News from Miss Tanner...

children's
UNIVERSITY ®

HAPPY HOLIDAYS!

Graduation!

Tuesday 4th November 5:15-8:30pm

Bonython Hall, The University of Adelaide, North Terrace

Return invitations by Friday 18th of October

http://childrensuniversity.com.au/adults/learning-destinations/why-become-a-learning-destination/?cu_region=SA

Festival of Music Children's Choir Excursion

Brainstorm Incursion– The Human Race

Our whole school attended an incursion called 'The Human Race.' The interactive show brought many laughs but also shared important messages such as not being influenced by others and how to be the best person we can be. We all have feelings and we all have the rights to feel safe and happy.

Cybersafety

It has come to our attention that many of our students are playing two online games

Roblox and Fortnite

The average gamer is a 35 year old male!

Roblox

What is it?

Roblox is a massively multi-player online game creation platform that allows users to design their own games and play a wide variety of different types of games created by other users through Roblox Studio.

Is it safe?

If your child creates their own Roblox game, it will go Public when it is launched. You cannot block other players from playing except players under 13+. There is no way to stop your child from having multiple Roblox accounts on the one device. Players can have several accounts. **People over 13 CANNOT be blocked.** Your child could be communicating with unsafe people.

Police have found predators on these online games.

Fortnite

What is it?

Fortnite is a video game that takes elements from sandbox-building games and adds the fast-paced action of a third-person shooter. There are two modes to the game: a solo version called **Save the World** and the hugely popular multiplayer version called **Battle Royale.**

Is it safe?

For some parents, the cartoonish, bloodless style of the action in *Fortnite* makes the violence less problematic than the aggressive gore in other popular shooter games. But the game's online chat feature -- especially in *Battle Royale* **- exposes younger players to offensive language or mature content from random strangers. Common Sense doesn't recommend games with open chat for kids under 13.**

This game is known to increase violence in chil-

The online world

The best way to keep children and young people safe is to talk with them and be involved in their online world. You will be building your own technology skills, as well as a trusting relationship with your child. They will be more likely to come to you if something worries them.
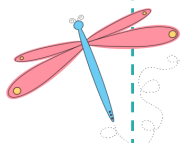
Parents can:

- help children and young people understand the risks, and practise safe online skills at home and away from home supervise online activities and set rules and limits. Don't let the online world shape children and young people's values. They need balanced information and guidance from you.

Helping children learn online safety

Make sure children and young people:

- question what they see online and realise not everything they see is real
- know your family values and become critical consumers. You might ask 'Why do you think they are doing that?' or 'What would happen if they did that in real life?'
- are respectful in all communication and don't do or say anything online they wouldn't in person
- do not share personal information without your knowledge
- know how to screen or block unwanted contacts that happen by phone, email, text, social networking or online games
- understand that what they put online can be seen by people they may not intend. It may be there forever and impact relationships and jobs
- know as they get older they can develop a positive online 'digital identity'. When well managed, this can showcase skills and creativity.

It is important to stay involved in your child's online life.