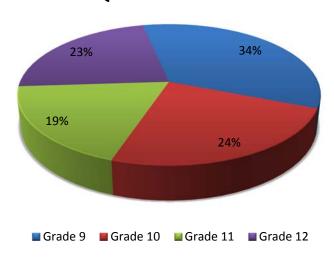


Q15 I Can Talk To My Parents About Being Uncomfortable

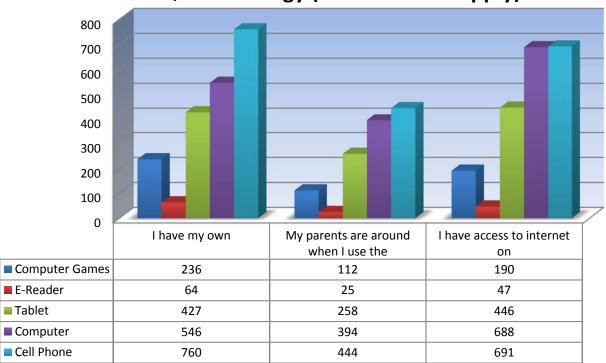


2015 HIGH SCHOOL GRADES 9 – 12 QUESTIONNAIRE (818 responses)

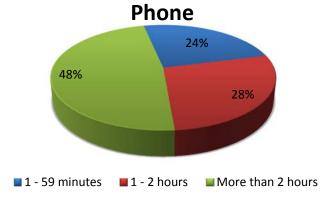
Q1 Grade Level





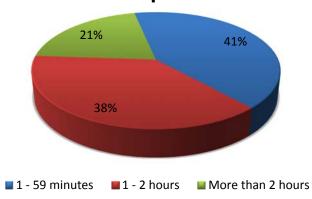


Q3 Time Spent Daily on Cell



Category	%	Counts
- 59 minutes	24%	179
1 - 2 hours	28%	203
re than 2 hours	48%	353

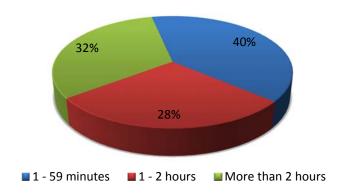
Q4 Time Spent Daily on Computer



Category	%	Counts
- 59 minutes	41%	244
1 - 2 hours	38%	223
re than 2 hours	21%	121

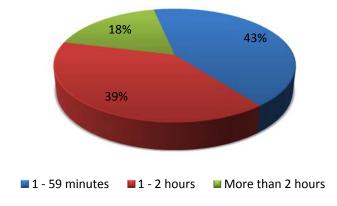
Category	%	Counts
1 - 59 minutes	40%	146
1 - 2 hours	28%	105
More than 2 hours	32%	118

Q5 Time Spent Daily on Tablet



Category	%	Counts
1 - 59 minutes	43%	12
1 - 2 hours	39%	11
More than 2 hours	18%	5

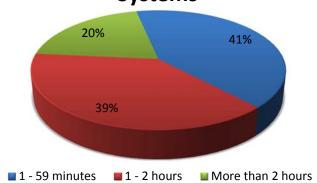
Q6 Time Spent Daily on E-Reader



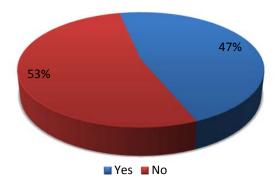
Category	%	Counts
1 - 59 minutes	41%	92

1 - 2 hours	39%	86
More than 2 hours	20%	45

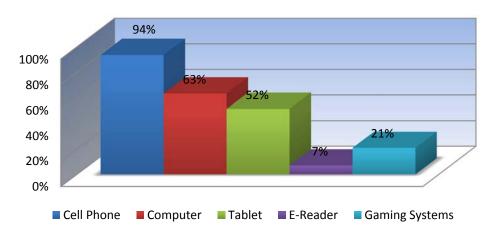
Q7 Time Spent Daily on Gaming Systems



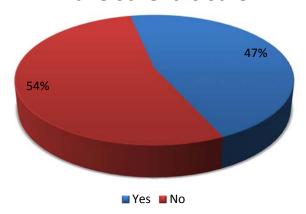
Q8 I Wish I Did Not Spend All Of My Free Time On The Internet



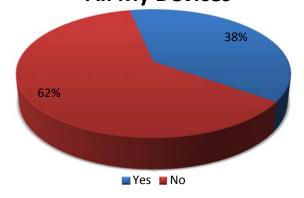
Q9 I Have Access In My Bedroom To:



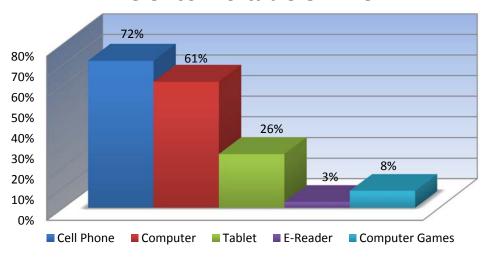
Q10 My Parents Check The Computer To Make Sure It Is Safe



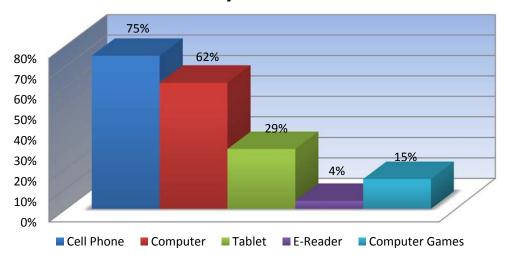
Q11 My Parents Know My Passwords On All My Devices



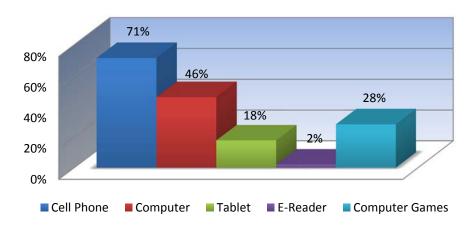
Q12 I Have Seen Something That Made Me Uncomfortable On The:



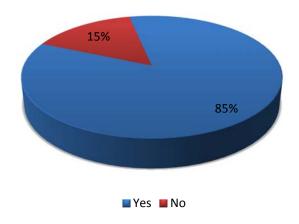
Q13 I Have Seen Something That Would Concern My Parents On The:



Q14 I Have Communicated To Someone I Have Never Met In Person On The:

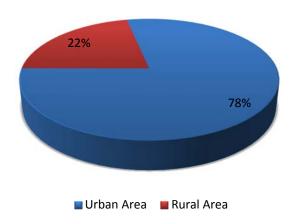


Q15 I Can Talk To My Parents About Being Uncomfortable

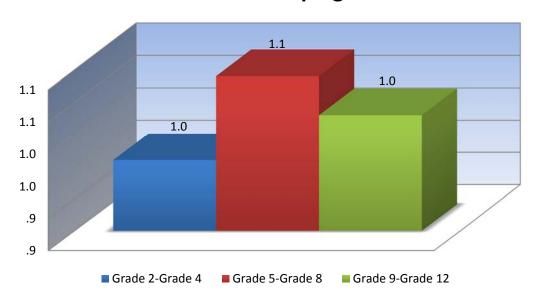


2015 PARENT QUESTIONNAIRE (851 responses)

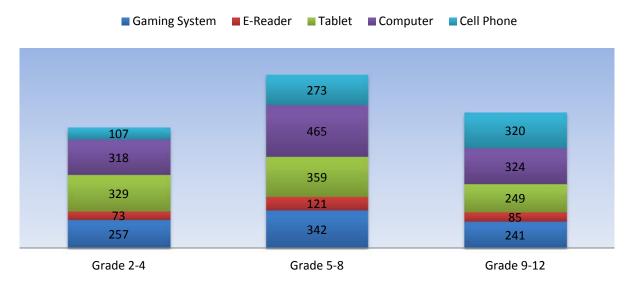
Q1 My Family Lives In A(n):



Q2 Your Average # Of Children In The Following Grade Groupings:

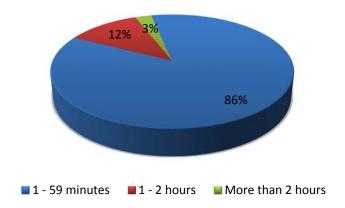


Q3 My Child Has Access To:



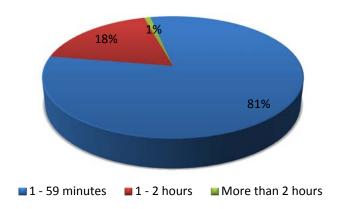
Category	%	Counts
1 - 59 minutes	86%	67
1 - 2 hours	12%	9
More than 2 hours	3%	2

Q4 Grades 2-4 on Cell Phone Daily



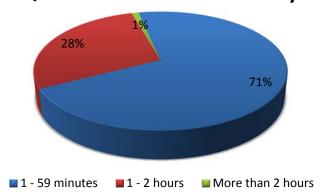
Category	%	Counts
1 - 59 minutes	81%	175
1 - 2 hours	18%	39
More than 2 hours	1%	2

Q5 Grades 2-4 on Computer Daily



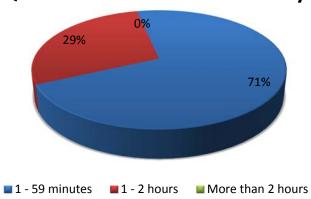
Category	%	Counts
1 - 59 minutes	71%	198
1 - 2 hours	28%	79
More than 2 hours	1%	3

Q6 Grades 2-4 on Tablet Daily

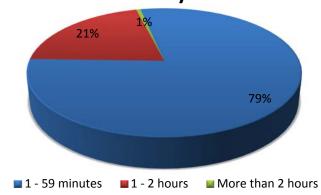


Category	%	Counts
1 - 59 minutes	71%	25
1 - 2 hours	29%	10
More than 2 hours	0%	0

Q7 Grades 2-4 on E-Reader Daily



Q8 Grades 2-4 on Gaming System Daily

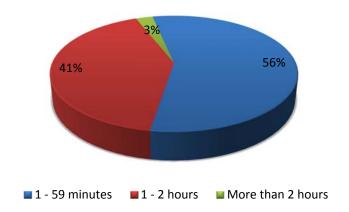


ategory	%	Counts
9 minutes	79%	130
2 hours	21%	34
nan 2 hours	1%	1

Category	%	Counts
1 - 59 minutes	56%	128
1 - 2 hours	41%	95

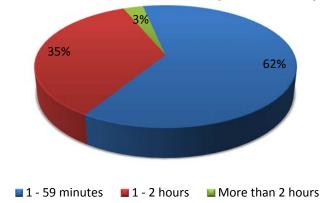
More than 2 hours	3%	6
Wioro triari 2 modro	0 70	

Q9 Grades 5-8 on Cell Phone Daily

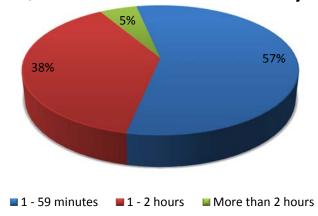


Category	%	Counts
1 - 59 minutes	62%	212
1 - 2 hours	35%	119
More than 2 hours	3%	10

Q10 Grades 5-8 on Computer Daily



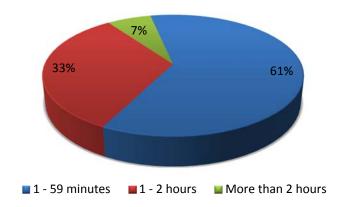
Q11 Grades 5-8 on Tablet Daily



Category	%	Counts
1 - 59 minutes	61%	28
1 - 2 hours	33%	15
More than 2 hours	7%	3

Category	%	Counts
1 - 59 minutes	57%	141
1 - 2 hours	38%	95
More than 2 hours	5%	13

Q12 Grades 5-8 on E-Reader Daily



Category	%	Counts
1 - 59 minutes	56%	107
1 - 2 hours	39%	75
More than 2 hours	5%	10

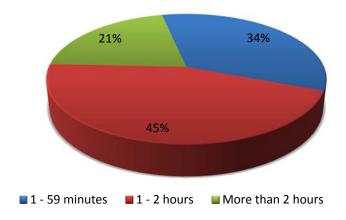
Q13 Grades 5-8 on Gaming System



Category	%	Counts
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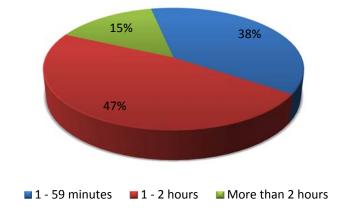
1 - 59 minutes	34%	101
1 - 2 hours	45%	133
More than 2 hours	21%	62

Q14 Grades 9-12 on Cell Phone Daily



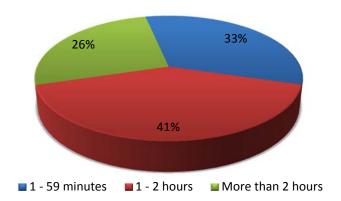
Category	%	Counts
1 - 59 minutes	38%	89
1 - 2 hours	47%	112
More than 2 hours	15%	35

Q15 Grades 9-12 on Computer Daily



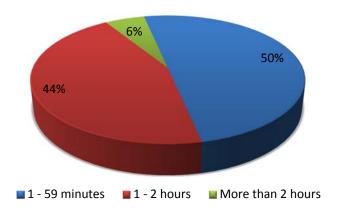
Category	%	Counts
1 - 59 minutes	33%	55
1 - 2 hours	41%	68
More than 2 hours	26%	44

Q16 Grades 9-12 on Tablet Daily



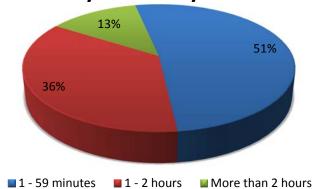
Category	%	Counts
1 - 59 minutes	50%	9
1 - 2 hours	44%	8
More than 2 hours	6%	1

Q17 Grades 9-12 on E-Reader Daily

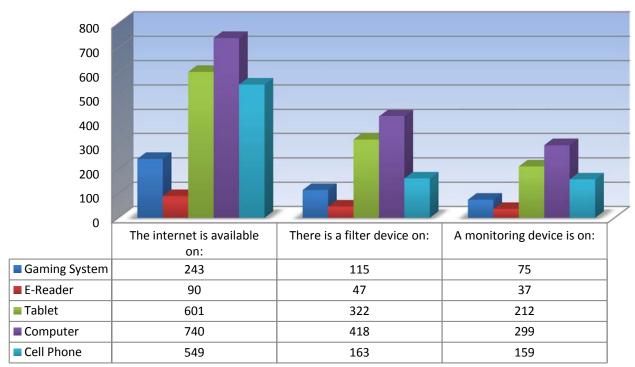


Category	%	Counts
1 - 59 minutes	51%	69
1 - 2 hours	36%	48
More than 2 hours	13%	17

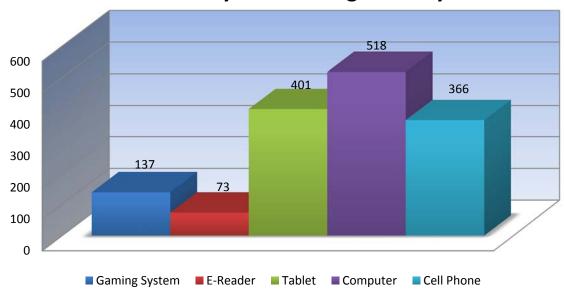
Q18 Grades 9-12 on Gaming System Daily



Q19 Devices & Features



Q20 I Check My Child's Usage History on the:

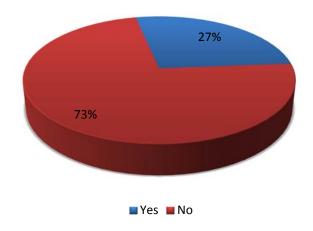


Percentage of parents reporting they check their children's usage history:

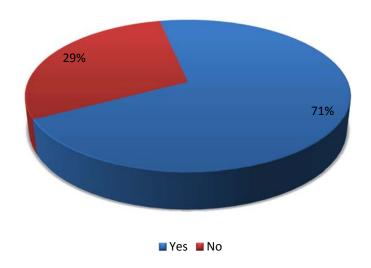
- 81% on the computer
- 63% on their tablets
- 57% on cell phones

- 21% on the gaming system
- 11% on E-Readers

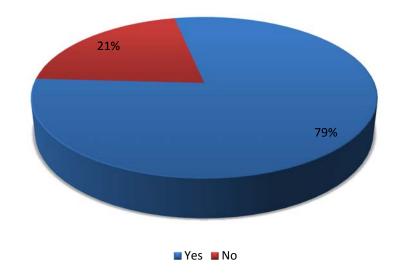
Q21 Have You Ever Suspected Your Child Has Viewed Inappropriate Sites?



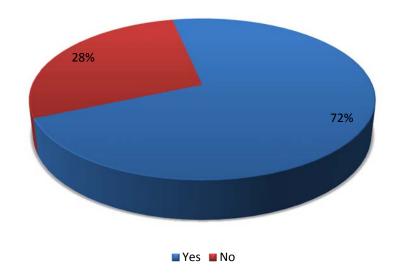
Q22 Did You Discuss This With Your Child?



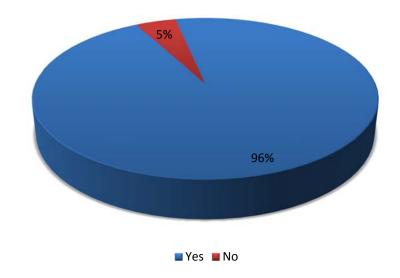
Q23 I Have A Good Understanding Of The "Human Trafficking" Issue



Q24 I Believe Human Trafficking Exists In My Local Community



Q25 I Believe Human Trafficking Exists In Nebraska



CONCLUSIONS

<u>Device availability.</u> Students responding to this study reported that they had access to the majority of devices mentioned in this study.

Grades 2 – 5

- Nearly all children responding from these grades indicated they have their own cell phone, computer and tablets, or they have access to their parents' devices.
- 62% own their computer game system or have access to their parents.
- 21% own their e-Reader or have access to their parents.

Grades 6 - 8

- All students responding from these grades indicate they own or have access to their parents' computer and cell phones and nearly all for tablets also.
- 61% own their computer game system or have access to their parents.
- 20% own their e-Reader or have access to their parents.

Grades 9 - 12

- 93% of responding students in these grades indicate they have their own phone
- 67% have their own computer
- 52% have their own tablet
- 29% have their own computer games
- 8% have their own e-Readers

This group of students was not asked whether they have access to their parents' devices.

<u>Usage statistics</u>. In general, the older the student, the more likely they were to spend longer periods of time on various devices, increasing their usage in nearly all categories as they grew older. The parents responding to this survey estimated similar amounts of daily usage on each device by their children, in general. The only exceptions were a tendency to report a higher daily usage for students on cell phones, computers, tablets and games for Grades 2-5.

- The biggest increase in usage at the various grade levels is with cell phones. Only 7% of the students in Grades 2 5 reported they use it for more than 2 hours per day, jumping up to 48% for students in Grades 9 12. This is more than twice the daily usage estimated by parents for each of the different grade levels.
- The next largest increase occurs with computer and tablet usage, but this could also be tied to the increased need to complete homework tasks on these devices.
- At least 50% of the students responding in each grade category indicated they spend "a lot" or "too much time" on the internet, peaking at 62% for Grades 6 8.

<u>Parental involvement.</u> Two-thirds of students in Grades 2-5 and 6-8 reported that their parents check their computers. For students in Grades 9-12, that number dropped to 47%.

More than half of <u>all</u> students responding indicated "I have seen something that made me feel uncomfortable..." on at least one of the devices mentioned in the study. The older the respondent, the higher the percentage of this occurring:

Grades 2 – 5 55% reported the source was the computer 43% on a tablet 36% on a cell phone

24% on computer games

Grades 6-8 64% reported the source was the computer

49% on a cell phone

33% on a tablet

Grades 9 – 12 72% reported the source was the cell phone

61% on a computer 26% on a tablet

85% of all students in each grade level indicated they could talk with their parents about being uncomfortable with something they saw on one of the named devices.

Communicating with someone the student has never met in person was reported to occur more often when using cell phones than any other device, according to the surveys. Here are the devices most often used by grade level when communicating with these strangers.

- Cell phones for 53% of the respondents in Grades 6 8 and 71% in Grade 9 12.
- Computers for 35% of respondents in Grades 6 8 and 46% in Grade 9 12.
- Tablets for 26% of respondents in Grades 6 8 and 18% in Grade 9 12.
- Computer games for 38% of respondents in Grades 6 8 and 28% in Grade 9 12.