

SAFEGUARDING NEWSLETTER

DECEMBER 2025

WELCOME

Dear parents and carers, welcome to the Parent Safeguarding newsletter. We hope that you find the information included in this newsletter useful. Should you require any further information, please speak to our very friendly safeguarding team.

Aims:

This safeguarding newsletter is aimed to enhance parental vigilance concerning child safety. It seeks to provide essential information on recognising signs of potential harm, particularly amidst the rising concerns of online abuse. Our goal is to empower parents and carers with knowledge and strategies for safeguarding children effectively, and knowing where to find help and support should it ever be needed.

Our Safeguarding Team



Mrs Dingle
Designated
Safeguarding
Lead



Mrs Kinder
Deputy
Safeguarding
Lead



Ms Nicholson
Deputy
Safeguarding
Lead

If you have an urgent concern out of school hours, you can contact the safeguarding team by emailing safeguarding@redwood.derby.sch.uk

SAFEGUARDING TOPICS COVERED IN SCHOOL THIS MONTH:

- Peer pressure
- Healthy relationships
- Saying "No"
- Gangs

Our objective is to explore a diverse range of Safeguarding topics each month through various channels, including: whole school and class assemblies; PSHE and RSE curriculum; computing lessons in conjunction with our Digital Leaders; School Council and through consistent signage and posters displayed around the school.

Age Restrictions for Social Media Platforms

13

is the minimum age for account holders on these social media sites and apps.



X (formerly Twitter)



Facebook



Instagram



Pinterest



Messenger



TikTok



Discord



Snapchat



Twitch



Yubo



Reddit



YouTube



BeReal



WhatsApp

Many apps and games have age restrictions because their content is not suitable for younger children and can pose potential threats.

VIDEO GAME DANGERS

Research shows that approximately 93% of children in the UK play video games! Some games provide opportunities for healthy competition and can be educational, whilst others have shown have a negative effect on young brains, including addiction. Over-exposure to video game content may have a damaging effect on the development and socialisation of young people, something compounded by concerns about the length of time children spend playing. A growing concern is around the potential for children to be negatively affected by violent imagery and other inappropriate content. The possible link between gaming and gambling, and the concurrent risk of addiction, is also a source of concern.



16 is the minimum age for account holders on these social media sites and apps.



18 is the minimum age for account holders on these social media sites and apps.

GAMING



GAMBLING

Given that gambling is not allowed in children's offline lives, its presence in their online lives requires close attention. The amount of money children spend on games varies. In some cases, the amount of money children report spending on games has increased annually, with some spending over £300 in one year. Peer pressure from friends and online strangers, as well as influence from famous gaming YouTubers, are all factors that children say lead to them feeling pressured to spend money on in-game purchases. Game design also encourages spending. In games such as FIFA, children can either improve by investing significant time to build up their squad or spend money in the hope of quickly advancing their position.

The lack of guaranteed reward from these purchases can leave some children feeling as though they have wasted their money. The potential to receive a good reward means that children also feel that they are not in control of their spending, and sometimes try to 'chase losses'. In general, children do not have effective strategies to manage their online spend.

AGE RESTRICTIONS

The Online Safety Act legally makes anyone responsible for keeping people (especially children) in the UK safe online.

Game ratings help parents decide whether a game is suitable for their children to play. Games can feature a wide range of content, including violence, horror, sex and drugs. It's important for parents to have a trusted source of information about whether they should let their children play a particular game.

SCREEN TIME

Screen time has become synonymous with bad news, blamed for rises in depression in young people, behavioural problems and sleep deprivation. The renowned neuroscientist Baroness Susan Greenfield went as far as to say that internet use and computer games can harm the adolescent brain.

Too much screen time is likely to affect attention, cognitive skills, emotional regulation, and social development, potentially rewiring neural pathways, weakening self-control, impacting empathy, and leading to dopamine-driven addiction cycles.

For more information, please have a look at these useful websites:
<https://gamesratingauthority.org.uk/RatingBoard/ratings-system>



Did you know?
When setting up a child's phone, if you ask the phone retailer, they have a legal obligation to ensure that the phone is set up for child use, and will ensure all privacy settings match your requests.

Age Restrictions for Video Games

3

PEGI 3

Games with a PEGI 3 rating are suitable for all ages.

They may have:

child-like settings

comical violence

language more suitable for young children

For example:

Just Dance

FIFA

DiRT Rally

Animal Crossing

7

PEGI 7

Games with a PEGI 7 rating are suitable for ages 7 and above.

They may have:

some scenes or sounds that could be frightening

mild forms of violence (non-realistic or with no detail)

For example:

Minecraft

Roblox

Among Us

Lego Series

12

PEGI 12

Games with a PEGI 12 rating are suitable for ages 12 and above.

They may have:

violence of a slightly graphic nature involving fantasy characters

suggestive activities or language

gambling

mild bad language

For example:

Sims

Fortnite

Dragon Ball FighterZ

Super Smash Bros. Ultimate

16

PEGI 16

Games with a PEGI 16 rating are suitable for ages 16 and above.

They may have:

violence and adult content that looks like real life

bad language

scenes demonstrating the use of tobacco, alcohol or illegal substances

For example:

Marvel's Avengers

Battlefield 2042

Halo Infinite

Marvel's Spider-Man

18

PEGI 18

Games with a PEGI 18 rating are suitable for ages 18 and above.

They may have:

extreme violence

explicit adult content

the glamorised use of illegal substances

For example:

Call of Duty: Warzone

Grand Theft Auto V

Far Cry 3 Blood Dragon

Safeguarding Signs: Online Safety

? What is it?

Four broad categories of harm/risk →

- Occurs via different online channels (e.g. social media or gaming)
- Links to other forms of child abuse

Content
(e.g. exposure to harmful material)

Contact
(e.g. harmful interactions or grooming)

Conduct
(e.g. cyberbullying or sharing of nude images)

Commerce
(e.g. online gambling, scams or phishing)

👁️ Things to Look Out For

More time spent **using technology**

Secretive behaviour about Internet use

Upset, withdrawn or angered behaviour after Internet use

Having **many new online contacts**

Unexplained new possessions

Talking about or acting out topics that they would ordinarily have no knowledge of

Other signs of abuse that occur when children and young people are being **bullied, exploited or radicalised**

👂 Listen Out For

Names of online games/apps... social media challenges... online celebrities/influencer names... talk about images being shared

➔ What Can I Do?

Take opportunities to **teach online safety**

Keep yourself up to date and engage with training

Report to your DSL

Find out more:

Quick Look:
Safeguarding –
Online Safety



Goodbye

As we bid farewell to our beloved Deputy Head Teacher - Mrs Dingle, who has dedicated an incredible 35 years to Redwood, we want to express our heartfelt gratitude. Throughout the years, she has touched the lives of countless children and families, serving as our Designated Safeguarding Lead with unwavering commitment. Thank you for your kindness and care; you will be greatly missed. Wishing you a joyful and fulfilling retirement!

