



# E-Safety Newsletter



Deneholmprimaryschool.co.uk

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## Parent Guides

On our school website we have parent guides to help keep your child safe on the following social media sites;

- Instagram
- Facebook
- YouTube
- Omeagle
- Kiki
- Yellow
- Snapchat
- Whatapp

Please take the time to have a look to ensure you have the correct parental controls so that you can keep your child safe.

## Contact Us

If you'd like us to include something in our next newsletter or would like to discuss any of the content in this issue please contact;

Miss Mackenzie  
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## Introducing our new e-Safety newsletter

A warm welcome to our first issue of our school's e-safety newsletter. We are hoping that, by having a termly newsletter available to you as parent and carers, we will be able to share any information we have as a school about e-safety to ensure that you have up-to-date information available so that you can keep your children safe when they go online.

We'd welcome any information from parent/carers to include in our next issue.

## Gaming disorder classified as disorder by WHO



Gaming disorder has now been classified as a mental health condition for the first time by the World Health Organisation (WHO). This is referring to people for who gaming takes "precedence over other life interests". It states that abnormal gaming behaviour should be evidenced over a period of at least 12 months for a diagnosis to be given but added that periods might be shortened if symptoms are severe.

Symptoms include:

- Impaired control over gaming (frequency, intensity, duration)
- Increased priority given to gaming
- Continuation or escalation of gaming despite negative consequences

For more information click here <http://www.who.int/features/qa/gaming-disorder/en/>

**Guidance for you:** We would ask you to limit the amount of time your child spends on their electronic devices.

## What you need to know about Roblox



This popular app is played by children from 5 – 10 years of age. It is a user-generated gaming platform where you can create your own games or play games that other users have made. There is also the option to chat to other players.

## Reporting

If you have an e-safety concern you can report it directly by using the CEOP (Child Exploitation and Online Protection) report button that is on our website.



## Dates for your Diary

### Parent E-Safety Workshop

We are offering a parent e-safety workshop to parents of our school on

**Wednesday 31<sup>st</sup> January 2018 between 5.30-7pm.** This will ensure that you're up-to-date with any recent issues that could be affecting your child.

### **Safer Internet Day 2018**

On Tuesday 6th February 2018 Deneholm will be joining in the global e-safety day to ensure that our children are empowered to keep themselves safe on line. All classes from Reception to Year 6 will be taking part.

## Key things for parents to be aware of

### **1. Communication**

Whilst the games are aimed at 8-18 year olds, there are no age restrictions. This means both adults and young people can play and communicate with each other on the platform.

All games are multiplayer and include a written chat feature, which is visible to players within each individual game. Users can also make and receive friend requests during gameplay and this means that they can chat to each other outside of the game.

### **2. Content: what content is available that might not be suitable for children.**

The Roblox Studio is a section where players use their imagination and skills to create their own games and share these with others. The ability to create and play games can be very appealing to young people who like to create the content they see online.

However, because content is user-generated it can mean that some games might not be appropriate for young children. For example, whilst the graphics are not very life like, some of the games feature weapons and blood and at times it has been reported in media reports (not at our school) that children have seen 'naked characters have been seen in the worlds as well as children being sent inappropriate messages by friends they don't know'

### **3. Costs: How children might accidentally run up costs**

By creating games, users can earn Robux, the in-game currency. You can also buy Robux in the game. Players can spend money on items, such as membership to the Builders Club.

If game creators attract players and in-game adverts, they can earn a lot of Robux, which they can convert into real money. To do this, players must be over the age of 13, have paid for Roblox's premium subscription, and have access to a Paypal account. This means that younger players would need to talk to an adult to be able to exchange their Robux for real money.

### **Guidance for you:**

We would ask that you check your child's account to look to see if they have friends that they do not know. In addition we would ask you to ensure that you check the child's in game message inbox to check if they have been receiving inappropriate messages.

## Finally...

Please remember, if you have concerns over any e-safety issues do not hesitate to come and meet with us.