



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](#)

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 Roblox Studio to build custom levels, which can then be shared online.

AGE RESTRICTION PEGI 7

WHAT ARE THE RISKS?

ONLINE PLAY RISKS

Because Roblox connects random players across the world, it can put younger players into an environment with anonymous users who could use the platform for nefarious reasons. For example, some role-play games are used for online dates and mature role play, which could expose youngsters to inappropriate messages in the public chat box.

MATURE CONTENT

Content is difficult to moderate throughout Roblox, due to the number of games available. This is particularly notable on smaller games and experiences, but in summary, some of the games and experiences offered on the platform contain age-inappropriate content that could easily be seen by young players.

IN-GAME SPENDING

The majority of games within Roblox have extensive monetisation options, usually through season passes or microtransactions. Purchases can range in value from a few pennies up to much larger sums of money. While some games offer a lot of content via purchases, others can offer very little for real world money, causing younger players to end up out of pocket.

MONITOR THE CONTENT

While Roblox does implement plenty of moderation tools and parental controls, it's up to parents and guardians to monitor the types of games a child or impressionable player is experiencing. If a youngster wants to play Roblox, be sure to check out which specific games they want to play within it, and get a good idea of their content.

TAKE ADVANTAGE OF TOOLS

Use the parental controls within the game itself and teach youngsters how to report and block other players. Knowing the powers within their reach will make Roblox a safer, happier experience. You can set age ranges for who's allowed to contact you, close public chat boxes, block spending, and even make your Roblox profile completely private. All these options are helpful in cutting off bad actors from engaging with children.

MEET OUR EXPERT

Don Lipscombe is a videogame journalist and author of over 20 books on gaming, including books on Minecraft, Fortnite, Roblox, and more. For 15 years he has been writing about his passion for gaming. When he's not playing games, he's talking about them at GAMINGBible.

ANONYMOUS PLAYERS

The anonymity of users can leave players vulnerable to bullying, harassment, and predatory behaviour. Without the right parental controls or monitoring, users can connect with each other via personal messages or friend requests, and it is very difficult to know who's behind a username in this vast online world.

RISK OF ADDICTION

Roblox games can feature rewarding or satisfying mechanics that keep players coming back – or persuade them to stay logged-in for much longer. Like most games, they focus on interactivity, with constant rewards via in-game unlocks and currencies, which can sometimes lead to an addictive need to remain online for long periods of time.

SCAMS

Many of the games on Roblox feature collectible items, pets, or characters. These objects, while digital, are worth a lot of real money on certain online markets. Scammers will attempt to trade with younger users in the hopes of getting rare items that can be sold for real money, manipulating the child into handing them over, usually via misleading information.

Advice for Parents & Educators

PLAY TOGETHER

Consider playing Roblox with the children in your care. There are few more effective ways to see how monetisation works, gauge whether the game could lead to addictive behaviours, or even witness how interaction between players works, than sitting down and trying the game for yourself. This should help you figure out whether it's suitable for particular children.

TEACH ONLINE BEHAVIOURS

Have an open conversation about the risks of online play and how to spend money wisely. By being honest and giving tips on how a younger user can protect themselves, you can empower them to not only take care of themselves, but others too. Any user can be reported to Roblox moderators by other players for behaving inappropriately. With this knowledge, younger players can be aware of what to look for and help prevent it.

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'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