

St Martin's Newsletter



SPRING TERM - Friday 14th March

For Parents

Y1 and Y4 Mass **Wednesday 19th March** at 10am

Y1 assembly **Friday 21st March** 9am

(please note the class change)

St Martin's Stars

Well done to everyone who got a certificate this week.

Purple Tie certificates are given for children who embody our rules of being Kind Respectful and Responsible.

NURSERY: Star- George P

Value- Mason T

YEAR R: Star- Chimara E

Purple tie- Everlyn S

Value- Hunter K

YEAR 1: Star- Alex C

Purple tie- Ava C

Value- Carolyn J

YEAR 2: Star- Teddy S

Purple tie- Ruby C

Value- Ava M

YEAR 3: Star- Dougie S

Purple tie- Harvey P

Value- Freddie MP

YEAR 4: Star- Amelia F

Purple tie- Kai A

Value- Pennie S

YEAR 5: Star- Aoife N

Purple tie- Eliza B

Value- Zachary G

YEAR 6: Star- Lydia G

Purple tie- Joshua B

Value- Joshua B

Bikeability

The rearranged bikeability session for Y4 is on **THURSDAY 20th March** - please send your child in with their bike and helmet.

Events Calendar

You can now see all **school events** on the **School Spider App** and on the **school website**. Please check these regularly to see what is happening during the upcoming week.

Family Hubs

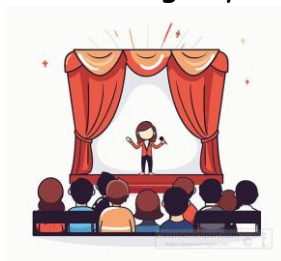
The **Family Hubs** are a great place to find out all sorts of information and support.

<https://www.haltonfamilyhubs.co.uk>

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Year 5 Shakespeare Performance

We would like to invite all **Year 5 parents** in on **Tuesday 25th March** at **9am** to watch the Shakespeare performance that they will be doing at Norton Priory the following day.



Attendance

PreSchool- 81% 5 Lates

Year R - 96% 4 Lates

Year 1 - 83% 1 Late

Year 2 - 93% 1 Late

Year 3 - 92% 7 Lates

Year 4 - 91% 3 Lates

Year 5 - 88% 5 Lates

Year 6 - 94% 3 Lates

Well done to year R, this week's Dojo Champs

Anyone who comes into school after 8:50am is marked as late. Please try to be an attendance



Year 1 Local Walk

On **Thursday** the **year 1** class will be taking a walk to Runcorn East Train station to have a look at the trains as part of their Transport topic.

Wednesday Word

The **Wednesday Word** is a resource for parents to use when discussing the **weekly Gospel's** with their families

Safety Advice

This guide highlights the potential risks of [Roblox](#), including online encounters, inappropriate content, scams, and in-game purchases, and offers expert advice on how to mitigate these risks.

At The National College, our WakeUpWednesday guides empower and equip parents, carers and educators with the confidence and practical skills to be able to have informed and age-appropriate conversations with children about online safety, mental health and wellbeing, and climate change. Formerly delivered by National Online Safety, these guides now address wider topics and themes. For further guides, hints and tips, please visit [nationalcollege.com](#).

What Parents & Educators Need to Know about

ROBLOX

AGE RESTRICTION
PEGI
7

Roblox is one of the most popular video games among children. In 2020, the game's developers claimed that more than half of the USA's children had played it. As a 'sandbox' title, the game lets players create their own gaming experiences with Roblox Studio to build custom levels, which can then be shared online.

WHAT ARE THE RISKS?

ONLINE PLAY RISKS

Because Roblox connects random players across the world, it can put younger players into an environment with anonymous users who could use the platform for nefarious reasons. For example, some role-play games are used for online dates and mature role play, which could expose youngsters to inappropriate messages in the public chat box.

MATURE CONTENT

Content is difficult to moderate throughout Roblox, due to the number of games available. This is particularly notable on smaller games and experiences, but in summary, some of the games and experiences offered on the platform contain age-inappropriate content that could easily be seen by young players.

IN-GAME SPENDING

The majority of games within Roblox have extensive monetisation options, usually through season passes or microtransactions. Purchases can range in value from a few pennies up to much larger sums of money. While some games offer a lot of content via purchases, others can offer very little for real world money, causing younger players to end up out of pocket.

ANONYMOUS PLAYERS

The anonymity of users can leave players vulnerable to bullying, harassment, and predatory behaviour. Without the right parental controls or monitoring, users can connect with each other via personal messages or friend requests, and it is very difficult to know who's behind a username in this vast online world.

RISK OF ADDICTION

Roblox games can feature rewarding or satisfying mechanics that keep players coming back – or persuade them to stay logged-in for much longer. Like most games, they focus on interactivity, with constant rewards via in-game unlocks and currencies, which can sometimes lead to an addictive need to remain online for long periods of time.

SCAMS

Many of the games on Roblox feature collectible items, pets, or characters. These objects, while digital, are worth a lot of real money on certain online markets. Scammers will attempt to trade with younger users in the hopes of getting rare items that can be sold for real money, manipulating the child into handing them over, usually via misleading information.

Advice for Parents & Educators

MONITOR THE CONTENT

While Roblox does implement plenty of moderation tools and parental controls, it's up to parents and guardians to monitor the types of games a child or impressionable player is experiencing. If a youngster wants to play Roblox, be sure to check out which specific games they want to play within it, and get a good idea of their content.

TAKE ADVANTAGE OF TOOLS

Use the parental controls within the game itself and teach youngsters how to report and block other players. Knowing the powers within their reach will make Roblox a safer, happier experience. You can set age ranges for who's allowed to contact you, close public chat boxes, block spending, and even make your Roblox profile completely private. All these options are helpful in cutting off bad actors from engaging with children.

PLAY TOGETHER

Consider playing Roblox with the children in your care. There are few more effective ways to see how monetisation works, gauge whether the game could lead to addictive behaviours, or even witness how interaction between players works, than sitting down and trying the game for yourself. This should help you figure out whether it's suitable for particular children.

TEACH ONLINE BEHAVIOURS

Have an open conversation about the risks of online play and how to spend money wisely. By being honest and giving tips on how a younger user can protect themselves, you can empower them to not only take care of themselves, but others too. Any user can be reported to Roblox moderators by other players for behaving inappropriately. With this knowledge, younger players can be aware of what to look for and help prevent it.

Meet Our Expert

Dan Lipscombe is a videogame journalist and author of over 20 books on gaming, including books on Minecraft, Fortnite, Roblox, and more. For 15 years he has been writing about his passion for gaming. When he's not



#WakeUpWednesday

The National College