



WHO TO CONTACT IF YOU HAVE A CONCERN ABOUT A CHILD

If you are worried about a child's safety, please do not hesitate to contact the Designated Safeguarding Lead or Deputies straightaway.

Bedford Borough Integrated Front Door
(children's social services) 01234 718700
Out of hours – 0300 3008123

If a child is in immediate danger, call the Police on 999

Meet the Designated Safeguarding Team:

The Safeguarding Team oversee and coordinate all aspects of the school's work to ensure that children are kept safe
safeguarding@goldington.beds.sch.uk

Designated Safeguarding Lead

Mr Will Atkinson

atkinsonw@goldington.beds.sch.uk

Deputy Designated Safeguarding Lead

Head of Year Seven:

Mrs Anthea Jones

jonesa@goldington.beds.sch.uk

School Safeguarding Governor:

Mrs Kate Reynier

reynierk@goldington.beds.sch.uk

Special Educational Needs &/or Disabilities Coordinator:

Mr Sailesh Roopnarain

roopnarains@goldington.beds.sch.uk

Head of Year Eight:

Mrs Louise McCarthy-Gardner

mccarthy-gardnerl@goldington.beds.sch.uk

Head of Year Nine:

Mr Michael Lincoln

lincolnm@goldington.beds.sch.uk

Head of Year Ten:

Mr Liam Hall

halll@goldington.beds.sch.uk

Head of Year Eleven:

Mr James Pinkney

pinkneyj@goldington.beds.sch.uk

All can be contacted via the school office on 01234 261516

For a copy of our school's Child Protection Policy, please visit the Safeguarding page on our [school website](#)

Dear Parents/Carers

Welcome to the thirty-fifth edition of the safeguarding newsletter from the Goldington Academy safeguarding team. Our aim is to bring you all the latest, relevant help and advice on issues that we feel will be of importance to you.

In this issue, we focus on **online grooming** and **popular platforms** for youngsters to communicate on. We teach all pupils about online safety and digital literacy through our computing curriculum and our assembly programme.

Safeguarding children is everybody's responsibility. If you have concerns about the safety or welfare of any child, please do not hesitate to speak to a member of staff.

We hope that you will find the information in this newsletter useful. Please do not hesitate to contact us if you require any further information or support with any of the topics raised.

Yours sincerely

Mr W Atkinson

Assistant Headteacher

Designated Safeguarding Lead

Online grooming

Unfortunately, at some point in their lives every child will be approached by a stranger online. It is very important that young people are equipped with the right strategies to manage this appropriately when it happens.

The Internet Watch Foundation safety campaign aims to help parents have conversations with their children about keeping their 'door' closed to child sexual abusers.

The campaign includes a booklet for parents, explaining the risks, explaining why children are vulnerable and suggests practical steps that parents can take.

- TALK to your child about online sexual abuse. Start the conversation – and listen to their concerns.
- AGREE ground rules about the way you use technology.
- LEARN about the platforms and apps your child loves.
- KNOW how to use tools, apps and settings that can help to keep your child safe online.

For further details go to: <https://talk.iwf.org.uk/>

YOUR SUMMER GUIDE TO POPULAR PLATFORMS

AN ONLINE SAFETY SHAREABLE



Messenger

An instant messaging app developed by Meta, popular for group chats, sharing images and videos. This app is also popular for playing games with friends. Can allow young people to connect with strangers, receive message requests from strangers and video call.

16+



Yubo

A live-streaming platform designed to help users "meet new people" from all around the world. There have been multiple reports of young people being harassed into sending sexualised or nude images and videos.

17+



WhatsApp

A popular messaging platform which allows group chats, video and audio calls. WhatsApp users have been subject to scams and malware spreading through the platform.

16+



Reddit

A platform which allows interactions through communities and discussion forums based on particular interests. There are no age verification systems for NSFW channels and can be easily bypassed to view inappropriate content. (NSFW forums are 18+)

13+



Kik

A mobile messaging app which allows one-to-one chatting, group chats and anonymous chats. Since Kik allows chatting with random strangers, it leaves children open to exploitation and grooming. Once messages are deleted, they cannot be retrieved.

16+



Telegram

A cross-platform messaging app which allows communication between individuals, small and large groups of up to 200,000 people. The ability to connect with others in the area may lead to young people to disclose locations and personal details that could lead to grooming or harassment in-person.

16+



Discord

An instant messaging social platform, in which people enter "servers" so they are part of a group - commonly used for gaming communities. Some servers are NSFW (Not safe for work - often meaning inappropriate/adult content) and may have content age-inappropriate for younger users.

13+



Snapchat

A popular image sharing and messaging app that lets users exchange pictures and videos (snaps), with photo effects and filters, which disappear after a period of time. The 'disappearing snap' feature of Snapchat can lure young people into a false sense of security, and they may send images they would not normally send.

13+



Instagram

An image and video sharing app. Users can share content that followers can interact with by viewing, liking and commenting. Instagram may push a narrative of a 'perfect world' to young people, and they may feel pressured to post perfect, polished images of themselves.

13+



YouTube

A popular video sharing and social media platform. Videos can be commented on, liked and shared. Cyberbullying can occur through YouTube comments and age-inappropriate content may slip through moderation strategies deployed.

18+



TikTok

A free video sharing app which allows users to capture short video clips, share them and watch other user's videos or live streams. Age-inappropriate content which can be accessed through public feeds, especially any live streams. This may be unsuitable for young people and can be the origin of bullying trends.

13+



BeReal

A once-a-day photo sharing app - Users are given a 2-minute window to share a photo of themselves and their surroundings to their friends. If young people accept contacts they don't know, it is easy to build up a picture of routines in daily life, for example, school uniforms, bus stops and regular locations.

13+



Twitch

Twitch is a live streaming video platform which allows creators to broadcast and users to watch content, usually about games, including esports. Twitch streams are often live and are therefore difficult to moderate.

13+



Streaming services which offer movies and subscriptions which offer a variety of TV shows, movies, gaming streams and more. Netflix shows such as 'Squid Game' and '13 Reasons Why' went viral and attracted the attention of young people, despite not being appropriate for under 18s. Parental controls which restrict access to age-inappropriate content e.g. profile PIN codes.

13+

16+

18+



Vault Apps (Decoys)

Apps which allow users to secretly hide photos, videos and files behind the premise of another app, for example a calculator which can only be accessed through a numeric pin code. Can become dangerous 'stash' of youth produced sexual imagery.

17+

INEQE
INFORMATION NEEDED FOR
QUESTIONS AND ANSWERS
0114 222 2222 | 0114 222 2222

Messaging and Community Platforms

Image and Video Sharing Platforms

Streaming Platforms

Vault Apps

What parents & educators need to know about “Minecraft”

[What You Need to Know: Minecraft | Free E-Safety Guide](#)

With its limitless opportunities for building, exploring and collaborating, “Minecraft” remains a global gaming phenomenon. Its broad appeal lies in how open-ended it is, but this also means it is not without risk. From chatting with strangers on public servers, to the grief of having a beloved creation destroyed, young players can face challenges if left unsupervised. “Minecraft” can also become a time sink for enthusiastic players, with late nights spent crafting and constructing, potentially impacting school and social lives.

We have created this free guide to help parents and educators understand how to keep young gamers safe from choosing age-appropriate game modes to setting boundaries around screen time and spending.

<http://nationalonlinesafety.com/enrol/goldington-academy>

Once you have registered, you will be able to access the “Online Safety for Parents and Carers’ course” and National Online Safety’s Resources (which includes a wide range of online platform guides on the latest social media channels and games). This aims to help empower parents with the knowledge to protect their children from the dangers of the internet.

Early Help Service

The Early Help service is made up of six Early Help professionals who support schools to co-ordinate early help for pupils and their families. The Early Help service includes the following teams:

- Adolescent response team
- Early Help Hub
- Education Welfare
- Family Information Service
- Family Support Hub
- Inclusion Support
- Parenting Team
- Strengthening Families Team

For further information, please visit [Early Help Assessment - Overview | Bedford Borough Council](#) or speak to any member of the school’s safeguarding team.