

## DATES FOR THE DIARY

### May

**Fri 24<sup>th</sup>** – Break up for half term

### June

**Mon 3<sup>rd</sup>** – **Inset Day, school closed to pupils**

**Thurs 6<sup>th</sup>** – Y6 Min-y-Don parents mtg after school

**Mon 10<sup>th</sup>** – Reception & Y6 hearing & vision checks

**Mon 10<sup>th</sup> – Fri 21<sup>st</sup>** – Book Fayre after school

**Wed 12<sup>th</sup>** – Reception trip to Whitby Park

**Fri 14<sup>th</sup>** – 9am Reception Father's Day / Significant  
Males event in the hall

**1:15pm - Sports Day (Rec to Y6)**

(NO CELEBRATION ASSEMBLIES THIS DAY)

**Tue 18<sup>th</sup> & Wed 19<sup>th</sup>** – KS1 classes to Wirral Way

**Tue 18<sup>th</sup> & Wed 19<sup>th</sup>** – Parents' Evenings for Y1-5

**Fri 21<sup>st</sup>** – Back up Sports Day in the afternoon

**Thur 27<sup>th</sup>** – Butterflies Trip

### July

**Wed 3<sup>rd</sup>** – The Whitby High School Transition Day

**Wed 3<sup>rd</sup> – Thur 4<sup>th</sup>** – Y6 Transition Days TEPCEC

**Wed 3<sup>rd</sup> – Thur 4<sup>th</sup>** – Year 2 to Tattenhall

**Mon 8<sup>th</sup> – Fri 12<sup>th</sup>** – Year 6 to Min-y-Don

**Thur 11<sup>th</sup>** – Year 5 to Primary College

**Mon 15<sup>th</sup>** – Reception & Year 6 Reports go home

**Wed 17<sup>th</sup>** – PM & Evening performances for Y6

**Fri 19<sup>th</sup>** – Caterpillar Class finish for summer

**Mon 22<sup>nd</sup>** – Whole School Moving Up Day!

**Tue 23<sup>rd</sup>** – Butterflies Class finish for summer

**Wed 24<sup>th</sup>** - 2pm Y6 Leavers' Assembly

3:15pm BREAK UP FOR SUMMER!

## ASK ME ABOUT...

Education is most effective when schools and parents work in partnership. So, this week;

Caterpillars: *different hats*

Butterflies: *which animal I hunted for*

Reception: *people who help us*

1Mc: *ways to make 25p*

1/2T: *the life cycle of a butterfly*

2M: *my non-chronological report about sea creatures*

3U: *the Viking; raids and invasions*

3/4T: *consumer, prey and predator*

4G: *Alfred the Great*

5I: *Ken Nedimyer*

5/6K: *how propaganda was used in WWII*

6T: *how it feels to complete something I have worked so hard for*

## CATERPILLAR & BUTTERFLY CLASSES

### SUMMER CLOSING DATES

Due to home visits for new pupils and a Stay and Play for new families, Caterpillars will be closing for summer on Friday 19<sup>th</sup> July.

Due to a Stay and Play for new pupils on Wednesday 24<sup>th</sup> July, Butterflies will be closing for summer on Tuesday 23<sup>rd</sup> July.

## WELL DONE YEAR 6!

We are SO PROUD of our Year 6 pupils for their hard work and the mature attitude in which they have faced their SATs this week.

Whatever the results, we know that they have achieved our school mission to 'be the best they can be' and that is all we can ever ask of them. Lots of fun to be had today with the Bubble Footies and lots to look forward to now with the upcoming residential, production and Leaver's Assembly. Deadline for residential payments is 20<sup>th</sup> May!

# Top Tips for SETTING BOUNDARIES AROUND GAMING

If your child loves video games, then you'll probably be aware that how long they spend gaming – and what they're actually playing – can occasionally become a source of concern or conflict. The UK's trade body for interactive entertainment, Ukie, has recently launched a campaign to promote safer and more responsible gaming among young people – with parents and carers helping by setting sensible and fair boundaries. Our guide has tips on key areas where you could agree some healthy ground rules for your child's gaming activity.

## PROMOTE SAFER GAME CHOICES

Deciding which online games are OK – and which should be avoided – is tricky. Some titles allow children to cooperate or compete with strangers, which creates potential risks. Watching your child play online for a while could provide more insight into a particular game, while the parental controls on most consoles allow you to limit who can chat to your child or send them friend requests. Remind your child of the hazards around strangers online when you discuss this boundary with them.

## ENCOURAGE REGULAR BREAKS

Help your child understand the need to take regular breaks, playing in shorter bursts rather than marathon sessions. Bear in mind that some games (such as role-playing games) require time investment from the player, while others (online team games, for example) can't be stopped or paused at a moment's notice. A quick break every hour or so is good practice, and you could suggest some things to do in these breaks, such as having a drink of water or getting some fresh air.

## AGREE SPENDING LIMITS

There's no doubt that gaming can be expensive, and younger players often don't realise how much paying for digital items and subscriptions can add up to. Many young gamers love to buy new skins or upgrades for their character, so you could settle on a fixed amount that your child is allowed to spend on in-game items each week or month. This sort of boundary will not only help your child to manage their expectations but will also make you more aware of the price of these items.

## DISCUSS AGE RATINGS

Children often ignore the age ratings on games – or are unaware they even exist. If you're happy with your child playing a particular game even though it's rated above their age, then establish that as a boundary; emphasise that you've made an exception, and talk about what age ratings mean and why they're important. You could add context to this boundary by browsing games' boxes together while shopping, discussing why some games might have earned certain age ratings.

18  
CENSORED

## FACTOR IN FRIENDS

If your child is a keen video gamer, the chances are that they'll have other gamers among their social circle, too. When friends visit, do they instantly dash to their console or computer? You could put boundaries in place before their guests arrive by agreeing on a length of gaming time. Bear in mind, though, that they may try to extend this once they're together. Try coming up with activities or challenges for them during screen breaks – if they join in, they earn a little extra time on their game.

## ENJOY GAMING TOGETHER

Setting time aside to play video games together can be an enjoyable bonding exercise. Undeniably, some young gamers may be less enthusiastic about a parent or carer joining in, but it can be a productive way of encouraging them to share their hobby with you. Setting goals or tasks might be useful: if they love Minecraft, choose something to build together; if Fortnite's their favourite, ask to try out some of the fun game modes, like Prop Hunt, which don't require high skill levels.

## TALK ABOUT EMOTIONS

Help your child to monitor their emotions as they play. Discuss what is (and isn't) an acceptable level of competitiveness to show while gaming. Are they allowed to trash talk other players, for example? Can they notice when they get angry if they lose? Do they think these emotions are healthy? Some games can provoke anger, but others can bring joy, humour and the thrill of overcoming a challenge. Try to steer your child towards games that tend to produce these more positive feelings.

## BE PREPARED FOR TROLLS

A frequent problem when gaming online is other players who are deliberately troublesome. Make sure your child knows how to report and block someone who makes their experience a negative one. Between you, decide if or how they should deal with these online trolls. Talk about where your child's boundaries are in terms of what they think is acceptable: what behaviour by other users is merely frustrating, and what crosses the line to become upsetting or abusive.

## Meet Our Expert

Daniel Upscombe 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 90 games and products over the past year.



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