



Create, Adapt and Learn Together
Manchester Road Primary Academy

NEWSLETTER 16TH JUNE

ATTENDANCE 12/06/23 – 16/06/23

CLASS	SCHOOL ATTENDANCE	LATES
Owls	97.6%	6
Hedgehogs	99.5%	3
Rabbits	98.2%	1
1A	94.8%	3
1B	97.9%	3
2A	99.2%	6
2B	98.7%	12
3A	93.9%	3
3B	93.9%	7
4A	99.1%	15
4B	96%	3
5A	94.8%	4
5B	94.8%	19
6A	97%	9
6B	96%	18

Lateness has a massive impact on children's learning. Not only on the children that are late, but also on the children in the classes being disrupted. Please ensure your child arrives at school on time each day.

97% and above Excellent
95% to 96% Attendance is slipping and will be closely monitored
95% or below Poor (high numbers of children are persistently absent)

THE SCHOOL DAY

8.35 – 8.50am - Arrive on the school playground
8.40am - Pupils enter school
8.55am – Gates shut & Registration begins
11.45am - Lunch KS1
11.50am - Lunch KS2
12.35pm - Afternoon session begins KS1
1.05pm - Afternoon session begins KS2
3.15/3.20pm - End of school day.

ANNOUNCEMENTS

MEETINGS

If you would like to arrange a meeting with your child's class teacher or a member of staff, please email office@mrpa.org.uk or request a meeting through the office staff.

UPCOMING EVENTS

- Finish for Summer: Friday 28th July
- Return after the Summer Break: Tuesday 5th September

CLASS ASSEMBLIES

Class assemblies begin at 9am. We hope you can make them.

- 3A (Miss McDougall) – Friday 23rd June
- Hedgehogs (Mrs Frost) – Friday 30th June
- Year 6 Leavers Assembly – Friday 28th July 9.30-10.30am

UPCOMING

TRIPS/WORKSHOPS

- Tuesday 20th June: Year 2 Liverpool Museum
- Thursday 22nd June: Year 4 Llandudno
- Monday 26th June: Year 5 Ashton Mosque
- Tuesday 27th June: EY Formby Beach
- Friday 21st July: Year 6 Blackpool Pleasure Beach (**Deadline to pay this is Friday 30th June**)
- Wednesday 18th October: Friday 20th October 2023: Robin Wood (Current Year 5)



STAR OF THE WEEK



Owls	Cassius
Hedgehogs	Muzaffar for settling in well to his new school and quickly becoming part of our team.
Rabbits	
1A	Anas for resourcefulness and independent ideas in writing.
1B	Hunter – a great start to the half term showing focus in all areas.
2A	Muwaffaq for being a hardworking addition to the class.
2B	Freddie for his resourcefulness in Maths. Cobey for his amazing retrieval in Reading. Michael for his progress in handwriting.
3A	
3B	Khansaa for her resilience in reading and writing.
4A	Hassan for engaging and absorption in Maths and Reading.
4B	Ella Mae for her determination and being a fabulous role model. Zak for his focus and motivation in all lessons this week.
5A	Oscar for managing distractions, maintaining a positive attitude to learning and taking pride in his work.
5B	Abu for fantastic effort in Maths and showing great reflectiveness.
6A	Sophia and Mariama for using fantastic speech in their stories being able to convey action thoughtfully.
6B	Jennifer for amazing resilience in her writing and always willing to help others up level.
The Hive	Ellie for super ideas in writing.

What Parents & Carers Need to Know about STEAM

Steam is a computer gaming digital distribution platform and storefront. It is the biggest platform for desktop or laptop-based gaming, with a range of more than 30,000 games available. The platform has become a lively social environment for many gamers, and allows people to trade, sell and buy gaming items for real money. Valve, the developers behind Steam, have also released different hardware that works with the platform, including the Steam Deck – a hand-held console that lets users play their favourite games while away from their computer.

WHAT ARE THE RISKS?

UNSUITABLE GAMES

Among the 30,000+ games on the platform, there are many that aren't appropriate for children. Individuals can view and download games featuring adult content if they verify their age – but, of course, it's easy to enter a false date of birth online. This can lead to children and young people finding games that they shouldn't have access to: featuring violence or profanity, for example.

SPENDING SPREES

Steam hosts regular sales – including some where game prices are reduced by up to 80%. Some sales promotions also include a mini-game or event which encourages users to spend more money. The sales can be an excellent time for young gamers to purchase the titles they've been wanting, but the attractive discounts can also promote impulse buys driven by the fear of missing out.

CONTACT WITH STRANGERS

Steam isn't a social media site, but it certainly shares some of their elements. Users can add other people as 'friends', for example (whether they know them in real life or not), and then communicate privately with them using text or voice chat. The platform also hosts public discussions and groups for socialising. Steam users can also leave comments on the profiles of other players.

POTENTIAL SCAMS

Early, Steam's immense popularity has made it a lucrative destination for internet scammers. The most common ruse is phishing: scammers send links to other users, aiming to trick them into entering their login details – which are then stolen. Once in control of the account, the scammer sends messages to everyone on the victim's friend's list, in an attempt to hijack their accounts too.

SHADY TRADERS

The Steam Community Market is a built-in trading area where players can trade resources for their games on the platform. Gamers can exchange items, or buy and sell them using real-world currency. It's possible for unscrupulous users to be scammed through bad trade deals, and Steam doesn't usually get involved when this happens. There are also third-party trading websites, which can be risky to use.

SPARSE AGE RATINGS

Steam is a digital distribution platform for games of all kinds, including ones not rated by regulatory bodies. Getting a game rated takes a long time, and can be expensive, so developers only tend to follow that process when releasing a title that will be physically sold in shops. Most games on Steam, therefore, don't have an advisory age rating on the store page.

Advice for Parents & Carers

ENABLE PARENTAL CONTROLS

Steam does have some limited parental controls that can restrict exactly what games someone's account can view and access. This can be set up by navigating to the 'Family' tab in 'Settings', then selecting 'Manage Family View'. The platform then allows parents and carers to share a Steam account with their child and limit them to age-appropriate games.

USE GIFT CARDS

Having payment methods (like card details or PayPal) linked to a Steam account makes it very easy for a child to purchase new games or spend money on items in the marketplace. An excellent alternative would be to buy a Steam gift card and let your child make their purchases with that instead – putting a manageable cap on how much they can spend on the platform.

APPLY STEAM GUARD

Steam Guard is an optional additional layer of security that protects accounts. Enabling it ensures that anyone attempting to log in to that account also needs to provide authentication via their phone or email. The computer that your child uses Steam on can be authorised to prevent having to provide separate authentication for each login.

SHARE A LIBRARY

Using Family Library Sharing lets everyone at home share games across accounts (while still keeping their accounts separate). The entire game library from each account is shared with the other account holders – a great way to avoid having to purchase a different copy of the game for each of your children. However, if two users want to play the same game separately, you would need to buy it twice.

SAFE MODDING

Modifying a game to customise it or to introduce new content – known as 'modding' – is common on Steam. There's nothing inherently bad about modding, but installing the wrong mods can be disastrous: they can stop games from working properly, or at all. Steam's mods are unlikely to contain viruses or malware, but it's still possible – so ensure your child reads the mod's reviews first to avoid anything dangerous.

Meet Our Expert

Cara O'Connell (aka Lunawave) has worked as an editor and journalist in the gaming industry since 2016, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawave Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.



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