

BANTER - IS IT FUNNY FOR EVERYONE?

In our school we have seen a rise in banter; both face-to-face and online. This may seem like harmless fun, however, pupils have expressed that they feel hurt and upset by this banter. Parents please can you help us by reminding your children to be polite and respectful both online and face-to-face? There is a fantastic story called 'Troll Stinks' which you can share together to get a conversation started. Please use the link below to see a digital copy of the story:

<https://www.vodafone.co.uk/cs/groups/configfiles/documents/webcontent/vfcon110705.pdf>

Our school promotes being kind and respectful both online and in the playground. Another fantastic resource to help discussions around cyberbullying is from 'Thinkuknow'. You could watch this together and discuss what to do if something online upsets or worries you.

<https://www.youtube.com/watch?v=lytzjmeyQU>



You can find advice and further information about cyberbullying by visiting this website:

<https://www.kidscape.org.uk/advice/advice-for-young-people/dealing-with-cyberbullying/>

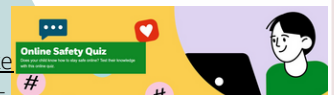


During Spring Term the Digi-Leads have been busy supporting Miss Walker in running a lunchtime Computing Club for KS1 and KS2 pupils. They have been amazing in supporting children to access different computer programs and helping them to log in. They have also looked after the Chrome Books before and after the club. Thank you Digi-Leads for all you help! You are all very responsible members of our school.

KIDS LEARNING CORNER

Try the NSPCC online safety quiz

<https://www.nspcc.org.uk/keeping-children-safe/online-safety/quiz/>



Explore 'Tate Paint' - What digital art master piece will you create?

<https://www.tate.org.uk/kids/games-quizzes/tate-paint>

Learn to use code

<https://scratch.mit.edu/projects/editor/?tutorial=getStarted>

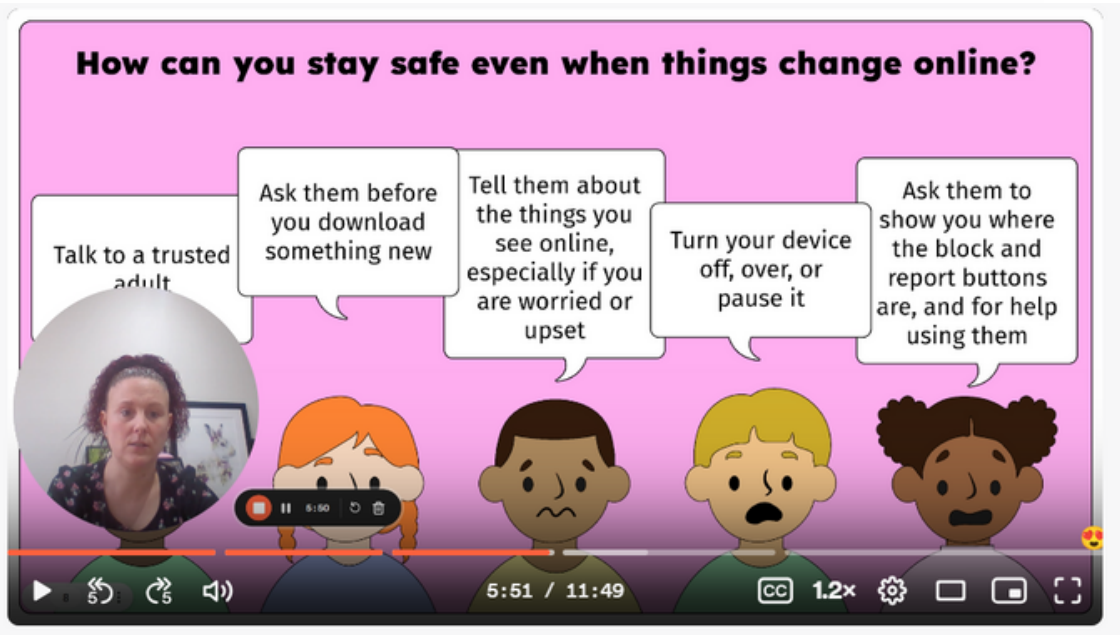


SAFER INTERNET DAY

This Spring Term we had a big whole school focus on e-safety which we explored through the Safer Internet Day celebration. Safer Internet Day encourages everyone to all work together for a better internet.

Miss Walker filmed a whole school assembly to launch Safer Internet Day and then each class considered how they would keep safe online when technology is constantly changing. You can watch Miss Walker's assembly on the School Face Book page.

Safer Internet Day takes place every February



IT'S CREATIVE TIME!

Make a 5 trusted adults handprint so you know who you can talk to if anything online worries or upsets you. You can also share new things that you learn online and talk about favourite games and websites.



How creative can you be?
Will you use paint? Can each finger be turned into that person? What colours will you use?

Setting up devices for you child to be safe- internetmatters.org

Manage broadband & mobile networks



At home, access your broadband network and set applicable controls.



On the go, set up controls on the relevant mobile network.

See step-by-step guides to help

Prepare their device



Explore the device controls and settings to set limits on inappropriate content, screen time, spending and more.



Download and install the apps and games you're okay with your child using.



Set up controls in these apps and games to help keep your child safe while they play, browse or chat.



Install or set up additional parental control apps for further protection.

Explore step-by-step guides for social med and video gaming

Talk & learn regularly

Together, learn about online safety issues that might impact your child.

Together, explore privacy and safety settings on their favourite platforms.

Ask them to teach you about their favourite online platforms to create an open environment for conversation.

Keep these conversations going for continuous support.



What Parents & Carers Need to Know about

ROBLOX



Roblox is one of the most popular video games on the market. By 2020, the game's makers were claiming that more than half of children in the USA play it. As a 'sandbox' title, Roblox offers a huge amount of creative freedom: it lets players create their own gaming experiences with the Roblox Studio to build custom levels and games, which can then be shared with other players online. Roblox fosters creative thinking and enjoys a robust online community of fans.

WHAT ARE THE RISKS?

CONTACT WITH STRANGERS

Roblox encourages players to communicate online (including a group chat facility). This could expose children to risks such as scammers, online predators, harassment, griefers and more. The in-game chat has some filters, but isn't perfect: players can still send harmful messages to others - such as general hostility - while predators can reach out to children directly.

ONLINE DATERS

These are also called 'ODers' and are quite common in Roblox. An ODER is an individual who joins a game with the intention of finding someone to date online - and eventually meet in person. Such online dating is against the Roblox community guidelines, but this usually doesn't deter ODERs. Some player-built Roblox game worlds have even been designed with online dating specifically in mind.

PUBLIC SERVERS

Roblox has private or VIP servers which allow people to play exclusively with their friends, but this costs money. Most Roblox players will instead be on public servers that anyone can join. Servers can host games which focus on all kinds of aspects, including direct player interaction. Some games and servers, therefore, will put children more at risk of contact from strangers than others.

IN-APP PURCHASES

Roblox is actually free to download and play, but bear in mind that there are some hidden costs. Players are encouraged to make purchases in the game, for example, using real money. People can also buy extra Robux (the in-game currency) to spend on cosmetic items in the game, and some private or VIP servers also have a cost.

Advice for Parents & Carers

SET PARENTAL CONTROLS

Roblox comes with several parental control options, which are explained well on the game's official website. It's essential to enter the correct date of birth for your child, as that allows Roblox to automatically apply the appropriate chat filters. The game also allows parents and carers to set monthly spending restrictions and monitor their child's account.

DISABLE PRIVATE MESSAGING

Roblox's private messaging function raises the risk of children being contacted by people they may not want to speak with - potentially leading to bullying, harassment, toxicity and scam attempts. The game allows you to disable messages from anyone who hasn't been added as a friend on your child's account.

PRIVATE SERVERS

If your child has genuine friends who they play Roblox online with, paying for a private or VIP server decreases the risk of contact from strangers. Even then, however, some players could invite other people - who might not necessarily be child friendly - into the private server. If your child is a Roblox fan, it's important to talk with them regularly about who they are playing the game with.

MONITOR SPENDING

If they don't understand they're using real money, it's easy for children to accidentally spend a sizeable amount in the game. Using parental controls to place limits on their spending will help avoid any nasty financial surprises. Ensuring that you have two-factor authentication on your payment accounts also makes it harder for your child to spend money inadvertently.

DEALING WITH STRANGERS

At some point in their development, your child will need to learn how to deal with strangers online. Show them how to block and report any users who are upsetting them or asking uncomfortable questions. Talking to them about what's OK to discuss - and what they should never tell a stranger online - will help them understand how to communicate with others safely in the digital world.

Meet Our Expert

Clare Godwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2015, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.



Sources: <https://www.theverge.com/2020/7/21/2133343/roblox-over-half-of-us-kids-playing-virtual-parties-fortnite>
<https://corp.roblox.com/parents/>