



E-Safety with Hoot

Helping Headcorn families stay safe online



Welcome to the very first **E-Safety with Hoot**, made just for Headcorn families and carrying on the conversations we have in computing lessons. **Mr Peters, Computing Lead**

DEVICE UPDATE



iOS 27 Child Safety Features

If your child uses an iPhone or iPad at home, Apple's latest software includes a number of new parental-control and safety features.

[Screen Time controls](#)[App category limits](#)[Website controls](#)[Communication Safety](#)

The short video below gives a useful overview, while Apple's own guidance explains how parents can set up and manage the controls in more detail.

[▶ Watch the video](#)[→ Apple – Child Safety](#)

GAMING



Gaming Online: Check, Chat, Change

We know lots of Headcorn children love gaming, and it's a great way to play and socialise. But many games now include messaging, voice chat, purchases and contact with strangers.

Ofcom's **Parents Power Up** guidance gives families a simple framework:

STEP 1

Check

Account details and settings

STEP 2

Chat

About who your child plays with

STEP 3

Change

Safety and parental controls

[→ Ofcom – Parents Power Up: staying safe while gaming](#)

GAMING UPDATE

Roblox: Major Update to In-Game Reporting

Roblox is a firm favourite with many of our pupils, and it has made big changes this year. In mid-June it announced new age-based **Kids and Select accounts**, which automatically place children into age-based accounts (Kids for ages 5–8, Select for ages 9–15). In early July it also overhauled its in-game reporting tools.

Children have always been able to report problems in Roblox, but finding the right category could be complicated, so some didn't bother. Roblox says it's now simpler: questions adapt to the type of report and skip anything irrelevant, and children are told what happened after they report. Why not show your child where the report button is, and remind them they can always tell a grown-up too?

[→ Roblox – major update to in-game reporting tools](#)

AI TOOLS



ChatGPT Parental Controls

ChatGPT has parental controls which allow a parent or guardian to link their account with a teenager's account and manage a range of settings. Parents can control things such as:

- Extra safeguards around sensitive content
- Voice Mode
- Image generation
- Memory
- Quiet hours
- + some other features



Good to know: linking accounts does **not** allow a parent to read their teenager's conversations or monitor their chat history. Parents are only notified in rare cases where there are signs of a serious safety risk.

ChatGPT's terms say users must be at least 13 (with a parent's permission if under 18), so our pupils are too young to use it. But if your child is already using it, or has older brothers or sisters who do, these controls are well worth a look.

→ [Managing parental controls in ChatGPT](#)

FAMILY CHALLENGE

Don't get tricked!

How good are you and your children at spotting misinformation?

In computing, our children learn to question what they see online. Internet Matters' free **Find the Fake** quizzes let you practise that together at home. Choose the quiz for under-11s. It's a simple way to start conversations about whether something online can be trusted, and what children can do before believing or sharing it.

Have a go as a family and see who in your house gets the highest score. Hoot's money is on the children!

→ [Find the Fake – Internet Matters](#)

Worried about something?

Our door is always open. Speak to your child's class teacher or our Designated Safeguarding Lead. For help with devices, settings or parental controls, I'm happy to help too. Just ask for Mr Peters.

Report concerns to CEOP:

ceop.police.uk

NSPCC helpline:

0800 800 5000

