

22<sup>nd</sup> April 2026

Dear Parent/Carer

## Online Safety

We recognise that keeping children safe online can feel challenging, whether they are at home or out and about. Questions such as who they are communicating with, what they are accessing, and whether they are safe are concerns shared by many families.

Online gaming is now a significant part of everyday life for young people. Data from Ofcom shows that more than three quarters of teenagers engage in online gaming regularly, with some children starting as young as three or four. For many, gaming is simply an extension of their social world, and this is important to acknowledge.

However, there are also important risks to be aware of. These include contact with strangers through in-game chat, features such as loot boxes which can resemble gambling, and exposure to content that may not be appropriate for a child's age. Platforms such as Roblox, which are particularly popular with younger children, have also been associated with exposure to harmful or inappropriate content.

To support parents and carers, we recommend the excellent guidance available from London Grid for Learning. Their online safety section provides clear, practical advice to help families better understand and manage these risks.

You can access the resource here: <https://www.lgfl.net/online-safety>

We encourage all parents and carers to explore this guidance and continue having open conversations with their children about staying safe online.

Best Regards

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