

SAFEGUARDING NEWSLETTER



“This is what we do here!”

FEBRUARY 2025

ISSUE 4

SAFEGUARDING STATEMENT

Welcome to Issue 4 of our Safeguarding Newsletter, where we focus on the important topic of online safety. In today's digital world, children have more opportunities than ever to explore, learn, and connect online, but with these opportunities come potential risks. At school, we've been actively raising awareness about online safety and scams, particularly during Online Safety Day. We also regularly share valuable tips and resources on Facebook and Class Dojo to help you support your child in navigating the online world safely and confidently. Read on for practical advice, key updates, and useful tools to keep children safe online. Thank you for your continued partnership and support.

Mrs Hill

Respect Achieve Together

Keeping children safe is everyone's responsibility



ARE YOU KEEPING YOUR CHILD SAFE ONLINE? THE TRUTH ABOUT AGE RATINGS AND DIGITAL RISK

With the digital world at their fingertips, children are spending more time online than ever before, gaming, socialising, and learning. But did you know that many parents unknowingly expose their children to inappropriate content by overlooking age ratings on games and apps? While 90% of parents consider age ratings important for films and streaming services, far fewer apply the same caution to video games and online platforms. Understanding these ratings and the potential risks of online content is key to keeping your child safe in this ever-evolving digital world.



Understanding PEGI Ratings: Keeping Children Safe in Gaming

Many children play video games without supervision, making it crucial for parents to understand age ratings. The PEGI rating on a game does not indicate difficulty but rather the type of content it contains. Some games expose children to inappropriate material, including violence, harmful behaviours, and even extremist content.


Worryingly, some of our youngest pupils, including those in **KS1** and **EYFS**, have told us they regularly play Grand Theft Auto and Call of Duty, both rated **18+** and entirely unsuitable for primary-aged children. To help make informed choices, parents can refer to PEGI age ratings and symbols, which highlight potential risks within a game. More guidance is available on the PEGI website and other online safety resources.


Ensuring children access age-appropriate games is key to keeping them safe in the digital world.



Gaming & Social Media: What Parents Need to Know

The world of gaming and social media is an exciting place for children, it's where they connect with friends, express creativity, and explore new experiences. However, without the right guidance, it can also expose them to inappropriate content, online predators, and harmful trends.

 **Gaming Risks:** Many popular games contain violent content, in-game purchases, and chat functions that allow strangers to interact with children.

 **Social Media Challenges:** Platforms like TikTok, Snapchat, and Instagram may seem harmless, but they come with risks such as cyberbullying, exposure to harmful content, and privacy concerns. Even apps with a 13+ age rating often have much younger users, making parental awareness and controls essential.

So how can you help your child navigate these digital spaces safely?



Facebook (minimum age 13) – lets users create their own profiles, share status updates, pictures, videos and chat with other users and also has a messenger app.



Instagram (minimum age 13) – allows users to alter photos, upload them and share to other social networking sites. Photos and videos can be sent directly to specific users.



Snapchat (minimum age 13) – a photo-sharing app where users can send photos or videos to their friends. These will display on screen for up to ten seconds before being deleted, although it is possible to take screenshots of messages and download other apps designed to capture and save Snapchat content.



TikTok (minimum age 13) – TikTok users can make their own short videos on the mobile app and often like to have music accompany these. The users have creative control over the videos. Other TikTok users can 'react' to videos they see by filming their responses alongside the original video, or 'duet' by making a video alongside another video.



X [was Twitter] (minimum age 13) – a social network that lets users send and read messages limited to 280 characters.



WhatsApp (minimum age 16) – a free-of-charge, real-time messaging service. Users can share images and videos, take part in 'group chats' and share locations. As it's based on knowing the user's phone number, you can only message users if you already have this information.



YouTube (minimum age 16) – allows users to watch, create and comment on videos. The dislike button can create insecurities with content posted even if comments are turned off for the video.



Mrs Hill



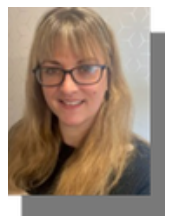
Mr Lynch



If you are worried about a child's safety, please do not hesitate to contact the DSL team straightaway. If a child is in immediate danger, call the Police on 999 or Call Derbyshire on 01629 533190



Mrs Brough



Mrs Peltell - Governor



Respect

Achieve

Together



First time, every time



Kind actions and words



Do your best!



Have a go!



Care!



Keep yourself and others safe.