



Oak CE Primary Newsletter

Friday 17th November 2024



Just look at what we have been up to this week!

Odd Sock Day

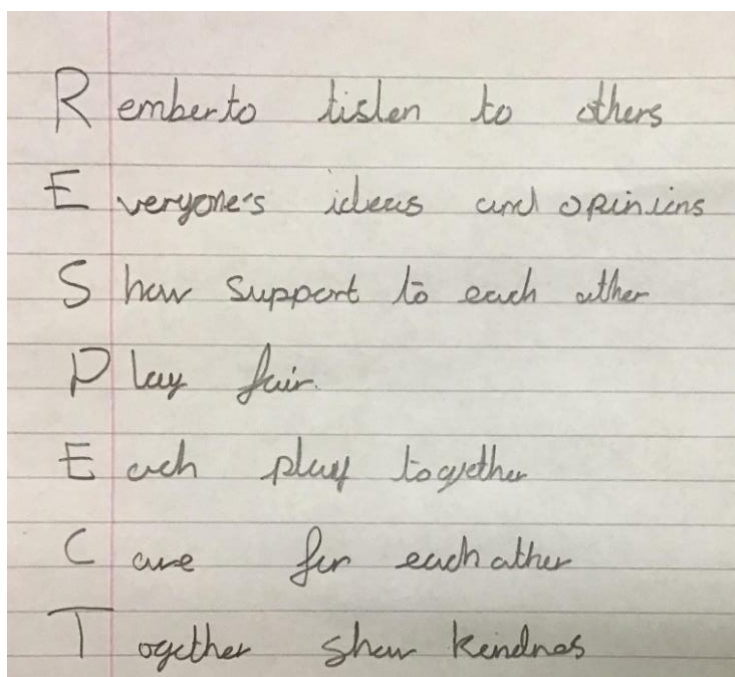
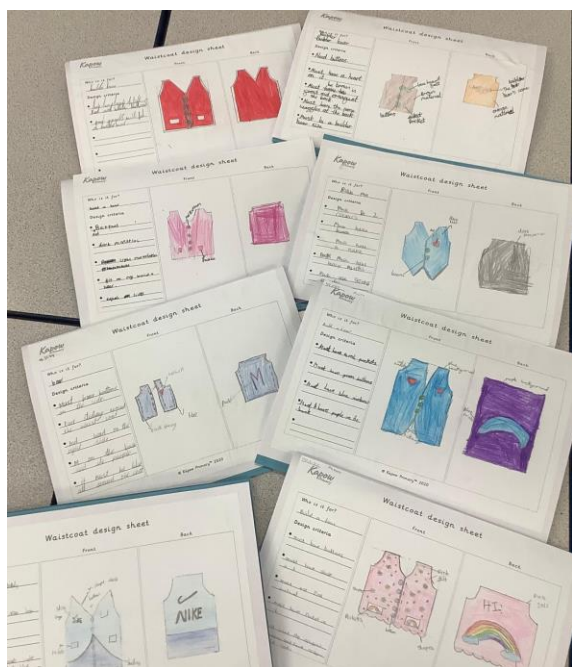
We supported Anti Bullying week in collective worship and through taking part in odd socks day.

It is a day when schools, workplaces, and individuals join together to show that it's okay to be different and to stand up against bullying and discrimination.



Class Newsletters

Your class newsletter is now on ClassDojo. Please have a read and see what is happening with your child's learning.



After School Clubs

These are the clubs that are currently running:

Tuesday: Choir and Y1,2 & 3 Basketball

Wednesday: Reception Dace Club and Y5/6 girls' football

Thursday: Y4,5,& 6 Basketball

Friday: Y5/6 Olympic Club

School Council Message

Thank you to all who donated today for Children In Need. Our total raised was £223.00! Our School council did a great job of collecting and counting the money in the office.

Well Done Everyone!

At Oak we are **Ready, Respectful & Safe**



OAK PRIMARY NEEDS YOU!

As part of our new Opal initiative, to ensure we have a variety of equipment outside for the children, we are now asking for donations of anything you no longer need at home. If you have any of the following that you no longer need, we will happily make use of it at playtimes!

RECEPTION – Old pots, pans, spatulas or spoons to cook up an imaginary treat; or simply bang about!



YEAR 1 – Dressing up clothes, these could be old fancy-dress clothes or old adult clothes that are no longer needed. Let's create our own fashion runway!



YEAR 2 – Bags and hats for imaginary adventures! An exhibition down the school field sounds fun...



YEAR 3 – Small dinosaur or animal figures/toys. (Why don't we make our own Jurassic Park?)



YEAR 4 – Small vehicle toys such as cars or trucks. (The dinosaurs are going to need something to drive aren't they?)



YEAR 5 – Old (clean) sheets or bedding for den building.



YEAR 6 – Any type of sticky tape (such as cellotape, masking tape or packing tape) for den building.



We will also happily accept any donations of old tarps if anyone happens to have any. Please feel free to donate from any of the above categories, even if they are not specified for your child's year group. All donations will be gratefully received.

Attendance Competition

Don't forget – every day is important! Our Attendance Competition League has started! Have a look further down the newsletter to see the weekly commentary and which classes are in the lead!

97% - 100% Attendance = 3 points

95%-96% Attendance = 2 points

94-95% Attendance = 1 point

Below 94% = 0 points

The final scores will be taken on Friday 20th December and the winning class will receive a prize! We will keep you updated each week with the points.

Class	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Current Results
Snowdrops	82% (0 points)	83.8% (0 points)						0
Bluebells	78% (0 points)	82.3% (0 points)						0
R1	97% (3 points)	95% (2 points)						5
R2	90% (0 points)	87% (0 points)						0
1.1	91.8% (0 points)	92% (0 points)						0
1.2	83% (0 points)	90% (0 points)						0
2.1	94% (1 point)	90% (0 points)						1
2.2	88% (0 points)	86.5% (0 points)						0
3.1	97% (3 points)	97% (3 points)						6
3.2	97% (3 points)	98% (3 points)						6
4.1	95% (2 points)	94% (1 point)						3
4.2	97% (3 points)	97% (3 points)						6
5.1	98% (3 points)	96% (2 points)						5
5.2	91% (0 points)	90.3% (0 points)						0
6.1	91% (0 points)	95% (2 points)						2
6.2	91% (0 points)	96% (2 points)						2

Attendance League Commentary

Week 2 Commentary

Welcome to the Attendance League, Week 2 review! Let's dive into the action and see which classes are dominating the table.

Snowdrops and Bluebells find themselves in the lower league this week, failing to make any big moves. Despite improving slightly, Snowdrops at 83.8% and Bluebells at 82.3% remain scoreless. The crowd is waiting for these teams to pick up the pace! Moving into R1, they've been a consistent force! A rock-solid 95% attendance in Week 2 earns them a respectable 2 points, bringing their total to 5 points. They're staying in the chase for the top spots.

R2, on the other hand, has hit a slump. With 87% this week and no points on the board, they'll need to strategize to turn things around. 1.1 and 1.2 are mid-table contenders struggling for momentum. While 1.1 stays steady with 92%, they remain at 0 points. 1.2 made a jump to 90% but also remains scoreless. Where's the spark we've been waiting for?

The 2.1 team steps into the spotlight! A strong showing at 94% in Week 1 bagged them 1 point, but a dip to 90% this week leaves them at 1 point total. Can they recapture the form that gave them their early win?

In some classes it's an absolute thriller! 3.1, 3.2, and 4.2 are on fire with back-to-back performances above 97%! Both 3.1 and 3.2 sit comfortably with 6 points after clean sweeps in both weeks. Can anyone stop their run? Meanwhile, 4.2 joins the leaders, matching the consistency and earning 6 points as well!

Meanwhile, 4.1 quietly earns 3 points with 94% and 95% over the two weeks. Not flashy, but solid. 5.1 deserves a standing ovation, hitting a league-best 98% in Week 1!

Though they fell slightly to 96% in Week 2, their high standards keep them at a strong 5 points. Teams 5.2, 6.1, and 6.2 are in the mid-pack. Despite improvements in Week 2, both 6.1 and 6.2 secure 2 points each, keeping them in the fight but still chasing the top-tier teams.

As the whistle blows on Week 2, the leaderboard is heating up! With 3.1, 3.2, and 4.2 tied at 6 points, this race is wide open. Will we see new challengers emerge in Week 3, or will the giants extend their lead? Stay tuned for more Attendance League drama!

Attendance

Our whole school attendance target is

96%

This week's attendance was

93.4%

The class with the highest attendance this week was

3.2 with 98%



STRIVE TO BE ON TIME

EVERY  **MINUTE**
COUNTS

MINUTES LATE	IMPACT ON YOUR ATTENDANCE IN A YEAR
5 MINUTES A DAY =	3.4 days 98.4% attendance
10 MINUTES A DAY =	6.9 days 97.6% attendance
15 MINUTES A DAY =	10.3 days 94.6% attendance
20 MINUTES A DAY =	13.8 days 92.9% attendance
30 MINUTES A DAY =	20.7 days 89.2% attendance



Dates for your Diary

Monday 25th November: Y5 Fire Safety Talk

Wednesday 27th November: School Photo Day

Tuesday 3rd December: Open Morning in Reception

Friday 6th December: The Big Sing

Wednesday 11th December: Christmas Fair

Tuesday 17th December at 9.30am: Reception Nativity

**Wednesday 18th December: Year 1 & 2 Christmas
Performance**

Thursday 19th December: Y3 & Y5 Christingle

Friday 20th December: Christmas Colours/Jumper Day

Friday 20th December: School Closes for Christmas

**Don't forget every Thursday is Coffee Morning
8.45-9.45am**

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.



The National College

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

@wake_up_weds

/www.thenationalcollege

@wake.up.wednesday

@wake.up.weds

Users of this guide do so at their own discretion. No liability is entered into. Current as of the date of release: 02.10.2024



**Changing childhoods.
Changing lives.**

Sessions for Parents and Carers with a focus on Neurodiversity

Thursday 17th October 2024 at 2pm: Behaviour

Monday 11th November 2024 at 2pm: Boundaries and demands

Tuesday 10th December 2024 at 1.30pm: Food

Wednesday 22nd January 2025 at 1.30pm: Sleep

Monday 3rd February 2025 at 2pm: Executive Function

**All sessions are completely free of charge and are led by experts
from Barnardo's Children's Charity.**

