

17th June 2022

Moorfield News

Responsibility Perseverance Compassion Thankfulness

wc 23rd May 2022

Class of the Week: 5G

House of the Week: Buffalo

Pupil of the Week: Olivia P 5G



TRACKIT LIGHTS

Dear Parents and Carers,

Welcome back after the half term break. I hope you all enjoyed the Jubilee and are looking forward to the final half term of the school year.

Sports Day

I am pleased to announce that Sports Day will return this year and will take place on Tuesday 5th July. For KS2 children it will start at 9.30am and for R/KS1 children it will start at 1.30pm. Parents and Carers will be welcome to attend and we will send more information nearer the time. We would like the children to come in their house colours for sports day so please speak to your child or class teacher with regard to the house they are in. It will be either Dolphin (blue), Buffalo (green), Lion (yellow), or Wolf (purple)

National Sports Week

It is National Sports Week next week and the children will take part in a range of sporting activities across the week. We ask that for this week children come in their PE kit. A reminder that this is a white t-shirt and black shorts. No football shirts please. We seem to be seeing them regularly now in PE lessons which isn't the correct uniform.

MHSA Summer Fair

A reminder that we have our summer fair on Friday 8th July from 6pm-8pm. If you would like to help, please speak to Jane Robinson in the school office.

Have a great weekend.

Best wishes,

Paul Anderson
Headteacher



The boys football team played Neville Road on Thursday evening. Two great games of football but unfortunately the A team was beaten 3-1 and the B team 5-3. Onwards and upwards with plenty more games coming up.



Our Year 6 pupils created a wonderful recording for the Jubilee. You can hear it here.

<https://onedrive.live.com/?authkey=%21AKmSPWusnlog-w2c&cid=83AB316295EE5928&id=83AB316295EE5928%21193&parId=83AB316295EE5928%21161&o=OneUp>



BLUE FOR
PETS
CROSS

HOW TO APPROACH A DOG SAFELY

We had a special assembly this week from 'Blue Cross for Pets'. Alison shared with us how we can be safe around dogs and to remember the three C's—Check, Call, Count.





Picture News

TAKE HOME



How can we make sure that everyone is included?



In the news this week

The technology company, Google, has recently announced changes to its search engine, including the introduction of the 'Monk Skin Tone Scale' to help make search results more inclusive by showing a wider range of skin tones. Professor Dr Ellis Monk (creator of the Monk Skin Tone Scale) and Google aim to tackle the unfair balance of skin tones people see when searching online.

Things to talk about at home ...

- Can you think of a time when you didn't feel you were treated fairly or were fairly represented?
- Can you think of an example of how to make others around you feel they have been treated fairly?
- Do you think that seeing a wider range of people and skin tones when searching the internet will have a positive impact?

Please note any interesting thoughts or comments

Share your thoughts and read the opinions of others

www.picture-news.co.uk/discuss



© Picture News 2022



Parent

Tips

At National Online Safety, we believe in empowering parents, carers and trusted adults with the information to hold an informed conversation about online safety with their children, should they feel it is needed. This guide focuses on one of many issues which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

What Parents & Carers Need to Know about VIRTUAL REALITY

WHAT ARE THE RISKS?

PREMATURE EXPOSURE

13+

While VR has already found its way into schools worldwide – allowing teachers to take their class on digital field trips – most manufacturers advise an age restriction of 13. This safeguard is based on the idea that children's brains, eyes and bodies are still developing. With the technology still in its infancy, not enough research has been conducted as to how VR affects children in the longer term.

EYE STRAIN

One of the main worries about VR is that essentially having TV screens so close to your eyes could harm them with prolonged use. Lenses inside each headset have been specifically designed to trick the human eye into focusing to infinity (just as they would in the real world) to mitigate possible eye strain. Even so, longer VR sessions should be limited to adults only.

PHYSICAL ACCIDENTS

When used correctly, VR isn't dangerous as there are safety features built in. A common concern is that a child wearing a headset could bump into real-world objects while playing – so creating a clear, tidy gaming space is essential. Headsets also come with 'Guardian' or digital barrier systems that can be set up beforehand, indicating where walls and furniture are located so nobody trips over and hurts themselves.

Virtual reality (VR for short) has existed for decades, but it's only in the last 10 years that the technology has really become publicly available. With VR's rapid rise as a gaming and educational medium, there are plenty of unknowns regarding its use – for adults and children alike. Is it safe? How long should someone use VR for? How expensive is it? What's clear is that VR is becoming ever more ubiquitous in everyday life: from companies using it for training to at-home fitness. Knowing what the technology is capable of is more useful than ever.

SOCIAL VR

VR is more immersive than normal gaming and makes players feel very present in the moment. There are additional online safety fears, therefore, relating to trolling and abusive comments as players engage with each other in social VR spaces. Personal information shouldn't be given out and privacy and safety controls (who can see your real name, for example) need to be activated where possible.

MOTION SICKNESS

Children who are prone to travel sickness might encounter what's known as 'simulator sickness'. This is nausea caused by the eyes seeing images which tell the brain that the person is moving, while the rest of the body knows it is stationary. Most apps have features to reduce this discomfort, while some games simply don't feature locomotion to make for a more comfortable experience.

Violent Content

Among the growing range of VR games and apps, not all of them are appropriate for young players. Violent content can be far more visceral and disturbing in VR, so it's important to consider the age and maturity of your child before giving them access to this type of gameplay. As the majority of VR content is digital, online store access is easy – so careful curation is advised.

Advice for Parents & Carers

START OFF SLOWLY

Just like regular video games, if your child wants to try VR the best way to reduce risks is moderation. Keep their VR sessions to short stints and for young adults new to the technology, build up their usage time gradually to let them get acquainted with it. If they feel any discomfort, remove the headset and try again at a later point.



NO SURPRISES

It's easy to get lost in the moment in VR – and possibly forget where you might be standing in the real world. A minimum 2m x 2m play area is recommended, with no plant pots or other delicate objects within reach of flailing arms. Take pets into account, too: don't let the cat or dog walk into the room, for example, because a VR player won't see them and could certainly trip. A child is far more likely to get over-enthusiastic in VR, posing a risk to themselves and anything in their path.

KEEP A WATCHING BRIEF

It may seem that a VR player is in their own world, but all VR headsets allow external viewing via a linked monitor or mobile phone. This is the best way to ensure whatever a child is playing is appropriate. More VR supervision tools are on the way, such as securing specific apps behind unlock patterns or sending an approval notification to the parent if their child wants to purchase a game.

ANTI-NAUSEA OPTIONS

It's wise to get used to VR while comfortably seated and progress to standing or 'room-scale' VR (where players physically walk around an area) later. Look at the in-app options first: switching between seated and standing adjusts the player's height, while a vignette or 'tunnel' darkens the peripheral vision to reduce nausea. Teleportation Mode and Snap Turning are also important options for enhancing comfort.



RESEARCH CONTENT

There will be information online about most games and apps, explaining what type of experience they provide. They'll list age ratings indicating how violent the gameplay might be; comfort, so you'll know the intensity of the experience; and how much access the game requires to personal information or features like the built-in microphone.



Meet Our Expert

Peter Graham is the editor at XR (extended reality) and Web3 specialist site gmrw3.com and has been writing about VR, augmented reality and the immersive tech industry for more than seven years. He's served as a panel speaker and a judge at awards events and game hackathons.



National
Online
Safety®

#WakeUpWednesday

Source: gmrw3.com | onslong



www.nationalonlinesafety.com



@natonlinesafety



/NationalOnlineSafety



@nationalonlinesafety

Users of this guide do so at their own discretion. No liability is entered into. Current as of the date of release: 08.06.2022