



The Cedars Primary School

Newsletter

Friday 13th January 2023

Online Safety

Please find information below suggesting ways to help keep your child safe whilst playing online. If you require further support please contact the school.

For more detailed information about the game 'Fortnite' which many children are playing, please follow the link below:

<https://www.internetmatters.org/hub/guidance/fornite-battle-royal-parents-guide-keep-kids-safe-gaming/>

Online Safety & Gaming



Gaming refers to playing electronic games, whether through consoles, computers, tablets, smartphones or other devices. Gaming remains one of the most popular forms of entertainment, attracting a wide range of age groups from all across the world. Gaming is always looking to develop, often improving on graphical features, accessibility and user engagement as years go by.



Unlike many other forms of media, gaming brings a sense of challenge to the player. Usually there is a degree of skill involved that players need to develop in order to progress. Depending on the type of game, it can also offer players a platform where they can be imaginative and explore their own creativity.



Some games have rich storylines and characters that are engaging and memorable. Many players also use it as an opportunity to compete and socialise with other users whether it be in person or online. More often than not though, people game, because it is fun!

Benefits of Gaming

- 1 Can develop critical and creative skills
- 2 Can bring educational benefit and awareness
- 3 Is available to most audiences and family members
- 4 Is an easy and accessible way to socialise with others



Considerations for Gaming

- 1 Have awareness of appropriate age restrictions
- 2 Parental awareness around purchasing
- 3 Active discussions around socialising safely
- 4 Reporting harmful or offensive content online

Socialising Online

A staple of gaming is the community that surrounds it. Groups and audiences can gather around a specific game, character or theme to build specific fan bases that can interact with each other. Young people may like to socialise online because:

- 1 It gives them a platform to be with friends outside of school
- 2 There is usually a competitive element at play, which can feel rewarding
- 3 It can build confidence and social skills which may not be attainable physically
- 4 It gives opportunity to young people who have difficulty socialising with friends and others



Reporting and Blocking

Gaming communities can range from supportive and educational, to toxic and harmful. In some instances, it can even lead towards more radical content being promoted. When faced with something or someone being harmful online, make sure young people know how to:

- 1 Report the player or piece of content
- 2 Mute or block the player
- 3 Manage their privacy settings or communication options
- 4 Speak with a trusted adult for support



To find out more about Gaming visit the SWGfL hub:
swgfl.org.uk/topics/gaming/

or scan the QR code



Further Support

Professionals Online Safety Helpline: saferinternet.org.uk/professionals-online-safety-helpline

Harmful Sexual Behaviour Support Service: swgfl.org.uk/harmful-sexual-behaviour-support-service/

Report Harmful Content:
reportharmfulcontent.com



Professionals
Online Safety
Helpline



HARMFUL
SEXUAL
BEHAVIOUR
SUPPORT SERVICE
for the children's workforce



REPORT
HARMFUL
CONTENT



UK Safer
Internet
Centre

NOMINET

Who comes to **Family Group**?

Family Group parents all share the same common goal of wanting the best for their child

We all want our children to be happy, to enjoy learning at school and, ultimately, to grow into independent, resilient adults.

That's what brings us all together in

Cedars Family Group.

“ Coming to the group has made a real change. It's got us talking more, and listening to how each other feels. ”



Ask in school or visit our website

www.sfwfamilygroup.org



FAMILY GROUP