



Dear Parents and Carers,

Online Safety

In school we often talk about Online Safety with your children, and we want to help you keep your children safe online at home too.



National Online Safety is an online resource that school pays for, but it gives parents free access to many short videos explaining different things you can do to keep your child safe in the online world.

Tap the link to go to National Online Safety's homepage and set up your free account! [National Online Safety](#)

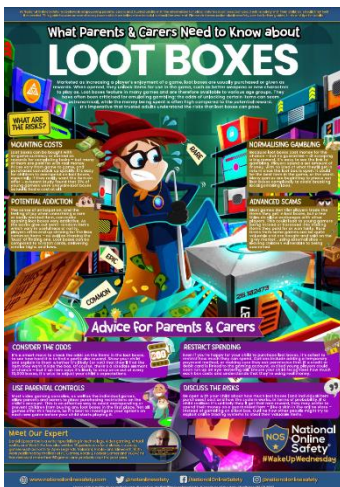
Year 5 and 6 go on a Residential

Today, half of Year 5 and Year 6 left for their residential in Todmorden, at a Robin Wood outdoor activity centre. We are sure they will have an amazing experience, and look forward to what fun (but challenging!) things they got up to next week.



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Online Safety Guide to **Loot Boxes**



Marketed as increasing a player's enjoyment of a game, loot boxes are usually purchased or given as rewards. When opened, they unlock items for use in the game. Loot boxes feature in many games and are therefore available to various age groups. They've often been criticised for emulating gambling: the money being spent is often high compared to the potential reward. It's imperative that trusted adults understand the risks that loot boxes can pose.

In the guide, you'll find tips on a number of potential risks such as addiction, scams and mounting costs.

We hope you have a good weekend!

Mr Elcock (Deputy Head)

Superstars

Well done to all our Superstars below...

Morning: Mareay	Nursery Afternoon: Muhammad N
Delius: Solihom & Warren	Year 1 Hockney: Maryam & Santiago
Forster: Mustafa & Stefan	Year 2 Lister: Manha & Burhan
Bronte: Bryan & Mahnoor	Year 3 Haworth: Amerie & Sudais
McMillan: Sophie & Twyla	Year 4 Priestley: Fathiya & Uzair
Salt: Roman & Ibrahim	Year 5 Jowett: Prince & Limar
Appleton: Jawairia & Hasher	Year 6 Cartwright: Renad & Areez



How many Attendance Heroes?

Each week we will publish how many Attendance Heroes each class has. That is how many children are **Here, Every day, Ready, On time**. The class with the most gets extra playtime!

Nursery	
Morning: 16	Afternoon: 9
Reception	
Spinners: 13	Twisters: 9
Year 1	
Delius: 19	Hockney: 20
Year 2	
Forster: 22	Lister: 24
Year 3	
Bronte: 16	Haworth: 21
Year 4	
McMillan: 19	Priestley: 25
Year 5	
Salt: 20	Jowett: 21
Year 6	
Appleton: 21	Cartwright: 24

What Parents & Carers Need to Know about LOOT BOXES

Marketed as increasing a player's enjoyment of a game, loot boxes are usually purchased or given as rewards. When opened, they unlock items for use in the game, such as better weapons or new characters to play as. Loot boxes feature in many games and are therefore available to various age groups. They have often been criticised for emulating gambling: the odds of unlocking certain items can seem astronomical, while the money being spent is often high compared to the potential reward. It's imperative that trusted adults understand the risks that loot boxes can pose.

WHAT ARE THE RISKS?

MOUNTING COSTS

Loot boxes can be bought with in-game currency or earned as rewards for completing tasks – but many of them are paid for with real money. Prices vary from game to game, and purchases can stack up quickly. It's easy for children to overspend on loot boxes, especially if they really want the item on offer – a recent study found that 31% of young gamers were unaware loot boxes actually had a cost at all.

POTENTIAL ADDICTION

The sense of anticipation, and the feeling of joy when unearthing a rare or badly wanted item, can make opening loot boxes very addictive. As the boxes give out semi-random items which vary in usefulness or rarity, players often end up striving for the less common items – as well as chasing the 'buzz' of finding one. Loot boxes can be compared to scratch cards, delivering similar highs and lows.

NORMALISING GAMBLING

Because loot boxes cost money for the chance – but no guarantee – of scooping a big reward, it's easy to see the link to gambling. Players spend a set amount of money, with no idea of what they'll get in return once the loot box is open: it could be the best item in the game, or the worst. Many games are beginning to phase out loot boxes completely to avoid breaking local gambling laws.

ADVANCED SCAMS

Most games don't let players trade the items they get in loot boxes, but a few titles do allow exchanges with other players. This could lead to young gamers being tricked or harassed into trading items they paid for or won fairly. Rare items from some games can be quite valuable and are bought and sold on the 'grey market', using external sites – leaving children vulnerable to being scammed.

Advice for Parents & Carers

CONSIDER THE ODDS

It's a smart move to check the odds on the items in the loot boxes, to see how hard it is to find a particular reward. Show your child and explain to them whether it's likely (or not) that they'll find the item they want inside the box. Of course, there's a sizeable element of chance – but if an item says it's likely to drop once out of every 10,000 boxes, it's wise to adjust your child's expectations.

RESTRICT SPENDING

Even if you're happy for your child to purchase loot boxes, it's safest to restrict how much they can spend. Options include adding a temporary payment method, or making sure they ask permission first. If a credit or debit card is linked to the gaming account, excited young players could soon run up an eye-watering bill. Ensure your child recognises how much each box costs and understands that they're using real money.

USE PARENTAL CONTROLS

Most video gaming consoles, as well as the individual games, allow parents and carers to place purchasing restrictions on the child's account. This is an effective way to avoid overspending or prevent children from buying any loot boxes in the first place. Not all games offer this feature, so it's best to investigate your options on each new game before your child starts playing it.

DISCUSS THE RISKS

Be open with your child about how much loot boxes (and individual item purchases) cost and how the system works, in terms of probability. If a child realises it's unlikely they'll get that rare reward, they may prefer to spend their money on a guaranteed item – like a skin in the online store – instead of gambling on a loot box. Outline how other people might try to exploit online trading systems to steal their valuable items.

Meet Our Expert

Daniel Lipscombe is a writer specialising in technology, video gaming, virtual reality and Web3. He has also written 15 guidebooks for children, covering games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft. With work published by the likes of PC Gamer, Kotaku, Pocket Gamer and VG247, he has reviewed more than 50 games and products over the past year.



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