

SAFEGUARDING BULLETIN

OCTOBER 2026

Dear Families

Please see attached the results of our recent Parent and Pupil Surveys.

Key Findings

- Children feel very safe at school and at home.
- Children know who to talk to in school if they are worried.
- Biggest concerns surrounding on-line safety relates to ROBLOX and sharing of personal details (poster from National On-Line Safety attached below).
- Children are enjoying their lessons and know their targets.
- Parents would like some more information and support around their children's internet use and boundaries at home regarding how long they spend on line. We are trying to organise a presentation through our family support service, and we will come back to you on this.

This link from Lego is really useful for talking to children about on-line safety. It is very age appropriate and has fun games for children which reinforce the messages about staying safe on-line.

[Raising digitally smart families - Sustainability - LEGO.com](#)

What Parents & Carers Need to Know about

ROBLOX

PEGI RATING
7+

Roblox is one of the most popular video games on the market. By 2020, the game's makers were claiming that more than half of children in the USA play it. As a 'sandbox' title, Roblox offers a huge amount of creative freedom: it lets players create their own gaming experiences with the Roblox Studio to build custom levels and games, which can then be shared with other players online. Roblox fosters creative thinking and enjoys a robust online community of fans.

WHAT ARE THE RISKS?

CONTACT WITH STRANGERS

Roblox encourages players to communicate online (including a group chat facility). This could expose children to risks such as scammers, online predators, harassment, griefers and more. The in-game chat has some filters, but isn't perfect: players can still send harmful messages to others – such as scam links or general hostility – while predators can reach out to children directly.

PUBLIC SERVERS

Roblox has private or VIP servers which allow people to play exclusively with their friends, but this costs money. 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 games and servers, therefore, will put children more at risk of contact from strangers than others.

ONLINE DATERS

These are also called 'ODers' and are quite common in Roblox. An ODER 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 usually doesn't deter ODERs. Some player-built Roblox game worlds have even been designed with online dating specifically in mind.

IN-APP PURCHASES

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

Advice for Parents & Carers

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 your child, as that allows Roblox to automatically apply the 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. The game allows you to disable messages from anyone who hasn't been added as a friend on your child's account.

PRIVATE SERVERS

If your child has some genuine friends to play Roblox online with, paying for a private or VIP server decreases the risk of contact from strangers. Even then, however, some players could invite other people – who might not necessarily be child friendly – into the private server. If your child is a Roblox fan, it's important to talk with them regularly about who they are playing the game 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 you have two-factor authentication on your payment accounts also makes it harder for your child to spend money inadvertently.

DEALING WITH STRANGERS

At some point in their development, your child will need to 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 OK to discuss – and what they should never tell a stranger online – will help them understand how to communicate with other people online safely.

Meet Our Expert

Clare Gedwin (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.theweek.co.uk/2020/7/21/233343/roblox-over-half-of-us-kids-joining-virtual-parties-tornite>
<https://corp.roblox.com/parents/>

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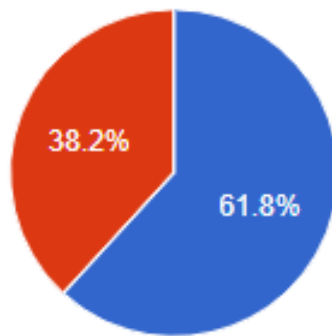


@nationalonlinesafety

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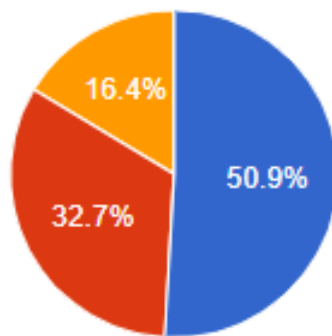
Results of the Parent Survey 2026:

My child is safe in school



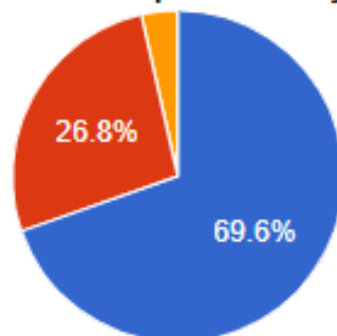
- My child is very safe in school (34)
- My child is safe in school (21)

My child feels safe in after school clubs



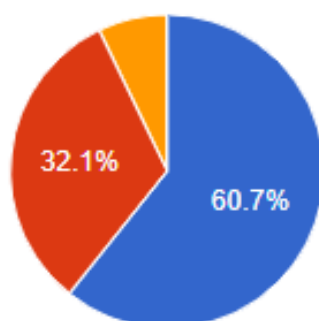
- My child feels very safe in after school clubs (28)
- My child does not yet attend clubs (18)
- My child feels safe in after school clubs (9)

The school lives out its vision statement of surrounding everybody with encouragement and love and promotes respect for everybody



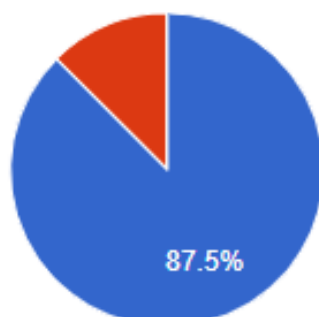
- I think school does this very well (39)
- I think school do this well (15)
- I am not sure if school do this well (2)

I know what my child does online outside of school



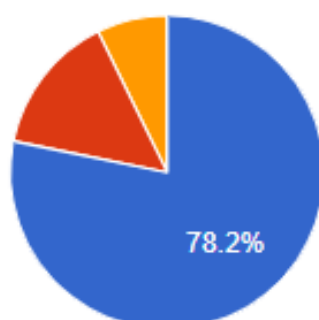
- I am very aware of what my child is doing online (34)
- My child does not go online outside of school (18)
- I am aware of what my child is doing online (4)

I know who the safeguarding leads are at school



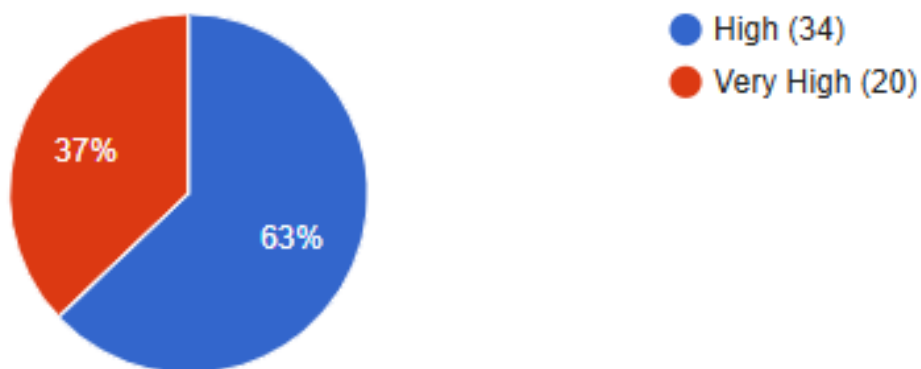
- YES (49)
- NO (7)

My child has SEND needs and is well supported

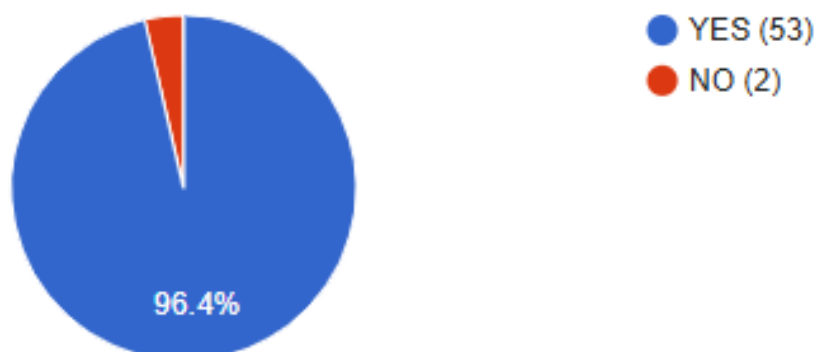


- Not Applicable (43)
- Very well (8)
- Well (4)

The school has high expectations for my child



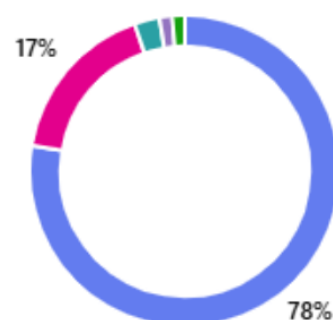
I would recommend Tintwistle CofE Primary to another parent of carer



Results of the Pupil Survey 2026:

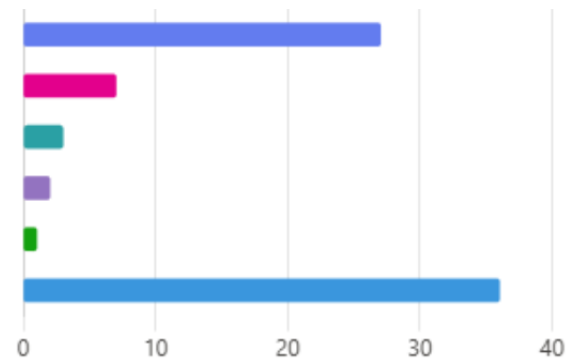
1. How safe do you feel at school?

Very safe	59
Somewhat safe	13
Neither safe nor unsafe	2
Somewhat unsafe	1
Very unsafe	1



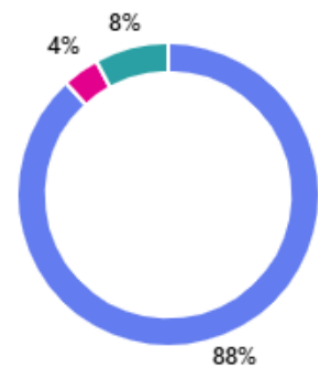
2. How safe do you feel in afterschool clubs

Very safe	27
Somewhat safe	7
Neither safe nor unsafe	3
Somewhat unsafe	2
Very unsafe	1
I don't attend clubs	36



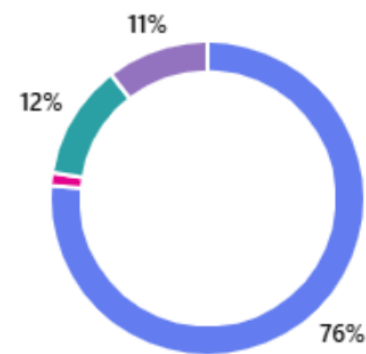
3. Do you know who to talk to in school if you are upset or unhappy?

Yes	67
No	3
Maybe	6



4. Do you feel safe on-line at home?

Yes	58
No	1
Maybe	9
I do not go on-line at home	8



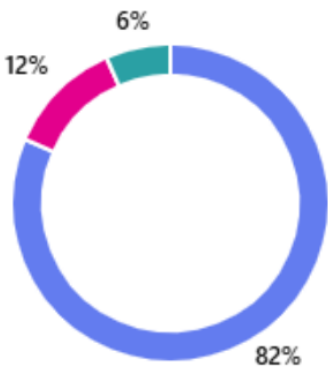
5. Do you feel safe on-line at school?

● Yes	70
● No	2
● Maybe	3



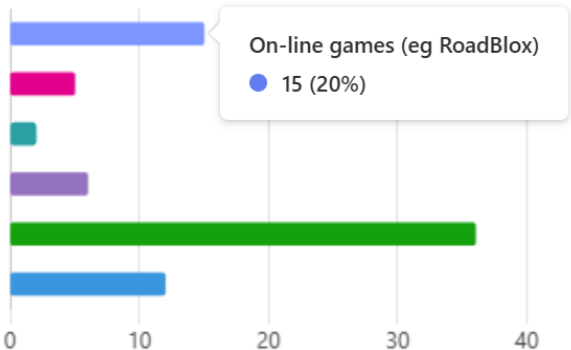
6. Do you learn about on-line safety in your lessons?

● Yes	62
● No	9
● Maybe	5



7. Is there anything which worries you about being on-line?

● On-line games (eg RoadBlox)	15
● Social Media	5
● WhatsApp	2
● Other	6
● None of the above	36
● I do not go on-line at home	12

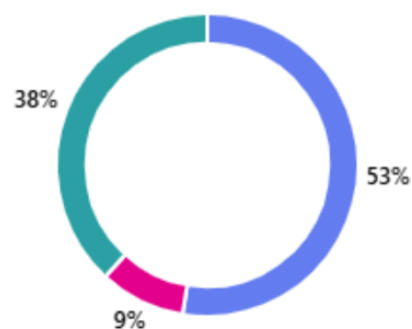


11 respondents (23%) answered hacking for this question.



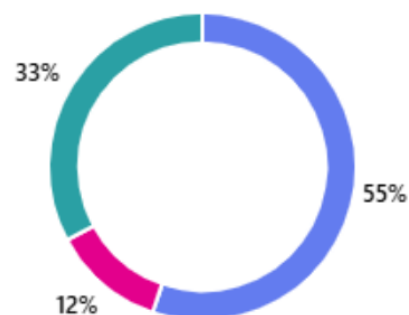
9. Do you enjoy lessons at school?

Yes	40
No	7
Mostly	29



10. Do you feel challenged in your lessons?

Yes	42
No	9
Mostly	25



11. I know what my targets are in school?

Yes	54
No	6
Mostly	16

