

AVJS Bulletin: 7th May 2021

I hope you are all keeping well and your routines are steadily getting back to normal. We are hoping that as this term progresses we can get back to some of the activities we are all used to.

I am really pleased to let you know that Mrs Hussain is expecting her first baby. The baby is due in September and we wish her and her husband Kamran all the very best.

There have been reports going round regarding an incident the other evening at the Helicopter Park involving some children and a van. I would like to reassure you that this was an inappropriate prank by an older child to a younger one and that the van was not involved at all. The children and parents involved have all been spoken to and the incident is resolved. I understand that some of you have heard some stories relating to this matter which has caused you to question the safety of the children. Please be reassured that there is no need for extra vigilance.

During the week commencing Monday, 17th May, we will be having our wellbeing week where many of the lessons will be linked to our PSHE curriculum. We hope that the children will be able to discuss any issues that they are facing and we will be able to support them with strategies and ideas. We encourage you to talk to your children about what they have been learning – the pandemic does appear to be having an effect on some of the children and we all need to work together to help them through their worries.

Mr Ward and Mr Lindley would like you to know that the sports camps they are

running during half term week are filling up quickly and there only a few spaces left for each day.

Please find below a letter from Mrs Blakemore who leads the teaching of computing in the school. We are aware that the children have perhaps been spending more time online playing games and chatting to their friends. There is also an attachment with more information about the game.





Friday, 7th May 2021

Dear Parents and Carers,

With the ever increasing use of technology and its ease of availability, we are writing to you in regard to keeping your child safe online.

Gaming is hugely popular these days and an increasing number of children are using a range of computers and gaming devices on a daily basis. As the use of technology increases, there are continually new safeguarding issues for school, parents, carers and children alike. An increasing number of children now have their own tablets and smartphones with internet access. Often the children are more computer savvy than adults!

However, here are some statistics published by the NSPCC in 2019:

50% of children have at least one social media account by the age of 10.
51% of under 10s own a mobile phone.
99% of child sexual exploitation cases involve technology as a grooming method.
94% of children have watched online porn by the age of 14.
CD9 is an acronym used to tell to others online that parents are around and watching the conversation.
24% of children aged 7-16 have livestreamed.
61% of all young people who have sexted someone admitted that they were pressured in to it.



A very popular game at the moment is **Fortnite** and we are aware that some of the children play this game at home. There have been reports on how games such as this can affect a child's behaviour.

Did you know...?

- Fortnite has a PEGI rating of **12**, PEGI have said this is due to the: 'frequent scenes of violence. It is not suitable for persons under **12** years of age'.
- Younger children find it difficult to distinguish between the game and real life. They are exposed to the aggression and violence and then replicate it on the playground.
- Because children play these games with headphones on, there is always the possibility they are connected to people - adults play this game as well - and the language that they use when they get killed can be very 'colourful'.
- Children need to understand that the things they are saying while they are playing can have real life consequences. Someone could take a screen capture of what your child is saying in chat, or record audio, or a friend's parent could even be in the room overhearing what he is saying.
- There are huge safeguarding risks relating to the game "Fortnite". These risks are related to how the children use the voice and text chat function when playing the game and the potential for adult grooming offenders to be involved.

Please find further information in the attached leaflet. As a school, we would encourage all parents to steer children away from violent and inappropriate games. A good source to look at when making decisions about gaming and films is www.common sense media.org. Technology can be a fantastic aid to support your child's development – if used knowledgeably and with limited access.

Yours sincerely,

Mrs Blakemore

Subject Leader for Computing

