



NEWSLETTER

Welcome to our fifth school newsletter of the academic year 2023 to 2024. We hope you all had an enjoyable half term break.

Book Fair

The Book Fair is in school next week. Every sale gives us money back to purchase books for the classroom book corners. Children will be able to vote for the books we buy.

The book fair will be open in the lunch hall at the end of each day for you to visit with your child/children and order or purchase books. The times are as follows:

Monday 13th November	3pm – 4pm	Nursery, Reception, Year 1 & Year 2
Tuesday 14th November	3pm – 4pm	Years 3, 4, 5 & 6
Wednesday 15th November	3.50pm – 5.30pm	Parents evening Open to all parents & children
Thursday 16th November	3.50pm – 5.30pm	Parents evening Open to all parents & children

We can accept cash or you can pay by card. There will be QR codes available around the book fair so you can pay online.

Anti-bullying Week

Next week is Anti-bullying Week. We are asking all pupils and staff to wear odd socks on Friday 17th November - please do not buy any new socks.

We also have a special guest, Alex Holmes, coming to speak to the children on the afternoon of Monday 13th November. Details about the speaker are below;

29 year old Alex was bullied at school and as a result he has made it his mission in life to make sure this doesn't happen to others as the founder of a national peer support scheme, student 'Anti-Bullying Ambassadors'. Find out more about Alex at www.schoolspeakers.co.uk/speaker-listings/alex-holmes-speaker



World Kindness Day

World Kindness Day is on Wednesday 13th November - part of the Anti-bullying Week events.

We are doing a 5 acts of kindness challenge. Children will need to list and carry out 5 acts of kindness (please see form below). This could be helping tidy up, making a cup of tea, donating to charity or even sharing their toys. Children will be asked to return this with £1 to be entered into a raffle. There will be 1 winner per class. The winning children will get a hot chocolate party on the Friday 17th November.

All proceeds go to the Creating Futures Fund.

The Ogden Trust Science Launch Event

On Wednesday 15th November children from across 6 primary schools and 2 secondary schools will be joining in the launch event for our new Ogden Trust science partnership.

Children in EYFS will be sharing science based stories and conducting an investigation in class.

Children in KS1 will be having an interactive workshop with Dr Jenny Watson from the Ogden Trust, taking part in investigations.

Children in KS2 will be taking part in an 'Awe and Wonder' workshop delivered by Dr Matt Prichard science magician.

Up and coming Events

- Y4 Diwali Assembly on Friday 17th Nov at 9am in the main hall – Y4 parents welcome.
- Y1 Nursery Rhyme assembly on Friday 17th Nov at 2.30pm in the main hall – Y1 parents welcome.
- Friday 1st December - Clown Show after school being organised by our wonderful parent volunteers. The event is open to all children & families. We are fundraising for the Creating Futures Fund. Tickets are being sold by parents on the playground at home times.

Parent Workshops

- Wednesday 22nd Nov - Anti-bullying & Kindness - led by Mrs Herring & the mentor team
- Wednesday 29th Nov - Zones of Regulation & supporting children to regulate their emotions - led by Mrs Herring
- Wednesday 6th December - Online Safety: Myth Busting & adding parental controls to devices - led by Mr Haydon
- Wednesday 13th December - Social Media Safety - led by Mr Haydon
- Wednesday 20th December - GP visit - coughs/colds & illnesses - led by a local GP (tbc)

All workshops to take place in the main hall from 8.45am (after school drop off). Please come to the doors at the back of the main hall where you will be greeted by the staff member leading the training. They can sign you in and give you a parent visitor lanyard. Tea, coffee and refreshments will be provided.

Greet Attendance

Below are the attendance champions from last week.

Year group	Attendance	Class	Attendance
Year 2	94.69%	6SW	99.17%
Year 5	94.31%	2RH	98.28%
Year 6	94.28%	4RM	98.28%
Year 4	93.95%	5HM	97.5%
Year 3	91.08%	5DH	96.94%
Reception	90.72%	1FB	95.54%
Year 1	89.82%	5GA	95%

House points

Congratulations to all the children in **Cadbury** who are our house points winners this week.

1st – Cadbury

2nd – Simmonds

3rd – Pinsent



ACADEMIC EXCELLENCE



SOCIAL INTELLIGENCE



ETHICAL LIVES

What is Kindness?

Kindness is an action that benefits another person. Kindness stems from a genuine desire to help. And, very importantly, the recipient of this action perceives it as a kindness act.

For world kindness day on the 13th of November at Greet we are doing a 5 acts of kindness challenge. This could be helping tidy up, making a cup of tea, donating to charity or even sharing your toys.

Please can you return this letter to your class teacher with £1. The money will go to the Greet Creating Futures fund. Each returned letter will be entered into a raffle. There will be 1 winner per class. The winning children will get a hot chocolate party on the Friday 17th November.

1. _____

2. _____

3. _____

4. _____

5. _____

What Parents & Carers Need to Know about MICROTRANSACTIONS

Microtransactions (often abbreviated as "MTX") are digital purchases made within an app or game to unlock extra features or additional content such as new levels. A popular sub-set of these are loot boxes, which contain a selection (usually random) of virtual items: from character skins to game-changing equipment like better weapons. Microtransactions (and loot boxes in particular) are now widespread in apps and games, but concerns persist that they normalise gambling and can foster addictive behaviours – especially among younger players.

WHAT ARE THE RISKS?

GATEWAY TO GAMBLING?

Microtransactions have been criticised for promoting gambling-adjacent behaviour in children. Research has also suggested that exposure to the loot box system could affect the likelihood of a young person suffering gambling harms later in life: children who purchased or used loot boxes in the last 12 months were found to be more likely to have gambled during the same period, as well.

ADDICTIVE NATURE

Microtransactions (and loot boxes especially) could lead to young people displaying compulsive behaviours. Loot boxes are designed to be addictive, and the sought-after prizes they contain are dispensed at random. This means that young gamers might not get what they want straight away, causing them to spend more money as well as additional time gaming.

PAYING TO WIN

In many popular games (the FIFA series being a notable example), microtransactions make it far easier to succeed – which is a concern because children can often find it difficult to keep track of their spending. Once a child starts making in-game purchases, they may continue buying to keep up with their friends and other players – sometimes without recognising the mounting real-world cost.

EXCLUSIVE CONTENT

DATA COLLECTION

To allow a young person to complete microtransactions, many app and game developers collect personal data such as their name, address, email, geolocation information, photos, payment details and so on. Even if this data remains secure (which is by no means guaranteed), there's always the chance that it will be used – and possibly sold on to third parties – for marketing purposes.

AFFECTING DAILY ROUTINE

Online games tend to revolve around repeated loops of activity that can affect purchasing decisions and potentially influence children's spending patterns. This could lead to your child not only having over more money but also adjusting their daily routine to match the game's schedule – potentially impacting more important elements of their day, such as homework and family time.

SATELLITE SPENDING

If you've linked a payment method like a debit card or a PayPal account to your child's game or app, it's wise to keep a close eye on their microtransactions to ensure they aren't racking up a large bill. Letting a child have access to your card (if they're still too young to have their own) or other means of payment could also lead to them spending beyond the apps and games they normally use.

Advice for Parents & Carers

DO YOUR RESEARCH

It's important to have a serviceable idea of whether the games your child plays use the loot box system (even if it goes by a different name) or include the option of buying items, equipment and so forth. If so, it's crucial to help your child understand that this costs actual money, and that they shouldn't feel pressured into making any purchases.

CHAT ABOUT 'CHANCE'

It may help to explain to your child that many microtransactions involve an element of chance: they could pay money and still not get what they want in return. Emphasise that – while not usually costing much individually – these in-app and in-game purchases can soon add up. Talk to your child about how spending their money in a game or app means they have less to use in the real world.

(GIFT) CARDS ON THE TABLE

Investing in an in-game currency gift card can be a useful way of helping your child get to grips with budgeting. If you buy, say, a £10 V-bucks Fortnite gift card, monitor how long it takes them to spend it. When they come to you asking for more, you could make it the starting point for a conversation about how quickly that money went and how they could earn their next gift card.

STOP SPENDING AT SOURCE

You might decide that the wisest strategy is to remove the potential for spending money on microtransactions. If so, most games, apps and devices have options in their settings to help you manage what your child can spend – or to disable that function altogether, preventing them from buying additional items for their games or boosted functionality for certain apps.

WATCH FOR THE SIGNS

If you're worried that your child's passion for a particular game or app may tempt them into habitual spending on microtransactions, it's important to remember the indicators of addictive behaviour. Irritability, a lack of concentration and prioritising recreational screen time ahead of homework or mealtimes could all be signs that you need to have a conversation about a more balanced routine.

Meet Our Expert

Carly Page is an experienced technology journalist with a track record of more than 10 years in the industry. Previously the editor of tech tabloid *The Inquirer*, Carly is now a freelance technology journalist, editor and consultant.



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