



Churchfield C.E. Primary Academy

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Trust Headteacher: Mr G. Lloyd

Friday 30th January 2026

Next Week

Dates of future events are at the end of the letter

Monday	3pm Standon Bowers Trip Parent meeting
Tuesday	Swimming for Year 4 and Year 5 Art Club after school with Miss Cornes
Wednesday	
Thursday	
Friday	Celebration Assembly for invited parents

Dear Parents and Carers

It's already the end of January - well done if you have stuck to your New Year's Resolutions!

Use of Mobile Phones in School

I'm sure you will have seen the new guidance from the Government around use of mobile phones in school. We have never allowed the use of mobile phones by children in school, so we do not need to make any immediate changes. Some of the children in Year 5 and 6 who walk home by themselves do bring phones to school, but these are stored in the school office all day. There is no need for any other child to bring a phone to school. This also applies to watches or any other device that enables communication.



Attendance

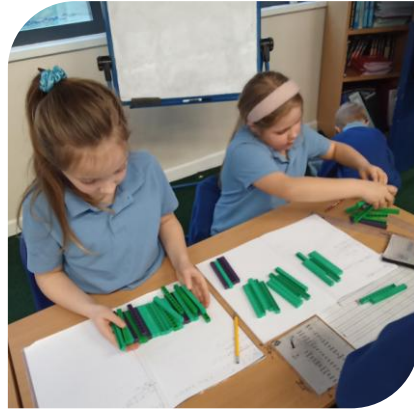
It is expected that children attend school all day, every day. Please make every effort to ensure you bring your children to school on time, as arriving late leads to missed learning and coming in to class late can be very upsetting for children.

We are seeing an increase in the number of children being collected early from school for various reasons. We make the most of all the time we have with the children so even collecting 10 minutes early at the end of the day leads to lost learning.



Learning at Churchfield

Caterpillars have been making music together - a great way to welcome Miss Hyden back from maternity leave too! Dragonflies wrote instructions and successfully followed them to make jam or cheese sandwiches for *The Lighthouse Keeper's Lunch*. There were also some great examples of learning and working together in Squirrels.



If you have anything you would like to discuss further, please do not hesitate to get in touch.

Yours Faithfully

A handwritten signature in black ink that reads "G Lloyd".

Mr G Lloyd
Trust Headteacher

Value of the Month: Humility

Humility has a central place in Christ's teaching. It is contrasted with pride, where people ascribe to themselves the honour and glory which is God's alone. Ultimately, pride seeks to compete with God, whereas humility acknowledges that God is God and that we should live in trusting dependence upon God.

Christians are called to a humility that challenges the values of our surrounding culture. Humility does not exclude a rightful satisfaction in the successful use of our talents or in a job well done, but it will always recognise that our gifts are from God and that, in relation to God, all human achievement is relatively small and short-lived.

Ephesians 4:2-3

'Be completely humble and gentle; be patient, bearing with one another in love.'

Upcoming dates

Mon 9 th - Wed 11 th Feb	Year 5 and 6 Trip to Standon Bowers
Wednesday 11 th February	Early Years Little Town UK visit
Friday 13 th February	Year 2 trip to Wolseley Centre
Friday 13 th February	Break up for half-term
Monday 23 rd February	School closed for INSET day
Tuesday 24 th February	Children return to school
Thursday 26 th March	Year 5 and 6 trip to Harry Potter Studios

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.

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 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.

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.

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.

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.



See full reference list on our website

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