

Safer Newsletter

Our Safeguarding Team

Safeguarding is everyone's responsibility at Peters Hill but we have staff with designated responsibilities for Safeguarding. We have a Designated Safeguarding Lead (DSL) and a group of deputies. We also have a dedicated Safeguarding Officer.

Meet the team below.

If you have any concerns you can contact any of the Safeguarding Team who will deal with your concern promptly, confidentially and without judgement.

Meet our Safeguarding Team

Tracy Curnin DSL	Simon Duncan Deputy DSL	Hayley Owen Deputy DSL	Ellen Foxall Deputy DSL	Stephen Porter Deputy DSL	Karen Bridgwater Safeguarding Officer
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ParentShield
The Child-Safe Mobile Network

You will be aware that there is a lot on the news currently about the UK Government and Houses of Parliament debating legislation for mobile phone use in schools. This follows Australia recently banning certain apps and social media platforms for under 16's.

At Peters Hill, pupil mobile phones are not allowed to be used on school property.

Year 6 pupils may bring in their phones to school where they are handed in to staff for safe keeping until the end of the day. We do not intend to change this policy in the near future.

If your child already has a phone or you are thinking of giving them a phone, one parent has recommended 'Parent Shield' to us, a Mobile Network that is designed for children. It has many features that can't be found on any other network. Unlike parental control software that controls a phone, you control the network, to make sure those using the phone are safe. There is a cost attached, but this might give you peace of mind if you have some concerns.

Online Safety Talk

Pupils in Y4, 5 and 6 were lucky to have an online safety talk this half term from PC Hamza.

He covered numerous topics, some of which were quite hard hitting. He raised awareness in our pupils of how mistakes online can lead to police involvement.

PC Hamza is offering a similar workshop to parents, but we need to ensure enough interest.

If you would like some advice about keeping your child safe online and are interested in attending a workshop with PC Hamza on

16th March at 2pm

please contact the school office to secure a place. *Please note, if less than 12 parents are interested, we will have to cancel the workshop.*

WhatsApp Updates

Did you know the recommended minimum age for WhatsApp is 13.

New features in WhatsApp can be of concern.

AI integration can increase exposure to misinformation, inappropriate content and data privacy issues. AI responses may be inaccurate and hinder critical thinking by offering ready made responses.

A new **chat lock** feature aids pupils in hiding messages in a biometrically protected folder.

Live location means that anyone in a child's group chat can track their location, potentially revealing usual routes or home address.

How sure are you that your child knows everyone in a group chat?



IWF

Internet Watch Foundation

The IWF produce regular updates detailing statistics that can be a frightening read, but it is crucial that we understand the risks our pupils navigate when online.

In 2023, IWF received **104,000** reports of children between the age 7-10 who had shared a self generated nude image of themselves online...and this is only the reported number.

99% of these children were girls, 1% were boys. 7-10 year olds are the fastest growing group of children to make this mistake.

IWF work to eliminate child sexual abuse imagery online, preventing the ongoing victimisation of those abused in childhood and making the internet safer for all.

Follow the QR code to their website where you can report any online child sexual abuse



**Nude image of you online?
We can help take it down.**

**Our Safeguarding
policies can be found on
our website by following
this QR code**



Report:Remove is a tool provided by Childline where pupils can get support if they have posted an inappropriate picture of themselves online or if they are aware that someone else has posted an image online.

Follow up counselling can also be accessed if required.

Peters Hill Primary School Website

You may have noticed that we have been removing photographs from our school website. Whilst this may change the look of our outward facing information, there is a very good reason for this. We want to limit the opportunities where photographs of staff or children can be 'scraped' from our website, used in other apps and new images recreated without consent.

The rise and life-like accuracy of AI means that 'seeing is believing' can no longer be the case. We appreciate your support while we make these changes for the safety and well being of our school community.



No Phone Zone

Please help us keep our school safe and respect that our school is a no phone zone. This means parents and visitors are asked not to use their phones when visiting our school.

If you need to use your phone while in school please speak to the office staff who can direct you to an area where children are not present.

Thank you for your co-operation with this important safeguarding request.

If you are concerned about the welfare of a child, you can contact Children's Services directly via the information below;

Children's Front Door

Telephone: 0300 555 0050 (select option 3)
Opening hours: 9am to 5pm, Monday to Friday

Emergency Duty Team

Telephone: 0300 555 8574 (Out of office)
Open 5pm to 9am, Monday to Friday, 24 hours at weekends and on bank holidays

What Parents & Educators Need to Know about

ROBLOX

WHAT ARE THE RISKS?

Roblox is an online platform where users can play and create games known as 'experiences' made by other users. Roblox has a large UK audience. ITV News has reported that millions of people in Britain use the platform regularly, with children forming a significant proportion of its users. The sheer scale of it makes it extremely difficult to moderate effectively, creating risks for unsupervised children.

A PLATFORM RATHER THAN A GAME

Roblox differs from traditional video games in that it hosts millions of user-created experiences rather than a fixed set of developer-produced content. Each experience is self-rated by its creator rather than independently age-rated in advance, as is the case with PEGI-rated games. With millions of user-created experiences, moderation is largely automated which means that inappropriate content may reach younger players and have a harmful effect.

MATURE CONTENT

With much of Roblox's moderation automated through AI and creators self-certifying suitability, inappropriate content frequently appears on the platform. Some experiences may include content intended for older players. While Roblox has tools to restrict access based on age settings, these systems are not always perfect. Younger players are likely to encounter content you may deem unsuitable.

IN-GAME SPENDING

Roblox is free to play, but many experiences and cosmetics include optional purchases using Robux, the platform's virtual currency, to get advantages in games. This business model is common across online games, but reporting has highlighted cases where children have spent large amounts of money unintentionally or without understanding the real-world cost.

RISK OF ADDICTION

Roblox encourages repeated and extended play. Many experiences are made of short tasks, rewards, and progression systems that can prompt users to keep playing for longer periods of time. Some games also use reminders, daily rewards, or timed events to encourage frequent logins. These designs can make it difficult to stop playing. Spending long periods online may affect sleep, schoolwork, or other activities if boundaries are not in place.

COMMUNICATION WITH OTHER USERS

Roblox includes text and voice features that allow players to chat in shared game spaces. While the platform uses automated filters and moderation tools, media investigations have found that inappropriate and potentially harmful messages can still get through. There are risks that children could be targeted by groomers. In response, Roblox has announced changes to how chat works. The platform plans to use facial age-estimation technology to restrict chat access between adults and children they do not know.

Advice for Parents & Educators

USE PARENTAL CONTROLS

Roblox's parental controls provide an important starting point. Linking a child's account to an adult account allows parents to apply spending controls, limit communication features, and review recent activity. Regular supervision, use of parental controls, and conversations with children about what they see online can help reduce the risk of exposure to inappropriate content.

PLAY TOGETHER WHERE POSSIBLE

Playing Roblox with a child can help adults understand the types of experiences available, how monetisation works, and how children interact online. This shared engagement can also make it easier for children to raise concerns if something feels wrong. Parents and educators should monitor all games played on Roblox due to its self-rating nature.

CONSIDER LIMITING OR DISABLING CHAT

Although Roblox is introducing tighter age-based chat restrictions, some parents and educators may prefer to disable chat entirely for younger children. Children can still play games while communicating with friends they know through other supervised platforms.

ENCOURAGE OPEN CONVERSATIONS

Many Roblox experiences are creative and age appropriate, and for many children, the platform is an important way to socialise with friends. Rather than banning it outright, parents and educators should talk openly with children about online safety, spending, and how to respond to inappropriate behaviour.

Meet Our Expert

Alan Martin is a technology journalist who has written for publications including Wired, TechRadar, The Telegraph, The Evening Standard, The Guardian and The New Statesman.



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10 Top Tips for Parents and Educators

SUPPORTING SAFE USE OF AI

Artificial Intelligence (AI) is increasingly woven into young people's digital lives. It can offer some educational benefits and day-to-day assistance; however, it also raises concerns about misinformation, privacy, fairness, and safety. This guide provides parents and educators with practical strategies to support young people to navigate AI tools responsibly, and to use them safely and with discernment.

1 DEMYSTIFY WHAT AI REALLY IS

Children encounter AI in most online places, including games, streaming platforms, and school tools. Explain that AI uses patterns from past data to make decisions, but it doesn't think or feel like humans. Use age-appropriate examples, like how recommendations on YouTube or Netflix work, to build understanding and prevent false beliefs about AI being all-knowing or alive.

2 TALK ABOUT RISKS OF MISINFORMATION

AI can create convincing false information, including deepfake videos, photos, and fake 'facts'. Encourage children to think critically about what they see and read. Teach them to double-check information using reliable sources, to look at images and videos carefully, and to ask an adult if something doesn't seem right.

3 DISCUSS DATA AND PRIVACY

Explain that AI systems learn by analysing lots of data, sometimes including personal information. Help young people to be mindful of what they share online and why protecting personal data matters. Model good habits like reading app permissions together or reviewing what's collected by voice assistants like Alexa or Siri.

4 ENCOURAGE CREATIVE USE OF AI

Support children, when using AI tools, to explore ideas, make art, or build projects. This fosters confidence, imagination, and independent thinking. When children use AI creatively, rather than just passively consuming it, they are more likely to stay engaged and make thoughtful choices.

5 USE AGE-APPROPRIATE AI TOOLS

Not all AI platforms are suitable for children. Choose tools designed for education or creativity, with clear safety policies. Review terms of use and privacy settings, and help children use them in age-appropriate ways. For example, some chatbot tools mimic conversation but should only be used with guidance and boundaries in place.

6 USE AI TOGETHER

Exploring AI tools together can help adults understand how they work and spot potential issues. Try co-writing a story with an AI writing assistant or experimenting with an AI art tool. This encourages curiosity, helps you stay informed about the latest AI tools, and allows you to reinforce safe and respectful use while modelling critical thinking.

7 SET BOUNDARIES FOR AI USE

Establish when, where, and how AI tools can be used, just as you would with any digital technology. For example, you might agree not to use AI tools to complete school assignments without permission, or to avoid unsupervised use of voice assistants. Consistent boundaries help manage overuse and misuse.

8 WATCH FOR OVERRELIANCE

Some AI tools, like homework help apps, may be tempting shortcuts. Encourage children to use AI to support their thinking, not replace it. Celebrate effort and process over perfect answers. Reinforce that mistakes are part of learning and that relying too heavily on AI can limit real understanding.

9 TEACH DIGITAL ETHICS AND LITERACY

Help children explore how AI works, where it might be biased, and why ethical thinking matters. Building digital literacy alongside ethical awareness ensures children engage with AI critically, not just conveniently. Help young people to understand that not all people use AI for legitimate purposes; some use it for malicious reasons. Encourage questions about fairness, representation, and who benefits from certain tools; talk about algorithms, echo chambers, and the impact of automation on daily life.

10 STAY CURIOUS AND INVOLVED

AI is developing rapidly, and staying informed helps you support the young people in your care. Follow trusted sources for updates and keep the conversation going. If a child brings up a new AI trend or tool, take the opportunity to learn about it together. Showing interest builds trust and strengthens digital resilience.

Meet Our Expert

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