Safeguarding at GWJS

Our school Designated Safeguarding Leads are:

Mrs Petchey, Mrs Stolworthy, Mrs Greenwood, Mrs Derer,

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 or SLT 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 Derer and SLT 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. For further guides, hints and tips, please visit nationalcollege.com.

What Parents & Educators Need to Know about GRAND THEFT AUTO VI

Grand Theft Auto 6 (also stylised as GTA VI) has been one of the most highly anticipated games of this generation, following GTA V, one of the best-selling video games of all time. Set in the fictional state of Leonida, including Vice City, it follows criminal partners Jason and Lucia as they become embroiled in a wider conspiracy. Although GTA VI is intended for adult audiences, its enormous popularity means that younger people may still encounter gameplay footage online or express an interest in playing it.

AGE RESTRICTION PEGI 18

WHAT ARE THE RISKS?

EXTREMELY VIOLENT CONTENT

GTA VI is rated PEGI 18 for a reason. Players may encounter weapons like guns, knives and explosives, with violence portrayed in highly realistic ways. As in previous GTA games, players may also encounter violence involving vehicles and other characters. The game is categorically not for younger audiences, with blood, gore, and intense violence clearly identified in its official content

SENSITIVE SOCIETAL TOPICS

Like other games in the Grand Theft Auto franchise, GTA VI uses satire to explore aspects of society and contemporary culture. Its exaggerated characters and situations are fictional and may be intended to challenge or mock particular attitudes rather than endorse them. Younger viewers, however, may struggle to recognise this context and could misunderstand jokes, stereotypes, or social commentary without guidance from a trusted adult.

TALKING TO STRANGERS ONLINE

GTA Online, the multiplayer experience associated with GTA V, allows players to communicate with others online. GTA VI has been announced as a single-player experience at launch, so the same in-game chat risks should not yet be assumed. Children may still discuss the game through other online platforms potentially encountering strangers, inappropriate language and adult themes.

DRUG AND ALCOHOL USE

Throughout GTA VI's storyline, drugs and alcohol form part of the game's criminal world. The official content rating identifies the use of both, while Rockstar's character descriptions reference drug runners and dealers. Earlier titles also showed substance use affecting how characters see and move around the world. Younger viewers may struggle to understand these portrayals in the context of a fictional crime story, particularly without guidance from a trusted adult.

NUDITY AND SEX

Relationships and sexual themes feature in GTA VI, while previous GTA titles have allowed players to visit strip clubs and solicit sex workers. It should also be recognised that GTA VI's graphics aim to be realistic, meaning depictions of nudity and sexual content may be explicit. Official ratings confirm nudity and strong sexual content, although details of specific scenes should not be assumed from earlier games.

OPTIONAL IN-GAME PURCHASES

As with its predecessor, GTA VI includes optional in-game purchases that use real-world money. While these purchases are not necessary to play the game, the appeal of additional content may encourage some players to spend more. Younger players may not fully appreciate the cost or how quickly small payments add up.

Advice for Parents & Educators

PARENTAL CONTROLS

Parental controls can block age-restricted games, but they won't remove GTA VI's adult themes from elsewhere online. On PS5, go to Settings > Family and Parental Controls > Family Management, select the child and choose your restrictions. On Xbox Series X|S, use Settings > Account > Family settings, or the Xbox Family Settings app, to manage age restrictions and screen time.

LIMIT ACCESS TO BANK DETAILS

Limiting access to banking details helps prevent accidental or unauthorised purchases. Avoid storing payment details on a child's account and require approval before spending. On PS5, parents and carers can set a monthly spending limit through Family Management. On Xbox Series X|S, the Ask to Buy feature can request adult approval for purchases, helping children and young people understand their real-world cost.

COMMUNICATION RESTRICTIONS

On PS5 and Xbox Series X|S, parental controls can restrict voice chat, messages, friend requests, and communication with other players. Parents and carers can limit interactions to approved friends or prevent communication altogether, depending on the available settings. These restrictions are especially helpful for reducing children's exposure to strangers, inappropriate language and adult themes through console chats or other multiplayer games.

MAKE THIS A CONVERSATION

Even if a child is not playing GTA VI, they may still watch gameplay clips, livestreams or trailers shared by friends and content creators. It's important to talk openly with children about why GTA VI has an adult age rating and discuss its violence, crime, strong language, sexual themes, satirical lens, and other mature content. Ask what interests them about the game and what they already know. Talk about the difference between fictional behaviour and real-world consequences.

Meet Our Expert

Mark Foster has worked in the gaming industry for 12+ years as a journalist, editor and social media expert. He's travelled the world playing video games and working with publishers and developers to fine tune their audience messaging. When he's not gaming, he can be found watching horror and sci-fi movies, TV series, listening to music or deciding which world marathon to plod around.



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See full reference list on our website

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