

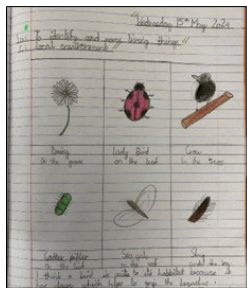


## GXO Collaboration

This year we have had the pleasure of working with GXO who have provided both schools with many lovely resources including planters, benches, flowers and insect hotels! They have also given us their time and expertise, in total over 30 employees of GXO have contributed to the ongoing project.



The children at Pepper Hill have been preparing to plant the 'King Charles' wildflower seeds in their new wild flower planters.



The children at Stanton have already benefited from our new vegetable garden. As part of their Science topic 'Living things and their Habitats', the Year 4 children embarked on an exciting exploration of the sensory garden, where they investigated a variety of mini-

beasts and their micro habitats. The Year 5 children learnt about vegetable rationing during World War II, gaining insight into the challenges people faced with limited food supplies. Inspired by this historical context, they then designed and cooked their own vegetable pies.



## Year 4 Times Tables



Year 4 are working extremely hard in preparation for the statutory 'Year 4 Multiplication Check' which they will sit after half term. They are looking forward to celebrating their hard work with a Times Table Rockstars Day and a long-awaited Times Table Battle between the classes.

## Books for Breakfast



Thank you to all the parents and children who joined us for Books for Breakfast at Pepper Hill. Everyone had a great time sharing books with a croissant and a coffee.

## KS2 SATs

Well done to all our Year 6 children who sat their National KS2 SATs tests last week. They have worked really hard and we wish them all the best.

## Family Homework Challenge

It was the turn of Pepper Hill families this term to take part in the Family Homework Challenge. Every child was given a lolly stick to take home to be incorporated into a model.



In the end we had over forty entries which were split into EYFS and KS1. The standard was extremely high and congratulations go to the Davies family who were overall winners in EYFS and the Riccio's who took the honours in KS1.

## Punctuality



Please can you ensure that children arrive at **Pepper Hill** by **8.30am** and at **Stanton School** by **8.45am**, so they are ready to start the day in an orderly, calm, manner. Lateness impacts on learning, not only for the individual, but the class. Please ensure that your child arrives at school in time for registration.

## Fundraising

On **Thursday 6<sup>th</sup>** and **Friday 7<sup>th</sup> June** Year 5 will be selling ice creams during morning break as a fundraiser for their World War II Day.



## Half Term

Just to remind you that we break up for Half Term at the end of the day on **Friday 24<sup>th</sup> May** and the children return to school on **Tuesday 4<sup>th</sup> June**.



# What Parents & Carers Need to Know about

# ROBLOX

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.

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## 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 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, and some private or VIP servers also have a cost.

## 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 genuine friends who they 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 others safely in the digital world.

## Meet Our Expert

Clare Godwin (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.



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