



# HLA News

Friday 24<sup>th</sup> June 2022



Dear Families,

It has been another hot week, it is great to see the students learning both inside and outside though making the most of the grounds we have.

This week we have had some visits from new students who are joining us in September. We have not yet finalised staff for each class as yet but when this is completed we will share the information with you to help students with transition. This information will be coming out in the next few weeks along with your child's end of year report.

This week some of the S5 students have been getting sporty again. A group of students went to join the Cambridge Lawn Tennis Tournament. They had a great day and one of the students summed their experience up as they were just about to leave 'it isn't winning it is taking part'.

Students in Puffins have been learning all about growth. They have been creating some beautiful flower pictures, sequencing and labelling plants brilliantly. We are looking forward to the plants that they grow and take care of.

Students this week have been completing their end of year reading assessments. We have seen some huge jumps in progress from some students. This is a testament to the effectiveness of our Read Write Inc programme as well as the hard work of all the students. Well done everyone we are very proud of what you have achieved. These scores will also be shared in the end of year report.

We hope you have a great weekend and are able to enjoy the lovely weather.

With all best wishes,

Yvonne Skillern

Head of School

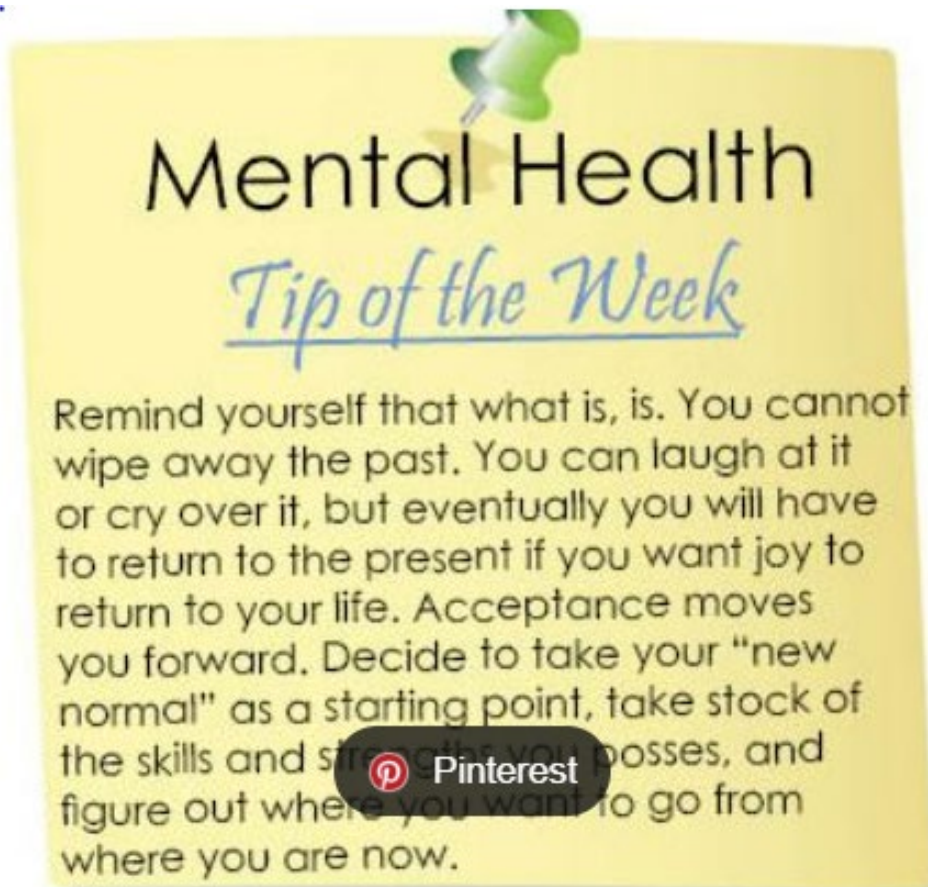




## Important Information



- Don't forget to ensure your child has a named hat, sun cream and water bottle in school with them. **Please note that some Nivea sun creams contain almond oil so check ingredients carefully and do not send any creams in that contain any nut derivatives as we are a nut free school.**
- We are a cashless school so all charitable donations or payments need to be made via Parent Pay. Please ensure you are registered and are able to access the system. If you have any difficulties please contact the office who will be happy to assist.
- Don't forget you can contribute the voluntary contribution of £5 to class funds via Parent Pay. This really helps us to provide all of those extracurricular activities which make a difference to your child's learning.





## Online Safety Tip of the Week:



# What Parents & Carers Need to Know about THE METAVERSE

**AGE RATING**  
Varies per metaverse platform

**WHAT ARE THE RISKS?**

**UNSAFE AREAS**  
Many metaverse platforms feature little to no moderation. This is due to the decentralised nature of the metaverse - as there is no one company overseeing the platform, users can create and build with freedom. This can be a minefield for younger users as adult material or sensitive topics can feature on a parcel of land seen by everyone.

**VOICE COMMUNICATION**  
The freedom found within creation is also found in communication. Most metaverses use proximity VOIP communication (Voice Over Internet Protocol) and users can approach any other user to start a conversation. It is necessary for avatars to be quite close to another in order to talk and once they are, anything can be said. While a chat box can be moderated, voice chat cannot.

**ANONYMITY**  
As with almost every other form of online interactions, anonymity features heavily within the metaverse. The concept for the metaverse is to live any type of life digitally. This could mean that 'bad actors' (those with malicious intent) can take advantage of others with ease. Reporting and monitoring these users is becoming easier on the more popular platforms, but others struggle to police these situations.

**VIRTUAL REALITY**  
Not all metaverse platforms are VR enabled, in fact less than 10% feature VR interactivity. However, it's always worth monitoring the amount of time younger users spend in virtual reality. A VR metaverse differs greatly to VR gaming in user interaction. Approaching each other in a VR metaverse attempts to represent 'reality' and can result in a greater impact if experiences are negative.

**PSYCHOLOGICAL IMPACT**  
Whether in virtual reality or not, interactions and experiences in the metaverse can often carry more weight because they mimic 'real life'. Oftentimes, due to the freedom in avatar creation, younger users may open themselves up to bullying, prejudice or an unrealistic idea of reality. For instance, female-orientated avatars may find themselves targeted by bullies or inappropriate users.

## Advice for Parents & Carers

**TRY IT OUT FIRST**  
This may sound like an obvious tip, but by entering the metaverse and exploring on your own, you'll be able to see what your child might. You can explore the busier areas and even the quiet sections to see what users are building or advertising. You'll also learn first-hand how users communicate with each other. Many metaverse platforms will feature an entry area which showcases the busiest areas. Check them all out and see what's happening.

**LEARN ABOUT NFTS, WALLETS AND CRYPTO**  
With the metaverse comes Web3 technologies such as NFTs, cryptocurrency and wallets in which to store them. If you have a crypto wallet, do not connect it to your child's metaverse. One simple click could result in loss of cryptocurrency, if you are unsure what these technologies are, try to research them as these terms will appear in the metaverse.

**CREATE AN AVATAR TOGETHER**  
If you decide on allowing your child into the metaverse, set up their initial avatar together. This way you can ensure the avatar is age-appropriate and keeps their identity private. You can also advise on aspects which may result in attracting bullies or unwanted attention. It will also allow you to see which avatar items cost money, and talk to your child about in-game spending.

**START WITH THE FAMILIAR**  
There are already metaverse experiences with children in mind; explain to your child what a metaverse is and have them recognise similarities between those and games like Roblox, Fortnite and Minecraft. Unfortunately, there is no 'child safe' metaverse option as yet, though Epic Games and LEGO are currently developing a family safe metaverse.

**Meet Our Expert**  
Daniel Upcombe is a father to two girls, aged 14 and 12. Before Dan began his Web3 metaverse journey, he worked as a videogame journalist and author for a decade; reviewing games, talking to creators and writing about videogame trends. Dan has also written fifteen guide books about Fortnite, Minecraft, Roblox, Apex Legends and Valorant for HarperCollins and Bonnier Books.

**NOS National Online Safety**  
#WakeUpWednesday

**GM W3**

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