

Weekly Newsletter

W.B. 11.5.26

This week:

Parents and carers may bring children into school between 8:40am and 8:50am. During this time, adults must remain with their child until the school bell at 8:50am, which marks the official start of the school day. This is due to fire safety regulations.

We understand that each child has individual needs and the best start to the day can vary from child to child. For many, arriving at 8:40am helps them settle calmly and prepare for learning. However, we also recognise that for some children, the busy environment as many families arrive together can feel overwhelming.

With this in mind, families are reminded that there is no expectation for children to arrive as soon as doors open. For some children, arriving closer to 8:50am may provide a quieter and more supportive start to the day.

We encourage parents and carers to consider the arrival time that best supports their child's wellbeing and readiness for learning.

This week in **English** the children have continued their story writing focus. This week we have written the problem, resolution and end of our stories. The children were excellent at remembering to include the steps for success.



Sarah

Fiona



Derek



Nigel

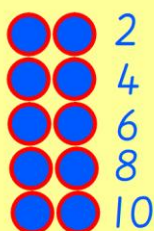


Steve

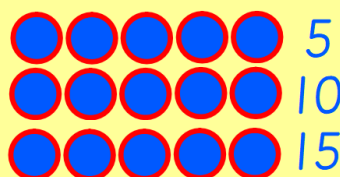
Can your child tell you the story language they have used for the 'end of their story'?
Can your child retell their story to you?

As part of **Maths** the children have continued their unit of multiplication and division. This week the children have continued to use arrays. Children have used the arrays to work out and solve calculations for the 2, 3, 5 and 10 times tables. They had to work carefully to draw the correct amount of dots and the correct amount of groups for example 5×2 (5 lots of 2), meaning they had to draw 5 rows of 2 dots to represent the calculation.

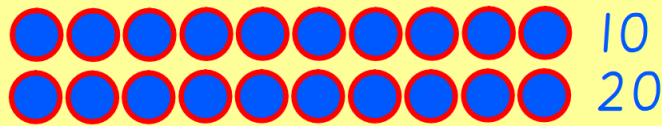
$$5 \times 2 = 10$$



$$3 \times 5 = 15$$



$$2 \times 10 = 20$$



Can your child solve the following?

$$9 \times 2 =$$

$$11 \times 3 =$$

$$4 \times 5 =$$

$$2 \times 10 =$$

In **topic**, the children have started their Art learning. We have begun this topic learning about printing. Firstly, the children created a mono-print. For this, we used leaves to make a print using paint and sponges.



Can your child tell you the steps they took to create their mono-print?

Attendance for KS1:

Class 7 - 96.3%

Class 8 - 97.2%

Class 9 - 98.7%

Reminders:

PE

Class 7 PE day is Thursday.

Class 8 PE day is **Thursday & Friday**.

Class 9 PE day is Thursday.

Children must have the following in their PE bag: t-shirt, shorts, tracksuit bottoms, jacket, pumps or trainers and earrings removed or taped on their PE day (this cannot be done by a member of staff).

Their kit must stay in school for the week in the event that the PE day needs to change and / or a child has an accident so that we can change them into their own clothing so that they feel comfortable.

Homework

Homework will mainly be handed out on a Tuesday. On the odd occasion it may be on a different day due to timetable changes. Please return homework on a Monday. Handing it on a Monday gives you the opportunity before the weekend to ask the teacher any questions so that you are clear of how to support your child if unsure. There is a tray in each class where the homework needs to be returned. Please ask the teacher where this tray is if unsure.

Spellings

Spellings are handed out in phonics lessons every Thursday and your child will be tested on these spellings the following Thursday. Children will receive a list of spellings to practise each week. In addition to the spellings, children will be tested on a sentence containing the words. However, the sentence will not be sent home. This is to see if they can apply the spelling currently within their writing. Can you get your child to practise applying the words by creating their very own sentences?

Reading Diaries

Children in KS1 have all been provided with a Home Reading Diary. Please fill this in daily based on your child reading a couple of pages of a book or a whole book. Please return the Reading Diary to school each day and leave it in the designated classroom tray. There are books situated in the classroom for your child to take home when they have finished the book they are reading. Reading is extremely important to your child's development so we really encourage your child to read a book or pages of a book daily. If you are unsure of your child's reading book colour then please ask your teacher.

Online Safety

National Online Safety - Minecraft

National Online Safety believe in empowering parents, carers and trusted adults with the information they need to hold informed and age-appropriate conversations about online safety with their child, should they feel it is needed. This weeks focus is "Minecraft". Please note that only children aged 7+ should be accessing this.

At National Online Safety, we believe in empowering parents, carers and trusted adults with the information to hold an informed conversation about online safety with their children, should they feel it is needed. This guide focuses on one of many games which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

What Parents & Carers Need to Know about MINECRAFT

AGE RATING
7+

Minecraft is a beloved classic of modern gaming. First released in 2011, this open-ended 'sandbox' game of building and exploration still has over 140 million players who happily return to play it at least once every month. Minecraft has also been utilised for much more than just entertainment: it's sometimes used in schools to teach children coding, and it's also employed as a tool for computer-aided design, which is another valuable skill. Encouraging creativity and problem solving, Minecraft has plenty to offer gamers of all ages, and it's available on almost all video game platforms.

WHAT ARE THE RISKS?

PUBLIC SERVERS

Joining a public network (called a server) lets your child potentially interact with strangers through text chat. Some servers focus on building, while others are dedicated to role-playing – encouraging direct player interaction. Anyone can join public servers and connecting to one is relatively simple. Public server IP addresses (and therefore someone's location) are easy to find with search engines.

GRIEFING

Some people in Minecraft delight in purposefully damaging or destroying another player's creation. This is called 'griefing' and is a form of bullying: it intentionally spoils someone else's experience in the game by deleting hours of their work and forcing them to start from scratch. Many public servers treat griefing as a severe offence and frequently ban offenders.

ADDICTIVENESS

Minecraft's gameplay is relatively simple, and the outcome (when a child has built something new, for instance) can be extremely gratifying. This can make the game highly addictive. It's easy to lose track of time while playing Minecraft, causing committed young players to forget about other activities like homework or enjoying family time.

SCARY ELEMENTS

The visual design and gameplay of Minecraft is purposefully child friendly, so there's nothing too untoward in the game. However, some of the 'baddies' that can be encountered might prove a little too scary for very young players. In the game, certain enemies come out at night and are accompanied by audio – such as zombie moans and skeleton bone rattles – that may unnerve young ones.

ADDITIONAL PURCHASES

After initially buying the game, players can make optional extra purchases for cosmetic items and other bonuses. Minecraft Realms is an optional online subscription (requiring regular payments) that lets users run a multiplayer server to play with their friends. Most games consoles also need an active subscription to enable online play – so online gaming can quickly become an expensive hobby.



Advice for Parents & Carers

RESEARCH CONTENT CREATORS

There are a lots of Minecraft content creators who release helpful videos about the game on YouTube and Twitch. Not all of these, however, are suitable for children. Watching these content creators' channels yourself first is a safe way to find appropriate Minecraft videos to share with your children. This also helps you learn more about the game itself, and how your child plays it.

CHOOSE THE RIGHT MODE

Selecting 'Creative' or 'Peaceful' mode allows children to play Minecraft without having to contend with enemies. It's also a great way for you to get used to playing the game with them, since the difficulty level is lower. This allows you to work together on a long-term project, creating something special without the threat of moaning zombies or creepers damaging your build.

HOST A PRIVATE SERVER

The easiest way to find a safe server for your child to play on is to make one yourself. Hosting a server prevents strangers from finding it, unless they've been given the necessary joining details. A private server also lets you control who's allowed to enter and - if necessary - to ban someone who shouldn't be there. This is the closest equivalent to parental controls in Minecraft.

ENCOURAGE BREAKS

It's easy for the hours to fly by while your child is playing Minecraft, so reminding them to take regular breaks is essential. This is a useful way for them to learn good time management, which they'll benefit from as they get older. It will also teach them to play their favourite games in moderation - limiting addictive behaviour and allowing them to manage their day better.



TALK ABOUT STRANGERS

At some point in their lives, almost everyone needs to have contact with a stranger online. Talking to your child about online safety, therefore, is essential - as is having a plan in place for dealing with any hostile or difficult strangers. Ensure that your child knows never to tell a stranger about themselves online, and that they should come to you straight away if they do encounter a problem.



Meet Our Expert

Clare Godwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2015, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.



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Thank you
Miss Aldam, Miss Howes & Miss Payne