



Hillside Infant School Safeguarding Leaders

These members of staff can be approached about any concerns about child safety or child protection issues

- **Mrs Fennell** – Headteacher and Designated Safeguarding lead (DSL)
- **Miss Pugh** – Pastoral care lead and Deputy Designated Safeguarding lead (DDSL)
- **Mrs Pieniek-Jones** - Assistant Headteacher – Inclusion / SENDCO

Please click on the logos for useful information for parents and carers



Safeguarding and Child Protection parent newsletter

Safeguarding our pupils is a priority at our school

Happy 2026! Hope all our Hillside families had a fun and safe holiday break!

Many children may have received new digital devices or were introduced to new online games over the festive period. While technology can support learning, creativity and enjoyment, it can also expose children to **online risks if not carefully managed.**

Online Risks in Games for Children Aged 3–7

Although many games for young children appear fun and harmless, they can still contain **online risks**. Children need **close supervision** when playing digital games.

Inappropriate Content

- Games may include scary images, violence, or language
- Adverts or pop-ups may show unsuitable content
- Auto play or “recommended” features can lead to older age-rated material

What helps: Checking age ratings, and adult supervision

In-App Purchases & Adverts

- Many “free” games include adverts or prompts to buy extras
- Children may click adverts without understanding
- Purchases can happen accidentally

What helps: Disable in-app purchases and choose ad-free apps

Online Interaction & Chat

- Some games include chat, messaging, or shared online spaces
- Young children may talk to strangers without realising

- Children may disclose personal information

What helps: Avoid games with chat or online multiplayer features

Data & Privacy Risks

- Games may collect personal data such as location, usage, or voice
- Children may be asked to create profiles or upload images

What helps: Check app permissions and privacy policies

Emotional & Behavioural Risks

- Games may cause frustration, anxiety, or tantrums
- Children may become upset when they lose or time runs out
- Some games encourage repetitive or addictive play

What helps: Time limits and regular breaks

Key Safeguarding Message for Parents

Children aged 3–7 cannot manage online risks independently. Safe gaming depends on:

- Adult supervision
- Age-appropriate games
- Clear rules and boundaries
- Open conversations

At Hillside we feel it is really important to work with parents/carers and with the agencies that support schools and families so that we can provide a safe environment that educates pupils of risks they may face and how they can respond to them in a safe manner.