

Moorfield News

Responsibility Perseverance Compassion Thankfulness

27th - 3rd October

Classes of the Week: R/KS1: 2GS KS2: 5SH
House of the Week: Wolf
Pupils of the Week: R/KS1: Ivy B KS2: Isla G



TRACKIT LIGHTS

28th - 4th October

KP Jack W	REC Rylee M / Amelie S		
1H Harper L	1E Tyger R	2C Elsie S	2GS James C
3J Jack Mc	3H Martha N	4G Harry L	4C Jerome J
5M Ellen H	5SH Anlin J	6R Henry N	6H Iris P



Pen License



Star Bonds

Poppy W, Freya K, Max S
Moorfield Tables



28th - 4th October

Rec 94%, Year 1 95%, Year 2 96%, Year 3 93%,
Year 4 94%, Year 5 94%, Year 6 93%

Attendance Matters



Headteacher Award

R/KS1 - Florence - Responsibility
KS2 - Vinnie - Responsibility



INDIVIDUAL PHOTOGRAPHS

Individual photographs will take place on Friday 11th October and there will be the option of sibling photographs for those who would like one.

With regard to sibling photographs, you will receive a Google Form from the school office early next week. If you don't complete the form your child will only have their individual photograph taken.

Please ensure your child is in full school uniform on this day and is wearing their school jumper or cardigan.

SMARTPHONE FREE CHILDHOOD

Have you heard of an organisation called Smartphone Free Childhood? It has been brought to our attention by a Moorfield parent this week. It is an organisation with the aim of making it the norm for children not to get a smartphone until they are in at least year 9/ age 14. Whatever your thoughts on this, it is worth reading some of the material on their website <https://smartphonefreechildhood.co.uk/>

They suggest that children under 14 can just have a basic phone without social media/WhatsApp etc, which has can be detrimental to some children and young peoples mental health.

Interested parents and carers can to sign up to the agreement that they won't give their child a smartphone until year 9. If you are interested please take a look.

A reminder that the only children allowed to bring a phone on to the premises are those in Year 6 who walk home on their own. This phone is handed in to the Year 6 teacher on arrival to school.

ONLINE SAFETY - Date for your diary

Parents/ Carers Awareness session online - 11th November 2024 - 6.30 -7.30pm

Stockport LA are totally committed to the digital safety and wellbeing of their students. As part of this, the LA are running a workshop dedicated to helping parents and carers understand the risks their children face in their online lives and the practical things parents and carers can do to help. Please join for this hour-long workshop in which Katherine Howard, Head of Engagement and Education at Smoothwall will provide you with lots of valuable insights and tools. Including:

- Information on the latest themes and trends your children may be accessing
- The harmful content your child may be exposed to
- How you can help your child to safely navigate online risk
- How to access our brand new and FREE Online Safety Hub with dedicated guidance for parents
- An introduction to a parental app that allows you to control what your child sees online if they are at risk, plus other important features.

A teams link will be sent out in due course.

The logo for Smoothwall, featuring the word "smoothwall" in a bold, teal, lowercase sans-serif font. A registered trademark symbol (®) is located at the top right of the word.

SUPPORT FOR FAMILIES

Don't forget to check out our school website for a variety of help, information, support and guidance for families.

<https://www.moorfield.stockport.sch.uk/parents/information-for-parents>

AND FINALLY... HALF TERM CLUBS

Half term is only a couple of weeks away and we are starting to receive information about camps and courses that are taking place across the week. Please have a look at the last two pages for events we have been made aware of that might be of interest to you.

Have a great weekend.

Best wishes,

Paul Anderson
Headteacher



Our Year 2 Young Ambassadors mentioned in last weeks newsletter.



Picture News

TAKEHOME

7th - 13th October



How important are human interactions?

In the news this week

E-commerce company, Amazon, has told all staff they need to return to the office five days a week next year, ending the option to work from home. In a message to all workers, Chief Executive Andy Jassy said the company expected everyone to be in the office full time (apart from some exceptions) from 2nd January, 2025. Amazon's new policy is very different from the UK government's approach, which is to make flexible working a right for employees, as promised in a new law proposal, due to be announced later this year.

Things to talk about at home ...

- > Do you believe Amazon's decision is fair? Talk to someone at home, do they agree?
- > Do you think you might prefer working from home, or from a workplace with others? Why?

Please note any interesting thoughts or comments

Share your thoughts and read the opinions of others

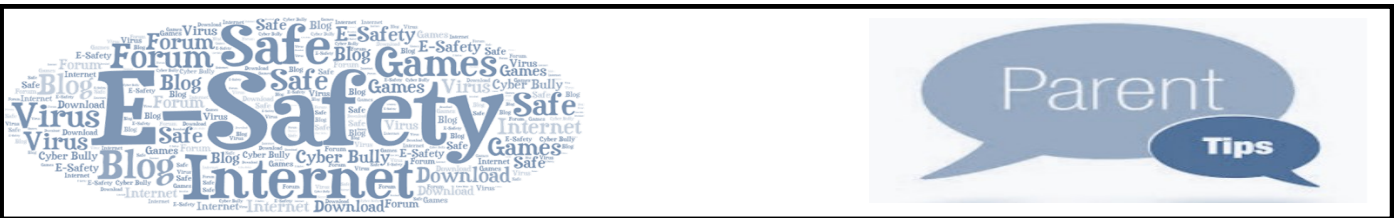
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Inspiring Creative Learners for Exciting Futures
www.moorfield.stockport.sch.uk

Paul Anderson
Headteacher



At The National College, our WakeUpWednesday guides empower and equip parents, carers and educators with the confidence and practical skills to be able to have informed and age-appropriate conversations with children about online safety, mental health and wellbeing, and climate change. Formerly delivered by National Online Safety, these guides now address wider topics and themes. For further guides, hints and tips, please visit nationalcollege.com.

What Parents & Educators Need to Know about IN-GAME CHAT

WHAT ARE THE RISKS?

Video games are continuing to grow in popularity – including, of course, among children and young people – and the emergence of gaming communities has been accelerated by the inclusion of chat functionality across many different titles. While in-game chat isn't inherently a bad thing, it can create some concerns about online safety and the people that children might be interacting with.

DIFFERENT TYPES OF CHAT

There are a number of ways that gamers commonly chat with one another online. As the name would suggest, in-game chat happens within the game itself. There's also party chat: a group voice conversation that console users can have with anyone on the same platform. This tends to be more commonly used by players who already know each other. Finally, many gamers – especially on PC – will chat via a third-party app such as Discord.

CONTACT WITH STRANGERS

Whether it's text- or voice-based, in-game chat is frequently open to all players to use. Many games default to making it an opt-in function, but some don't: meaning a child could start seeing messages within the game from people they're playing with, regardless of whether they know those individuals or not. While most strangers won't necessarily have ill intent, there are some who may behave inappropriately when chatting to a child – intentionally or otherwise.

DANGER OF GROOMING

It's been reported that some young gamers have encountered older players online who pretend to be a lower age to manipulate children, sending gifts in exchange for chatting and sending photos. Just as on any messaging platform, it's good to advise young people to avoid speaking to strangers; emphasise that they shouldn't accept gifts from anyone online that they don't know.

BULLYING AND ABUSE

While some in-game chat can turn toxic because of how a match plays out, others turn that way because of people who engage in trolling – in essence, behaving in an offensive and abusive way simply to cause pain or get a rise out of whoever they're talking to. These 'trolls' often lean on racial slurs, anti-LGBT sentiment and other hateful rhetoric; they normally feel most confident preying on younger, more impressionable gamers.

POTENTIAL FOR PRIVATE CHAT

If a player would like a re-match with a stranger after meeting them in the game, they can send a friend request, or use the party chat together in the future. For the most part, this is harmless – but it might lead to messages being exchanged in private. This could then escalate to the sharing of private information, and potentially attempts to manipulate or scam younger players.

COMPETITIVE ATMOSPHERE

Certain games are very competitive, and players can sometimes get upset if they feel a teammate is underperforming, an opponent won unfairly, or they're just a bad loser. This can lead to unpleasant messages that stray away from playful 'trash talk' and wander into the territory of bullying. Some players have been known to get incredibly abusive in situations like this, and the impact of this on a young gamer's emotional wellbeing could be severe.

Advice for Parents & Educators

LOCK-DOWN IN-GAME CHAT

In-game chat can often be disabled in the game's settings. This allows children to play without risk of contact from strangers – but it will need to be done in each individual game. Text chat appears in the corner of the screen in many titles, so it's normally easy to take a quick glance and see what's being said. With voice chat, explain to children what behaviour is inappropriate, so they can spot the dangers themselves.

REPORT POTENTIAL OFFENDERS

Most games offer a robust means of reporting other players, so you can flag an account as potentially harmful. This normally leads to the account not being matched with yours in the future and, if that person's conduct breaks any of the game's rules, they may be banned from playing entirely. This is done within the game itself, so each title has a slightly different process, but these tend to be designed for simplicity.

CONSIDER OTHER CHAT OPTIONS

If a child wants to play with people they know, consider using party chat or a third-party service like Discord. This allows everyone involved to chat on a private server and even enjoy each other's company while playing different games. It's also far more secure, as anyone looking to join will need to request and be granted access – normally by whoever is hosting the chat.

COMMUNICATION IS KEY

Make sure children understand the differences between being competitive and being abusive. Talk about what constitutes unusual or inappropriate behaviour from strangers online. Be clear that if anything ever concerns or worries them, they should tell a trusted adult as soon as possible. Empower children to identify the risks of in-game chat for themselves and reassure them they won't get in trouble for seeking help if anything goes wrong.

Meet Our Expert

Lloyd Coombes is the Editor in Chief of GGRecon and has been working in the games media industry for five years. He's also a parent and therefore understands the importance of online safety. Writing mainly about tech and fitness, his work has been published at sites including IGN, TechRadar, and plenty more.



Source: See full reference list on guide page at nationalcollege.com/guides/in-game-chat

**BOOK
TODAY**



Swimming Holiday Courses

Life Leisure run intensive swimming courses during school holidays at selected Life Leisure swimming pools. The courses are a great opportunity to boost your child's progression as they swim every day and therefore build up their confidence quickly. Courses are available for ages 4 to 12 and abilities from beginners to improvers.



For ages 4 - 12 years



**Available at Avondale,
Grand Central, Hazel
Grove, Cheadle, Romiley**



**Scan the QR
code for more
information and
to secure your
child's place.**





Community
Trust




COUNTY CAMPS

Tuesday 22nd October to Thursday 24th October at Stockport Sports Village, SK6 10X

Friday 25th October at Cheadle Health Nomads, SK8 2ET

For boys & girls aged 6 to 12 years old

For further details please get in touch  0161 266 2700  communitytrust@stockportcounty.com

To stay up to date follow us  @communitytrust  @SCFCCommunity  Stockport County Community Trust