



Online Safety Newsletter

Griffin Primary School



Spring 1 2022

In this half-termly newsletter we want to keep you informed of the latest online safety updates, as well as sharing information with you about how to keep your children safe online. It is vital that you know what to do if you have any concerns about your child's or another child's online activities.

Roblox

Roblox is a wonderful world of adventure played by millions of children, young people and adults around the world and there are various features that can be enabled/disabled such as chat, privacy, reporting abuse etc. There is a really useful parent guide, produced by the UK Safer Internet Centre.

[Roblox checklist \(swgfl.org.uk\)](http://Roblox_checklist(swgfl.org.uk))

The family Video Game Database

Created by a small enthusiastic team of parents and carers The Family Video Game Database was set-up to help parents and teachers find games they actually want children to play. You can look up games like Grand Theft Auto or Call of Duty to check their ratings. But then get suggestions of younger rated games as an alternative for younger children.

[Family Video Game Database - Guides, Ratings and Suggestions - Family Video Game Database](#)



New Instagram guide for parents

A number of apps are developing and releasing new features to conform to the new Children's Code. This includes Instagram who have features to manage content, manage who your children interact with (and vice versa) and more.

For more details follow the link below:

<https://www.internetmatters.org/parental-controls/social-media/instagram/>

Parental controls

There are so many ways to stay in control with your child's online activity. Internet Matters has produced a useful guide to take you through all the features that are available and how to set them up. More than nine in ten parents of 5-15 year olds who use parental control software consider it useful.

[Parental Controls & Privacy Settings Guides - Internet Matters](#)

New devices for Christmas (The four C's)

CONTENT - if a child is allowed to play this game, download this app, use an online service, what can they see, what content are they subjected to? Are there filters we can use? Are there age restrictions?

CONTACT - when they are using their technology, playing games, using apps, who are they talking to? Are you happy with this? Can you turn chat off? Are there any block/report features?

CONDUCT - this describes the behaviour of the child. If allowed to use play this game, use this app, how will they behave?

COMMERCE - the internet, all the apps, games and services are driven by commercialism. Many of these services are free, but they have to make money somehow. We're all used to ads and the fact our data is farmed in order to show us targeted and relevant ads, but commercialism