

Friday 29th November 2024

Bankside Primary School Weekly Newsletter



Bankside Primary School and Children's Centre

Putting down strong roots for success

Learning Cog focus— Empathy!

The children that were chosen by their teacher this week to receive the award in our assembly:



Well done to our winners this week Key Stage Two!

Next week our learning cog will be pride ,
stay tuned to see who the winners will be in Key Stage One!



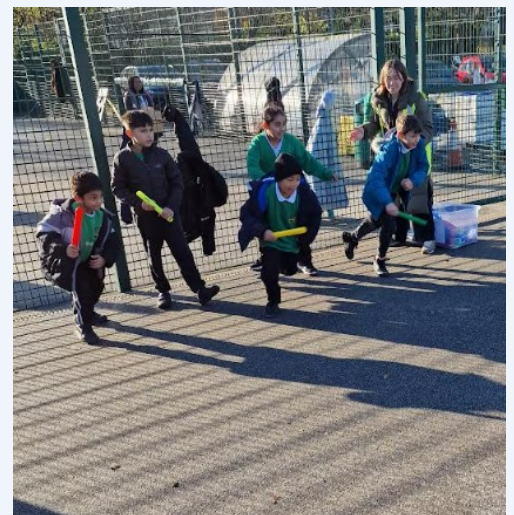
Latest Learning!

This week Yellow Base have been on a local walk as part of their fieldwork in Geography. They have been using maps to explore our local area! Our Nursery children have been busy exploring their provision activities. They have been using games and jigsaws to develop their social and communication skills and have been enjoying their "create" station to make works of art!



New Lunchtime Games!

Mr Acton, Ms Afzal and Mr Rahman have been busy working with our staff to introduce enhancements to our lunchtime provision. We have worked hard as a school to make our lunchtime activities fun and engaging for our pupils. We have updated the provision this week to add further games for children to enjoy - we have had lots of fun exploring the new activities!



Key Dates Reminder!

Friday 20th December 2024 - *last day of term pupils finish at 12pm*

Monday 23rd December 2024 - Friday 3rd January 2025 SCHOOL CLOSED

Monday 6th January 2025 - School re-opens for all pupils



Online Safety Tips for Parents/Carers

At The National College, our WakeUpWednesday guides empower and equip parents, carers and educators with the confidence and practical skills to be able to have informed and age-appropriate conversations with children about online safety, mental health and wellbeing, and climate change. Formerly delivered by National Online Safety, these guides now address wider topics and themes. For further guides, hints and tips, please visit nationalcollege.com.

What Parents & Educators Need to Know about

ROBLOX

Roblox is one of the most popular video games among children. In 2020, the game's developers claimed that more than half of the USA's children had played it. As a 'sandbox' title, the game lets players create their own gaming experiences with RobloxStudio to build custom levels, which can then be shared online.



WHAT ARE THE RISKS?

CONTACT WITH STRANGERS

Roblox encourages players to interact online (including a group chat function), which could expose children to various risks. Scammers often attempt to trick young Roblox fans into exchanging their paid-for items for something which turns out to be of much lesser value – or something they never even receive. The in-game chat has some filters, but it isn't perfect; players can still send unpleasant messages, while predators can reach out to children directly.

ONLINE DATERS

These are also called 'ODars' and are quite common in Roblox. An ODar is an individual who joins a game with the intention of finding someone to date online – and eventually meet in person. Such online dating is against the Roblox community guidelines, but this doesn't usually deter such people. Some player-built Roblox levels have even been designed with online dating specifically in mind, and this will not always be obvious.

PUBLIC SERVERS

Roblox has private or VIP servers which allow people to play exclusively with their friends, but this costs money – usually a one-off payment. Most Roblox players will instead be on public servers that anyone can join. Servers can host games which focus on all kinds of aspects, including direct player interaction. Some lobbies, therefore, will put children at greater risk of contact from strangers than others.

IN-APP PURCHASES

Roblox is free to download and play, but bear in mind that there are some extra costs. These are usually indicated with the symbol for 'Robux' (the in-game currency). Players are encouraged to make purchases in the game using real money. People can also buy extra Robux to spend on cosmetic items in the game, and it's also possible to purchase a private or VIP server.

Advice for Parents & Educators

SET PARENTAL CONTROLS

Roblox comes with several parental control options, which are explained well on the game's official website. It's essential to enter the correct date of birth for younger players, as that allows Roblox to automatically apply appropriate chat filters. The game also allows parents and carers to set monthly spending restrictions and monitor their child's account.

DISABLE PRIVATE MESSAGING

Roblox's private messaging function raises the risk of children being contacted by people they may not want to speak with – potentially leading to bullying, harassment, toxicity and scam attempts. Keep in mind that the game allows you to disable messages from anyone who hasn't been added as a friend on your account.

PRIVATE SERVERS

If a child has friends to play Roblox with, paying for a private or VIP server decreases the risk of contact from strangers. Even then, however, the player who owns the server could invite other people – who might not be child friendly – to join them. Additionally, private servers can be set up in such a way that any player on the host's friends list can join, so it's important to discuss who children are playing with.

MONITOR SPENDING

If they don't understand they're using real money, it's easy for children to accidentally spend a sizeable amount in the game. Using parental controls to place limits on their spending will help avoid any nasty financial surprises. Ensuring that two-factor authentication is enabled on any payment accounts also makes it harder for children to spend money inadvertently.

DEALING WITH STRANGERS

At some point in their development, children must learn how to deal with strangers online. Show them how to block and report any users who are upsetting them or asking uncomfortable questions. Talking to them about what's okay to discuss – and what they should never tell a stranger – can help them understand how to communicate more safely with other people online.

Meet Our Expert

Clare Godwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2015, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.



Sources: <https://www.theverge.com/2020/7/21/21333431/roblox-over-half-of-us-kids-playing-virtual-parties-fortnite>
<https://corp.roblox.com/parents/>