

Learning Support Board Week Commencing 29th November 2021

Things you need to know: We hope everything is going well. Remember the Learning Support department are here to help. You can find us in N17. Learningsupport@parklandsacademy.co.uk



"The Earth is what we all have In common." Wendell Berry





Special Educational



Useful Links

- ADDitude Magazine
- Autism Eye
- Autism Parenting Magazine
- British Dyslexia Association
 - The Communication Trust

- FIND Newsletter
- GOV.UK Covid-19 Information
- Headspace (Meditation & Sleep)
 KOOTH Mental Health Support
- KOOTH Mental Health Sup
- Local Offer

LANCASHIRE

- NHS Urgent Mental Health Helpline
- Witherslack Group

Interesting things to know and do:

Historical Fact of the Week On this day in 1972 ATARI RELEASES ARCADE VERSION OF 'PONG' The World's First Commercially Successful Video Game

The co-founder of Atari, Nolan Bushnell released PONG, the first commercially successful video game, in Andy Capp's Tavern in Sunnyvale, California on this day 49 years ago. It was so successful that Atari decided to produce and sell the game by themselves, rather then licensing it to other companies. In 1973 the company finally got a bank loan from Wells Fargo and started an assembly line. By the end of the year, PONG arcade machines had been shipped to locations all over the U.S. as well as other countries.

In the 1980s, Atari ruled the video game universe. Game developers flocked to the pioneering platform and churned out new titles. But most games developed for Atari were not as original as PONG or as popular as Pac-Man, and that ultimately led to the platform's demise. Nolan Bushnell had founded Atari in 1972 to create games and license them to other companies for mass production.

PONG was actually a training exercise for one of Atari's employees. Allan Alcorn was just 24 when he designed the world's first proper video game. Fresh out of college and working as a junior engineer for the then unknown company - Alcorn was Atari's second employee - his first task was intended to test his skills.

The original arcade version of PONG was made from simple digital logic chips that used a 14 MHz clock. There was no microprocessor, they didn't exist until 1974, so there was no code for the original game. Once it was finished, Bushnell made a few adjustments to make the game more interesting (like changing the ball's return angle) and added the sound effects. The result was PONG, an electronic table tennis game that paved the way for all modern video games.

Alcorn recalled that, "PONG was such a simple game that anyone could play. At that time, coin-operated games were dominated by pinball machines that had sometimes lurid graphics or driving machines that required skills that appealed to young males. PONG was unusual in that it required two players. I think it was the first game that appealed to young women and was a more social game."



If you spend a lot of time caught up in your thoughts, worrying, then Mindfulness may help.

Mindfulness is paying more attention to the present moment – to your own thoughts and feelings, and to the world around you.

Children & Young People's Survey Ages 10+ Shaping

Shaping our services for young people on the views of young people



To find out more, investigate these links...

https://www.youtube.com/watch? v=GiTfK5IZ1OA.

https://www.youtube.com/watch?v= QTsUEOUaWpY

For young people aged between 12 and 15 you can find out more and complete the survey, by emailing Hannah Holden – who is the Children and Young People Team Project Lead:hannahholden@lancashiremind.org.uk Those aged between 16 and 25

can complete the survey using the button below.

TAKE THE SURVEY

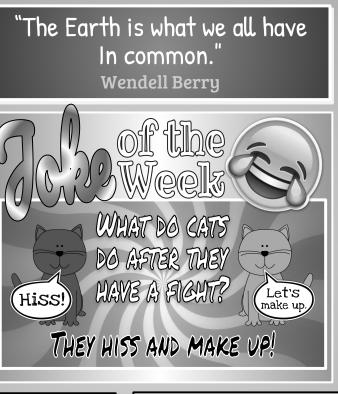
IPSEA (Independent Provider of Special Education Advice) is a registered charity offering free and independent legally based information, advice and support to help get the right education for children and young people with all kinds of special educational needs and disabilities.



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