



23rd January 2026

Welcome to our new look newsletter! We thought it was time for a change and hope you enjoy reading it!



Scamps Holiday Childcare

February Half Term (Mon-Fri)

Our childcare provision is going to be available again this coming February for 3-11 year olds. Knowing our numbers well in advance will help us plan best for staffing and activities – so booking is open from Monday 12th January until 13th February. Childcare runs from 8.30am until 4pm. Children will need a packed lunch and each day will have themed activities to entertain the children.

The cost of the childcare is £14.00 per day or £56 if you book all 5 days in advance with a discount for any siblings. This means that any sibling booked in for all 5 days would cost £50. If you are interested, and your child already attends Scamps, then please book and pay via the Compass app. If you are not registered with Scamps and you would like your child to attend one or more of the holiday club days, then please contact the school office to request details of how to register and pay online.

Right of the Fortnight

With lots of our children taking part in a variety of visits and great attendance at our after-school clubs, we want to focus on Article 31 – **Children have the right to join in a wide range of activities.**

Please keep a close eye on our app and website and newsletters to make sure you are fully up to date with events.

Doodle Maths

We are excited to announce that we will be running a DoodleMaths Workshop on Tuesday, 3rd February at 9:15. This will be a fantastic opportunity for parents (from Y1-Y5) to learn more about how DoodleMaths supports children's learning and how you can help your child make the most of it at home.

Lunchtime Supervisor

We currently have a Lunchtime Supervisor vacancy within school and are looking for a friendly, reliable and caring person to join our team. The role involves supporting children during their lunchtime, helping to create a safe, positive and enjoyable environment in the dining hall and playground. If you, or someone you know, may be interested in this position, please contact us for more information. We would be delighted to share further details about the role and how to apply.



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Dates to remember so far...

Tuesday 27th – Y2 visit to Captain Cook Museum
Tuesday 27th – Nursery Parent Storytime in Nursery 2.30pm
Wednesday 28th – Y2 Ferryhill Carrs visit
Wednesday 28th – Y5/6 Participate Festival (Invited children)
Thursday 29th – Reception Parent Storytime in our library 2.45pm
Thursday 29th – Y1 Ferryhill library visit

February

Thursday 5th – Y2 Parent Storytime in our library 2.45pm
Friday 6th – Y1 visit to Hopetown
Friday 6th – Y3 Parent Storytime in our library 2.45pm
Monday 9th – Reception Ferryhill library visit
Tuesday 10th – Y2 Multiskills Festival
Thursday 12th – Y3 Ferryhill library visit
Friday 13th – Y4 Multiskills Festival
Friday 13th – Nursery stay and play 9.30am-11am
Monday 16th – Blaze Pod taster day (Whole School)

Joiner needed!

You will have seen the work that we have had done in our nursery outdoor provision and it is looking fantastic. Unfortunately, the wood around the mound is all rotten and we need it replacing. Can you or anybody you know help? Please contact me if you can help - we'd be really grateful.

Announcements



- Don't forget to visit the relevant Tesco stores and pop the blue tokens in for us.
- There is still time for you to hand in your plastic tubs. The deadline is the 6th Feb.
- Don't forget to take part in the Big School's Birdwatch.



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What Parents & Educators Need to Know about ROBLOX

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.

WHAT ARE THE RISKS?

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.

MATURE CONTENT

With much of Roblox's moderation automated through AI and creators self-certifying suitability, inappropriate content frequently appears on the platform. Some experiences may include content intended for older players. While Roblox has tools to restrict access based on age settings, these systems are not always perfect. Younger players are likely to encounter content you may deem unsuitable.

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.

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.

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 response, Roblox has announced changes to how chat works. The platform plans to use facial age-estimation technology to restrict chat access between adults and children they do not know.

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 easily 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 self-rating nature.

CONSIDER LIMITING OR DISABLING CHAT

Although Roblox is introducing tighter age-based chat restrictions, some parents and educators may prefer to disable chat entirely for younger children. Children can still play games while communicating with friends they know through other supervised platforms.

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.

#WakeUpWednesday

The National College

See full reference list on our website