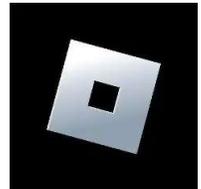


Welcome back to school!

We hope that you had a lovely summer break with your children and that you managed to enjoy the sunshine. Your child may have used screen time for some learning or fun activities. This newsletter will share with you some concerns that you may have come across through gaming platforms.

Roblox is an **online platform where people can both play and create games**, like a huge digital playground made up of millions of user-generated experiences – like obstacle courses and racing games. Players can explore these experiences, build their own creations and interact with others in real time. Roblox can be a **fun, educational, and social platform** that encourages creativity. As Roblox is a platform where users can create their own games, this means that the content can vary, but parents can filter what games their child can access.



The Roblox 'Squid game' trend

Squid Game is a Netflix series rated for adults, because it includes severe violence that can be distressing as well as death. Because it became very popular, fans have recreated Squid Game-style experiences inside games like Roblox. For example "Red Light, Green Light," or other challenges from the show. Some children have been exposed to these via Roblox games and YouTube or TikTok clips. The content of these may be less graphic than the show, but the idea of losing, 'dying' or being eliminated, can still be distressing for younger children.

Risks

- Young children may not understand the difference between games and mature content
- There is potential exposure to inappropriate content, or people behaving inappropriately, especially in user-made games.
- Children might want to imitate it, or get frightened by videos they see

Roblox has recently (2025) introduced several enhanced tools to help safeguard children. These include:

1. Blocking friends
 - o Parents can now block specific people on their child's friends list. That means preventing them from being able to message or interact
 - o For children under 13, those friends blocked by parents cannot be unblocked by the child
2. Blocking "experiences" (games or content)
 - o Parents can block specific games or experiences, eg. *If a game of the "Squid Game" style seems unsuitable, you can block that specific one.*
 - o The child may still see the name/show up in some searches but won't be able to access the content if it's blocked
3. Insights into what the child is doing
 - o Parents can now see which experiences their child spent the most time in (top ~20 experiences over the past week).
 - o Screen time limits and daily usage tracking are also part of the parental control tools

Don't forget about the age-appropriate apps that your child has access to through school. If they do access them, then remember to record it in their red home learning diary!



Let's work together to keep our children safe online! If you have any concerns, please speak to your child's class teacher.