Red Rose Primary School Online Safety Newsletter
January 2026

Online Safety at Red Rose
Our Online Safety focuses on the 5 pillars of
Being Internet Legends
These 5 principles are
Be Sharp - Be Alert - Be Secure - Be Kind - Be Brave

Roblox Information

Roblox is a massive online platform where users play millions of games and experiences created by other users, and also create their own with Roblox Studio. It's a universe of user-generated content, functioning as a social space with chat features and a virtual economy (Robux) for buying avatar items and game enhancements. Roblox can be a creative and enjoyable space, but because games and social spaces are created by users, children's experiences can vary widely. Many children start playing in primary school, often sharing games and conversations with much older users. The experience can significantly be helped by regular conversations, adult monitoring and getting the settings right. This is a summary of what to look for in the settings section of Roblox.

Setting	What it affects	A safer starting point
Account age & content level	What types of games and experiences your child can access, including older-teen content	Set the account to your child's real age and choose a lower content maturity level
Age verification	How Roblox groups users into age brackets	Make sure age verification reflects your child's real age
Text chat	Who can send and receive messages	Limit chat to friends only or turn it off for younger children
Voice chat	Live voice conversations during some games	Turn off unless you are confident and actively supervising
Party / group chat	Group conversations that continue across games	Restrict or disable for younger users
Friends & contacts	Who can add your child as a friend	Restrict requests and review the friends list regularly
Private servers	Who can invite your child to private game spaces	Allow invites only from people your child knows offline
Public multiplayer games	Playing with large numbers of unknown users	Encourage smaller or friend-only spaces where possible
Screen time limits	How long your child can play each day	Agree clear daily limits that work for your family
In-game spending	Buying Robux and premium items	Set spending limits or require approval for purchases
Parental activity tools	Summaries of what your child plays and who they interact with	Link a parent account and review activity together

Source: Andrew Hall (Specialist Safeguarding Consultant)

Most problems on Roblox don't come from the games themselves, but from social interaction — messaging, voice chat, group spaces and contact with people your child doesn't know.

Safety settings are most effective when children understand why they are in place and feel able to talk about what they experience online.

Helpful conversation starters to have with your children. (These apply to any game platform.)

• What games are you enjoying at the moment?
• Who do you usually play with?
• Has anything online ever made you feel uncomfortable, confused or upset?

Keeping conversations open makes it much easier for children to ask for help if something doesn't feel right.

For even more information use this link: [Safety by Age Roblox](#)

'Is your child safe online?' workshops will be available in February, to coincide with Safer Internet Day. When we receive the links to book onto these sessions, we will send them out via the School Gateway. One of these workshops took place in school last term and parents who attended found them very useful. These workshops will be online and run by **Durham Learn.**

Future Online Safety Issues
If you have any issues that you think we should address in either our Online Safety curriculum or a future newsletter, please send your thoughts into Mr Ross, Digital Manager, at d.ross@redroseprimaryschool.com