



St Joseph's Catholic Primary School
Diocese of Clifton

Inspiring everyone to **REACH** through
Faith, Hope, and Love

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With St Therese as our guide we do little things with much love to make a big difference for everyone.

Headteacher: Mrs Clare Howells

Dear Parents/Carers

Last month, St Joseph's celebrated Safer Internet Day. As a part of this, each child has completed a survey about what they do online and on their digital devices. Each class also had a talk with a PCSO to deliver age-appropriate advice on how to stay safe in the digital world. Many of the children's questions and comments raised from these events have caused us to look more deeply in how we tackle online safety at school and we wish to share our findings with you.

The findings for **Year 5** from these activities are listed below.

- 1 child is regularly using snapchat.**
- 7 children are regularly using Whatsapp.**
- 5 children have had a conversation with someone they don't know online.**
- 20 children are regularly using a digital device unsupervised.**
- 10 children have seen something online that made them feel uncomfortable.**
- 8 children have done something on a digital device that has been designed for older children/teenagers.**
- 21 children have their own phone, computer, laptop or tablet.**
- 9 children are regularly playing Roblox.**
- 8 children play Fortnite.**
- 5 children play Among Us, a game where you are actively encouraged to talk to strangers.**

Most children in Year 5 said that they regularly play video games and watch videos. You can find some information about popular platforms below.



YouTube

74% of the children at our school have said they regularly use YouTube or YouTube kids. YouTube is a huge platform wherein anyone can upload videos.

YouTube Kids allows you to set screen time limits, and filters content automatically. Although it is safer than YouTube, you need to be mindful that it is still possible for inappropriate videos to be shown.

Children also mentioned watching YouTube Shorts. This is very similar to Tiktok, in that each video is only a few seconds long. The user is encouraged to scroll through videos, seeing lots of different content in a short timeframe. Unlike Youtube, there is less choice about what you watch; the next video is shown to you immediately. This can easily lead to inappropriate or frightening things being shown to children, as they have little choice about the kind of content that is shown next.



Roblox

Roblox is a gaming environment aimed at children. Roblox itself is not a game, and the Roblox company do not make any levels themselves. All levels on Roblox are user-created. Anyone can make and upload a level to the site; there are even companies that upload games for profit. These games are also multiplayer, with people from around the world joining.

Because of this, it is incredibly hard to regulate the content on the site. Games that sound 'friendly' like the popular game Rainbow Friends, can actually be horror games. In Rainbow Friends, players run away from a demented monster in an abandoned building trying to kill them.

Due to how the games are made, it is possible to code games that differ from the 'blocky' style the game is known for. Roughly a year ago, a user uploaded a game very similar to Call of Duty (a game usually rated 18+) to the site. You can find an example of what this looks like [here](#). Creators can also make money from this site through a currency called Robux. Players need to pay real money to obtain Robux. When you spend it, a portion goes to Roblox but most of it goes to the level creator.

Roblox (like many online games) utilises a chat filter to remove inappropriate language within the game. Whilst this does curb most harmful content, there are ways of getting round it.



Fortnite

Fortnite is a multiplayer Battle Royale game. In a Battle Royale game, 100 players compete in a large arena, which gets smaller as time goes on. Players win by killing others until they are the last one standing. The game is rated 12+ due to moderate violence and micro-transactions (small in game purchases). The game can be very tense and stressful to play, and often makes players feel angry or upset. It also utilises Voice Chat, wherein players can

communicate with each other by speaking.

If you are looking for a more age-appropriate alternative, Lego Fortnite has an age rating of 7+. It keeps most of the gameplay elements the same but has less violence. Chat settings are also easy to manage from a parent account, and can be set to friends only or turned off completely.



Minecraft

Minecraft was another popular choice. It has an age rating of 7+. In this game, you gather resources, defeat monsters and build things. Within single-player mode, it poses very little danger or possibility of harm other than being frightened of cartoon monsters. However, if your child were to join a multiplayer server, they are susceptible to more risk. Minecraft does not monitor external servers - all rules are decided by whoever made the server. They have the choice to filter the chat, and may not be monitoring the conversations people have.

It is your choice, as the parent, to allow your child to play certain games. Please research the games/platforms you are allowing your child to use thoroughly.

More information on e-safety can be found on the school website. If you have any questions about keeping your child safe online, please email SLT and I will respond to any questions you may have.

Kind regards,

Miss Drury

Computing Subject Lead

