



# St Joseph's Catholic Primary School

Rothwell Road, Anderton, Lancashire, PR6 9LZ

Website: [www.st-josephs-anderton.lancs.sch.uk](http://www.st-josephs-anderton.lancs.sch.uk)

Headteacher: Mrs Kathryn Berry

23rd January 2026

## COMMUNITY

Christian communities (just like families) are never perfect – even Jesus' closest disciples weren't always the ideal set of people. However, everyone works better with others in community. Our schools and parish communities were founded to be places of love, friendship, security and inclusiveness.

Dear Lord Jesus, thank you for our school and parish communities. Please help me say 'Yes' to you, and enrich the communities to which I belong. Amen.



## SPOTLIGHT ON LEARNING

### YEAR ONE

Year One have been very busy this week and Miss Egan will be very proud of them all!

During PSHE they talked about when family members get older and how they can remember people they lose. In RE the children had to think of how they feel when they help someone and when someone helps them. They pick one person who helps them and made a card to say thank you. It was very hard to choose because so many people help us in our lives. We are very lucky to have so many people who love us!





## Weekly Awards



Congratulations to **Jack Heyworth** for receiving the **Headteacher's Award** this week. Jack has shown maturity, kindness and a positive attitude to school life recently. He is always respectful to everyone and has a good sense of fun too! **Well Done Jack!**

Year Group	Worker of the week	Reader of the week	Values Award
Reception	Demi Karanikolas	George Mills	Hattie Haynes
Year One	Ryan Heyworth	Holly Stewart	Archie Wood
Year Two	Remy Raby	Marcus Dillon	Sienna Jones
Year Three	Theo Sagar	Dominic Entwistle	Harry Booth
Year Four	Harrison Maher-Hughes	Noah Crawford	Alexander Holden
Year Five	Ava Haughton	Ava Wooding	Noah Mayo
Year Six	Harry Downes	Harry O'Brien	Noah Grimshaw

## Attendance

Weekly Attendance	
Reception Class	96.47%
Year One	93.74%
Year Two	96.09%
Year Three	97.51%
Year Four	92.63%
Year Five	95.26%
Year Six	95.29%





## Notices

### RECEPTION CLASS REAL LIFE SUPERHEROES

Thank you very much to Keith the local Lollipop man in Anderton for coming to speak to the children in Reception class. They were so excited to meet him and see his Lollipop in real life! The children welcomed Keith as a special visitor to their class.



### SCHOOL LUNCHES

As part of our sustainability plan, we are also monitoring the amount of waste food in school. There is an incredible amount of food wasted daily with some children barely touching their meal. Please speak with your child when choosing their meals to check they like their choice. This will help to reduce our waste and also ensure children are not hungry.



### YEAR THREE / FOUR SPORTSHALL ATHLETICS

On Thursday 29th January the annual Sportshall Athletics competition for Year Three / Four pupils will take place at Holy Cross High School. Staff Letters have been sent home to those pupils who will be taking part. We wish them lots of luck. Have fun everyone!



### RECEPTION AND YEAR SIX WHOLE CLASS PHOTOGRAPHS

The children in Reception and Year Six should have brought home the proof of their class photograph which was taken this week. The deadline for orders to be submitted is January 27th.



### ECO TEAM LITTER PICK

We are very excited to welcome Sir Lindsay Hoyle MP joining us next Friday. He will be taking part in our school 'Litter Pick' with the Eco Team. They will take their litter pickers and head off around Anderton to collect litter in the local community. This is part of our continued work towards our climate and sustainability actions in school.



# What Parents & Educators Need to Know about

# ROBLOX

## WHAT ARE THE RISKS?

### A PLATFORM RATHER THAN A GAME

Roblox differs from traditional video games in that it hosts millions of user-created experiences rather than a fixed set of developer-produced content. Each experience is self-rated by its creator rather than independently age-rated in advance, as is the case with PEGI-rated games. With millions of user-created experiences, moderation is largely automated which means that inappropriate content may reach younger players and have a harmful effect.

### MATURE CONTENT

With much of Roblox's moderation automated through AI and creators self-certifying suitability, inappropriate content frequently appears on the platform. Some experiences may include content intended for older players. While Roblox has tools to restrict access based on age settings, these systems are not always perfect. Younger players are likely to encounter content you may deem unsuitable.

### IN-GAME SPENDING

Roblox is free to play, but many experiences and cosmetics include optional purchases using Robux, the platform's virtual currency, to get advantages in games. This business model is common across online games, but reporting has highlighted cases where children have spent large amounts of money unintentionally or without understanding the real-world cost.

### RISK OF ADDICTION

Roblox encourages repeated and extended play. Many experiences are made of short tasks, rewards, and progression systems that can prompt users to keep playing for longer periods of time. Some games also use reminders, daily rewards, or timed events to encourage frequent logins. These designs can make it difficult to stop playing. Spending long periods online may affect sleep, schoolwork, or other activities if boundaries are not in place.

### COMMUNICATION WITH OTHER USERS

Roblox includes text and voice features that allow players to chat in shared game spaces. While the platform uses automated filters and moderation tools, media investigations have found that inappropriate and potentially harmful messages can still get through. There are risks that children could be targeted by groomers. In response, Roblox has announced changes to how chat works. The platform plans to use facial age-estimation technology to restrict chat access between adults and children they do not know.

## Advice for Parents & Educators

### USE PARENTAL CONTROLS

Roblox's parental controls provide an important starting point. Linking a child's account to an adult account allows parents to apply spending controls, limit communication features, and review recent activity. Regular supervision, use of parental controls, and conversations with children about what they see online can help reduce the risk of exposure to inappropriate content.

### CONSIDER LIMITING OR DISABLING CHAT

Although Roblox is introducing tighter age-based chat restrictions, some parents and educators may prefer to disable chat entirely for younger children. Children can still play games while communicating with friends they know through other supervised platforms.

### PLAY TOGETHER WHERE POSSIBLE

Playing Roblox with a child can help adults understand the types of experiences available, how monetisation works, and how children interact online. This shared engagement can also make it easier for children to raise concerns if something feels wrong. Parents and educators should monitor all games played on Roblox due to its self-rating nature.

### ENCOURAGE OPEN CONVERSATIONS

Many Roblox experiences are creative and age-appropriate, and for many children, the platform is an important way to socialise with friends. Rather than banning it outright, parents and educators should talk openly with children about online safety, spending, and how to respond to inappropriate behaviour.

### Meet Our Expert

Alan Martin is a technology journalist who has written for publications including *Wired*, *TechRadar*, *The Telegraph*, *The Evening Standard*, *The Guardian* and *The New Statesman*.



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