

E-Safety Newsletter

Issue No 10

E-Safety Committee



We have now appointed our E-Safety Councillors for the academic year 2025. We have one representative from each class in Year 1 and 2 and our early years representatives will be invited to join the committee in January 2026.

The children will be enabled to make judgments about what they see online and not automatically assume that what they see is true, valid or acceptable. We also help children to understand or consider why a person wants their personal information and whether it is safe to give that information.

Latest Information for Parents - Roblox Security Changes

The introduction of the Online Safety Bill earlier this year has brought welcome controls over what we and our children can access online. As internet speeds have increased and the digital world has expanded, the ability for anyone of any age to reach almost any content has grown at a pace far



beyond our capacity to safeguard against it. The risks have become unmistakable. Adults now face increasingly sophisticated attacks from hackers and scammers, while children remain acutely vulnerable to online predators.

Although some internet services initially resisted tighter regulation, the government's commitment to reducing online harms has ultimately prevailed. For children, one of the most persistent avenues for predatory behaviour has been online video games. These are spaces where young users gather, communicate, and interact, often with limited verification or oversight.

Roblox, a platform widely associated with younger players, is now beginning to address this by introducing facial analysis age checks and optional ID verification for users over 13. These real-world verification measures are designed to confirm a user's age more accurately and to restrict interactions that could place children at risk. In practice, they

signal an important shift in how major platforms are starting to manage online safety and respond to the expectations set out in the Bill.

You can read more about these checks on their website: <https://corp.roblox.com/newsroom/2025/11/roblox-requires-age-checks-limits-minor-and-adult-chat>

Useful Information for Parents - AI and Online Safety



There can be many positives to the use of AI in helping to find information, making creative content and getting support quickly through chat functions. However, as with other areas of online use, it comes with risks to children as well. For example, the content that children see might not be age appropriate, legal or promote healthy behaviours. They can also experience harms such as bullying and sexual abuse through the misuse of AI content generators to create realistic looking content intended to cause harm.

- Talk about where AI is being used - A good place to start is by having open conversations with your child about where they are seeing AI tools and content online. This is an opportunity to talk about the risks and benefits they are experiencing.
- Remind young people not everything is real - You can remind them that not everything online is real and much of what we see may have been edited. AI is continually evolving but there can be common indicators to show something is AI generated but remember it is not always obvious. Some of these indicators can be an overall 'perfect' appearance, body parts or movements appearing differently or not looking 'true to life'.
- Discuss misuse of generative AI - It's important to address the misuse of generative AI to create harmful content in an age-appropriate way. Make sure that your child knows it's not OK for anyone to create content to harm other people.
- Remind them to check sources - AI summaries and chatbots can be helpful tools to get quick answers to a question but it's important to know it's coming from a reliable source. Sources should be listed and will often have links so they can be checked. If the source is not listed or is not a reliable source, it's good to encourage them to check a trusted site for themselves.
- Signpost to safe sources of health and wellbeing advice - We know young people will use the internet to get advice and answers to questions which could mean they come across advice from an AI bot or summary. It's important they access safe information from reliable sources, so it can be helpful to make sure they know of child-friendly safe sites.
- Make sure they know where to go for help - Ensure your child knows they can talk to you or another safe adult like a teacher if anything worries them online or offline.



Parental Controls Guides

Find step-by-step guides and learn how to activate parental controls to manage children's devices, apps, and platforms to give them safer online experiences.

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

How to start your parental controls activation

1

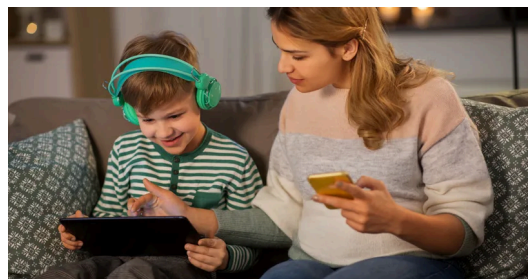
Start with broadband controls – your home's first line of defence. Set up controls on your broadband to filter inappropriate content across all devices connected to your Wi-Fi.

2

Protect the devices they use – including tablets, smartphones, and gaming consoles. Activate device-level controls to manage screen time and app access.

3

Add extra protection on the apps they love – many apps, games, and streaming services have built-in parental controls. Turn these on to manage what they can see and do.



Online Safety for the under 5s

More and more children in early years have their own tablets or borrow their parents' devices to play games, use apps and watch their favourite TV shows. See advice on simple things you can do to make sure they're staying safe online.

<https://www.internetmatters.org/advice/0-5/>

Online safety for young children (6-10)

Early use of digital technology can boost language skills, social development, and creativity in children. However, it also carries risks like exposure to inappropriate content, sharing personal information, or imitating older kids online. Here's how to ensure a safe and positive online experience for children aged 6-10.

<https://www.internetmatters.org/advice/6-10/>