Online Safety Newsletter
March 2022 – Staff

Remember to continue to have open conversations with the young people in your class.

Find out what your students are using.
Talk to them about it. Why do they like it? Look together at the risks.
Ask the students what would you do if…?
Encourage them to talk to a trusted adult. Explain what they should do if something doesn't feel right.

Roblox concerns – [Roblox: The children's game with a sex problem - BBC News](#)
Roblox is one of the most popular children's games in the world.
The exact figures are a little hazy, but in 2020 Roblox said that two-thirds of all US children between the ages of nine and 12, use the game. Roblox sex games are commonly referred to on the platform as "condos". They're spaces, generated by users, where people can talk about sex - and where their avatars can have virtual sex. In these games, Roblox's rules are thrown out of the window.
Our young people may accidentally or intentionally see this and therefore it is important to encourage open conversations, talk about what would you do if…? Encourage our young people to speak to a trusted adult.

If you have any concern's you can speak to Derek (Designated Safeguard Lead) or Mrs. Dryhurst (Online Safety Lead) for further support and guidance.

https://www.security.org/how-secure-is-my-password/
Staff - Check how secure your own password is using this free, safe, and secure website.

Reporting Online Incidents - Online safety incidents come in many forms. All should be logged on my concern that way we can keep a chronological log of the incident and any follow up action taken. Follow the **escalating online safety concerns flowchart** or speak to Derek/ C. Dryhurst for more information.