Safeguarding at GWJS

Our school Designated Safeguarding Leads are:

Mrs Petchey, Mrs Stolworthy, Mrs Greenwood, Miss Whing, Mrs Derer, Miss Alderton and Mrs Burman.

Please speak to one of these members of staff if you are worried or concerned about the safety of a child.

If you have a safeguarding concern about a child out of school hours, the number to ring is:

CADS – Children's Advice and Duty Service – 0344 800 8020

Mrs Derer our school Parent Support Advisor and
Mrs Burman and Miss Alderton our school Pastoral Leads and ELSA trained staff are on our school playground every morning from 8:45am. Mrs Derer our school Parent Support Advisor is on our playground every Monday, Wednesday and Thursday morning from 8:45am.

Mrs Burman, Miss Alderton and Mrs Derer are always happy to talk to you about any worries or concerns relating to your child at home or any further support we may be able to offer or signpost you to.

ONLINE SAFETY

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

WHAT ARE THE RISKS?

Roblox is an online platform where users can play and create games known as 'experiences' made by other users. Roblox has a large UK audience. ITV News has reported that millions of people in Britain use the platform regularly, with children forming a significant proportion of its users. The sheer scale of it makes it extremely difficult to moderate effectively, creating risks for unsupervised children, though a June 2026 update has improved things greatly.

A PLATFORM RATHER THAN A GAME

Roblox differs from traditional video games in that it hosts millions of user-created experiences rather than a fixed set of developer-produced content. Each experience is self-rated by its creator rather than independently age-rated in advance, as is the case with PEGI-rated games. With millions of user-created experiences, moderation is largely automated which means that inappropriate content may reach younger players and have a harmful effect.

RISK OF ADDICTION

Roblox encourages repeated and extended play. Many experiences are made of short tasks, rewards, and progression systems that can prompt users to keep playing for longer periods of time. Some games also use reminders, daily rewards, or timed events to encourage frequent logins. These designs can make it difficult to stop playing. Spending long periods online may affect sleep, schoolwork, or other activities if boundaries are not in place.

IN-GAME SPENDING

Roblox is free to play, but many experiences and cosmetics include optional purchases using Robux, the platform's virtual currency, to get advantages in games. This business model is common across online games, but reporting has highlighted cases where children have spent large amounts of money unintentionally or without understanding the real-world cost.

MATURE CONTENT

With much of Roblox's moderation aut through AI and creators self-certifying suitability, inappropriate content frequently appears on the platform. Some experiences may include content intended for older players. As of June 2026, Roblox defaults to only showing games from trusted developers to under 15s, following tests with older players to filter out riskier content. But these automated systems are not infallible, and younger players may encounter content you deem unsuitable.

COMMUNICATION WITH OTHER USERS

Roblox includes text and voice features that allow players to chat in shared game spaces. While the platform uses automated filters and moderation tools, media investigations have found that inappropriate and potentially harmful messages can still get through. There are risks that children could be targeted by groomers. In a June 2026 update, Roblox changed its default settings to prevent under 8s from chatting entirely, with gradual relaxation of restrictions between the ages of 9 and 15. The platform plans to use facial age-estimation technology to enforce these rules.

Advice for Parents & Educators

USE PARENTAL CONTROLS

Roblox's parental controls provide an important starting point. Linking a child's account to an adult account allows parents to apply spending controls, limit communication features, and review recent activity. Regular supervision, use of parental controls, and conversations with children about what they see online can help reduce the risk of exposure to inappropriate content.

PLAY TOGETHER WHERE POSSIBLE

Playing Roblox with a child can help adults understand the types of experiences available, how monetisation works, and how children interact online. This shared engagement can also make it easier for children to raise concerns if something feels wrong. Parents and educators should monitor all games played on Roblox due to its largely self-rating nature.

CONSIDER LIMITING OR DISABLING CHAT

Although Roblox has introduced tighter age-based chat restrictions, some par and educators may prefer to disable chat entirely to avoid the risk of stranger dan This is the default for under 8s, but can be applied for any account up to the age of 16. Children can still play games while communicating with friends they know through other platforms, such as Discord.

ENCOURAGE OPEN CONVERSATIONS

Many Roblox experiences are creative and age appropriate, and for many children, the platform is an important way to socialise with friends. Rather than banning it outright, parents and educators should talk openly with children about online safety, spending, and how to respond to inappropriate behaviour.

Meet Our Expert

Alan Martin is a technology journalist who has written for publications including Wired, TechRadar, The Telegraph, The Evening Standard, The Guardian and The New Statesman.



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