



Online Safety Newsletter

Scotts Primary School

Summer 1
May 2026

Welcome to this half-term's online safety newsletter.

This half-term's curriculum online safety focus has been the impact of technology on health and wellbeing.

If you'd like to continue the learning at home, there are some useful healthy balance [resources here](#).

Have a good half-term break.

Ms Uppal & Miss Batchelor



Group Chats

Does your child take part in group chats? Whether through messaging apps, social media or games, group chats can be a fun way to stay connected with friends, but they can also bring risks that parents should be aware of. These include:



- **Inappropriate content** – there is often a lack of moderation within chat facilities so users could be exposed to content/language that is not suitable for their age.
- **Bullying** – there are instances where inappropriate/hurtful comments or content are shared within groups. Bullying can also be in the form of excluding others from the group. These issues often overflow into 'real life'.
- **Strangers** – your child could be added to groups with people they do not know or even with someone that they have previously blocked.
- **Conversations can be shared/screen shot** – make sure your child is aware that anything they share within a group can be shared with others.
- **Sharing personal information** – remind your child to be aware of the information they share with others, including images and location.

How can I help make group chats safer?

- **Supervision:** Regular supervision and open conversations play an important role in helping children stay safe online.
- **Settings:** Parents are encouraged to check age ratings, use privacy settings and parental controls and set suitable screen time limits.
- **Monitoring:** Keeping devices in shared family spaces can also help adults monitor who children are interacting with and how they are using group chats, as well as monitoring how long children spend chatting online.
- **Behaviour:** It is equally important to promote positive online behaviour. Encourage your child to think carefully before sending messages and remind them to be kind and respectful when communicating with others.

Further information

<https://www.nspcc.org.uk/keeping-children-safe/online-safety/social-media/chat-apps/>

New YouTube Feature



YouTube has released a new feature, specifically this allows a parent to set up a supervised experience account on the parent's device. This is important because many younger children will watch YouTube videos on a parent's device, where it is likely there are no restrictions in place. This new feature is a welcome addition.

This article explains Supervised Experience (on the main YouTube app) and Parent Allowlisting (on the YouTube Kids app):

<https://www.esafety-adviser.com/youtube-parental-settings/>

Roblox - New Age-Based Accounts



Roblox is introducing new age-based account options designed to create a safer and more age-appropriate experience for children. This means that there are now 3 types of Roblox accounts:

- **Roblox Kids** - for children 5-8 years
- **Roblox Select** - for children 9-15 years
- **Roblox** - for anyone 16+

For any users that have not completed an age check, they will be put into the youngest user category and parents can update or correct a child's age through a linked account.

Roblox Kids accounts will only allow access to games with a 'Minimal' or 'Mild' content rating, with communication features switched off by default. *Roblox Select* accounts will allow access to games rated up to 'Moderate', with some chat features available but with additional restrictions in place. *Roblox* is also expanding parental controls, allowing parents to block specific games, manage chat settings and approve access to certain experiences.

While these new features offer additional safety measures, parental controls work best alongside regular supervision. Continue to monitor which games your child is accessing, who they are interacting with and how much time they are spending online.

Further information can be found here:

<https://about.roblox.com/newsroom/2026/04/introducing-roblox-kids-and-select-accounts>

<https://swgfl.org.uk/magazine/roblox-releases-updated-parental-controls-and-age-appropriate-experiences>

Age Ratings in Games

Age ratings help parents decide whether games are suitable for children and are an important part of keeping young people safe online. Some games may look child-friendly because of colourful or cartoon-style graphics but can still include unsuitable content such as violence, bad language, frightening themes, communication features or in-game purchases.

Most games use the PEGI (Pan European Game Information) rating system, which provides age recommendations and content information to help parents make informed choices. PEGI is also expanding its rating system from June 2026 to include more information about features such as in-game purchases, communication tools and mechanics that encourage longer play. Parental controls can also be used to restrict access to games and apps that are not suitable for your child's age.

It is important to look beyond the age rating itself. Check reviews, understand whether games include chat features and talk with your child about why some games may not be suitable.

Further information can be found here:

<https://www.ceopeducation.co.uk/parents/articles/gaming/>

<https://pegi.info/news/pegi-expands-age-rating-criteria-interactive-risk-categories>



BBC iPlayer for Kids

Children under the age of 13 can have their own *iPlayer* profile, which includes content from *CBBC*, *CBeebies* and other suitable *BBC* programmes.

You can find out more here: <https://www.bbc.co.uk/cbbc/watch/iplayer-for-kids>

Going on a long journey for half-term? The *BBC* have also compiled a list of shows and films as well as games and quizzes to help the journey pass more quickly:

<https://www.bbc.co.uk/cbbc/watch/best-films-games-and-quizzes-to-keep-kids-entertained-on-long-journeys>



Artificial Intelligence (AI) Powered Toys

A recent BBC News article highlights growing concerns from experts about AI-powered toys designed for young children. Researchers, including a team from the University of Cambridge, found that some of these toys can struggle to understand children's emotions and may sometimes give confusing or unsuitable responses. In some situations, the toys did not recognise when a child was pretending or feeling upset, which could affect children's social and emotional development during an important stage of learning and growth.

The article explains that experts are not suggesting these toys should be banned, but are calling for clearer guidance and safety measures. Concerns include how toys manage conversations, whether they collect personal information and the possibility of children becoming emotionally attached to them. Parents are encouraged to supervise use, keep these toys in shared family spaces and continue to prioritise real-life interactions and imaginative play opportunities.



The full BBC article can be read here: <https://www.bbc.co.uk/news/articles/clyg4wx6nxgq>

Screen Time Guidance for Under 5s

A Government-backed early education initiative now advises limiting screen time for young children. They advise avoiding screen time for under 2 years and to try to keep it to less than 1 hour a day for 2-5 years. Best Start for Life have published an article outlining what content is better, how your own screen time affects your child and how screentime can affect your child's development. Find out more here:

<https://beststartinlife.gov.uk/screen-time-under-5s/>



Switched on to Privacy

Privacy of information online is an area which is increasingly important, but it can also feel overwhelming. The UK Information Commissioner has created a great new portal for parents and carers giving support and advice around online privacy with sections on explaining privacy to children, choosing privacy settings, advice on how to start a conversation, case studies and more. You can find these resources here:

Videos: <https://ico.org.uk/switched-on-to-privacy/kids-vs-grown-ups-what-we-really-share-online/>

Website: <https://ico.org.uk/switched-on-to-privacy/>



Quick Links

Parental Controls	Digital Wellbeing	PEGI Age Ratings	Harmful Content	Commonsense Media	Social Media