

DIARY DATES

- 30th/1st/2nd Oct - Yr5 Mendip Adventure Days
- 30th Sept - Author Visit
- 1st Oct - Yr8 Coffee Morning 11:15am
- 2nd Oct - Bath Lit Festival Trip
- 7th Oct - SATs Evening 6pm-7pm
- 7th - 10th Oct - Yr 7&8 Sicily Trip
- 9th Oct - Yr6 Coffee Morning 11:15am
- 12th - 16th Oct - Yr5 PiXL Week
- 13th Oct - Yr6 Football
- 14th Oct - Ski Trip Parents Info Evening 5pm-6pm
- 15th Oct - Yr 5&6 Football
- 15th Oct - Parents Evening 3:30pm - 7pm
- 16th Oct - Yr 5&7 Photographs
- 21st Oct - Yr7 Theatre Trip
- 22nd Oct - Yr 6 Harvest Festival
- 23rd Oct - INSET Day

UPCOMING PAYMENTS

- 25th Sept - Yr7 Living Rainforest Trip - Deposit £5.00
- 6th Nov - Ski Trip 2027 - Final Balance £800.10

Please be reminded that we operate a zero-tolerance policy towards abuse, threatening or aggressive behaviour towards our staff. We expect all communication with staff to remain respectful and appropriate at all times.

Allergy Emergency Plans

If your child has an Allergy Emergency Plan or you expect allergy medication to be administered at school, you must contact the Selwood Allergy Lead to arrange an Individual Healthcare Plan (IHP). We can no longer accept Allergy Emergency Plans at Reception without an IHP meeting and plan in place. Please ensure this is arranged before bringing any allergy medication into school.

If your child has an allergy or dietary requirements, please remember to complete [this form](#) on the school website so that a personalised menu can be considered for them.

Asthma Inhalers

If your child has asthma and requires an inhaler, please ensure they bring their inhaler to school every day and have it available for PE lessons. Having access to their inhaler is important for their safety and wellbeing, particularly during physical activity.

Please check that your child's inhaler is in school, clearly labelled with their name and in date.

ParentPay Accounts

Thank you to the 97% of parents and carers who have set up their ParentPay accounts! Your support in using ParentPay helps us to manage the school income efficiently and provides you with a worry-free, convenient way to pay for items. If you haven't set up your account yet please see the email which has been sent to you detailing the activation codes that you need or request them again from the school. Once you have set up your main account we are also able to issue activation codes for secondary payer accounts for other parents, carers or family members. This can also be requested from the school.

Biometrics

If you haven't yet given permission for your child's fingerprint to be registered and would like to do so, please complete the Google form to give your consent. The link to the form is below and can also be found at any time on the school website. Go to Parents > Lunch Menu > Biometric Form. There is also a Biometrics FAQ document for you to read.



<https://forms.gle/VmovFWNdrvAVNqqz5>

Keeping Your Personal Details Up to Date



Please keep the school informed of any changes to your personal details, including home address, telephone numbers, email address and emergency contacts.

The easiest way to update your details is via the Arbor App. If you are unable to do this, please contact enquiries@selwood.mnsp.org.uk. Keeping your contact details up to date ensures that we can contact you quickly and effectively when necessary.

Volunteers Wanted



We are always grateful for the support of volunteers who can help accompany school trips, events and activities throughout the year.

If you would be interested in volunteering at Selwood Academy, please email andy.ellet@selwood.mnsp.org.uk in the first instance. We will then provide you with further information about the checks and requirements needed to become a volunteer.

Your support can make a real difference to our pupils and school community. Thank you!



Reception Hours

Please be advised that our Reception is staffed from 8:30am to 3:00pm, with telephone calls answered until 4:00pm.

For enquiries outside of these hours, please email the school or leave a message on our answering service. Your enquiry will be dealt with on the next working day.

We politely ask that visits to the school are booked in advance wherever possible.

Wrap Around Care

PH ActiveEd will run morning and afternoon wrap-around care from the school stage. Should there be any last minute location changes due to school events, a PH ActiveEd staff member will register pupils on the stage before escorting them to their assigned classrooms. All drop-offs and pick-ups must take place at the top car park gate next to the 3G pitch.



Lost Property

We already have a large amount of lost property in school. Please ensure that all items of clothing and personal belongings are clearly labelled with your child's full first and last name. As we are a large school with many pupils, clear labelling makes it much easier for lost items to be identified and returned to their owners.

If your child loses a named item, their tutor will be informed and the pupil will be asked to come to Reception to collect it.

Occasionally, named items may still be placed in lost property. If your child has lost something, it is therefore always worth checking the lost property basket in the hall. Pupils can check this during break or lunchtime, or parents/carers are welcome to come to Reception during school hours to check for items themselves.

Please help us to reduce the amount of unclaimed lost property by ensuring that everything your child brings to school is clearly labelled.



Pupil Safety - Drop Off Reminder

At Selwood Academy, the safety and well-being of our pupils is our highest priority.

We have recently seen an increase in unsafe drop-off practices, including:

- Stopping or parking on the pedestrian crossing and zig-zag lines.
- Using the bus loop entrance to drop off pupils.
- Reversing onto the road from the bus loop.

Please be reminded that these practices are not permitted.

The pedestrian crossing and zig-zag lines must remain clear at all times to protect pupils crossing the road. The bus loop is reserved for buses and authorised vehicles only and must not be used for pupil drop-offs.

We understand that mornings can be busy, but the safety of our pupils must come first. We also ask all parents and carers to treat our staff, including the crossing patrol assistant and other staff on duty, with patience and respect. Abusive or disrespectful behaviour towards staff will not be accepted.

Thank you for your cooperation and for helping us ensure a safe start to every school day.

AFTER SCHOOL CLUBS IMPORTANT INFORMATION

Club Collection Arrangements

If your child is staying after school for a club and you are collecting them, please wait for them in the car park. **Do not wait inside the school gates.**

- **Children being collected by parents:** Your child will leave through the school gate nearest to the 3G pitch and walk through to the car park, where you can collect them.
- **Children walking home:** They will leave through the gate leading onto the Cheeseshow Field.

Children should take their school bag and belongings with them to the club and leave the school site promptly when the club finishes.

Important Reminders

Please make sure your child's home-time arrangements are up to date on the Arbor App, under the Clubs section.

Other Club Information

- **Full clubs:** Once a club reaches capacity, no further places are available. You will not be able to complete the booking on Arbor if the club is full.
- **Absences:** If your child is registered for a club but does not attend, and we have not been notified, we will contact you by email to check their whereabouts.
- **If your child cannot attend:** Please contact the school by phone or email as soon as possible if your child is unable to attend a club or no longer wishes to take part.
- **Repeated non-attendance:** If your child misses a club for two consecutive weeks without an explanation, you will be contacted by email and their place may be removed from the register and offered to another pupil.
- **Club cancellations:** Clubs may occasionally be cancelled at short notice due to adverse weather, staff availability or other unforeseen circumstances. We will notify parents by email wherever possible. Unless we hear from you with alternative arrangements, your child will be expected to go home in their usual way.

Could you tell if your child was being **exploited** **online?**



Join one of our free online sessions led by Child Exploitation Prevention Officer **Andri Nicolaou**

29 September 19:00 - 20:30pm **06 October** 13:00 - 14:30pm

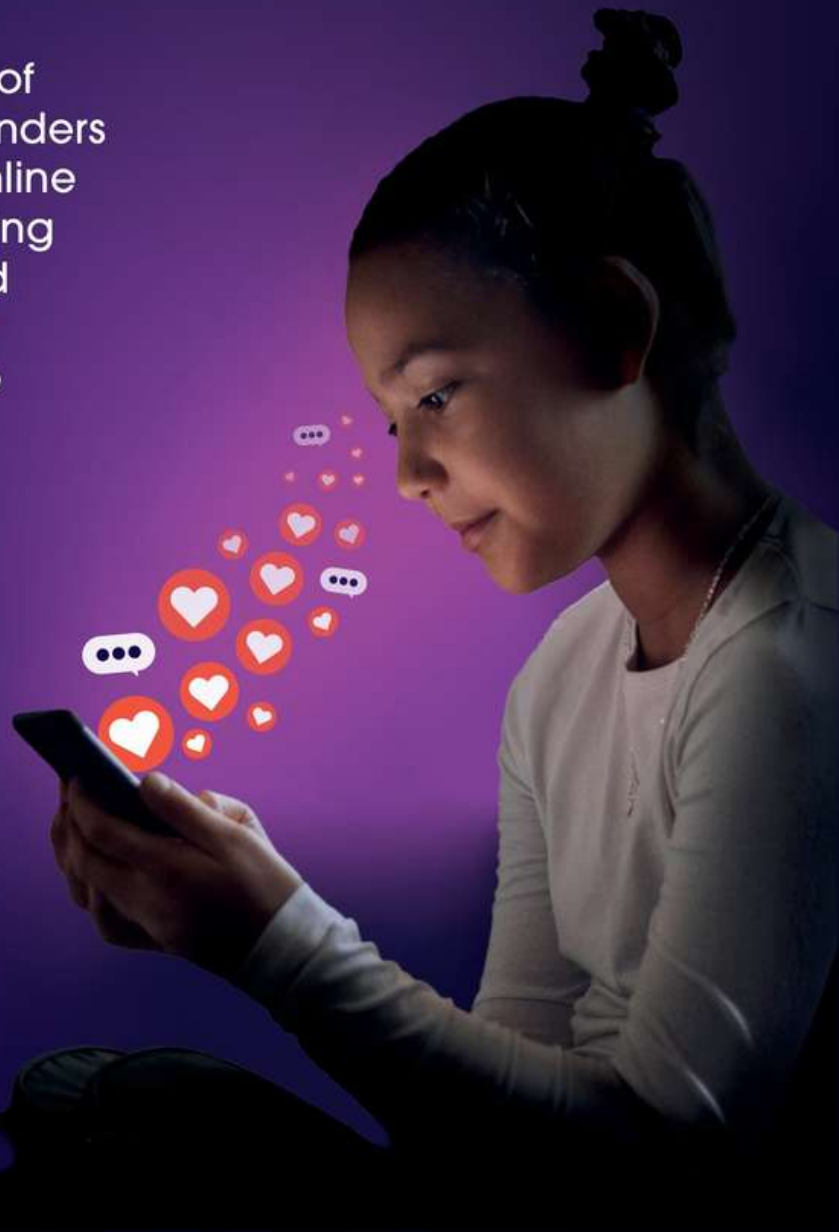
Learn about the different forms of child exploitation and how offenders groom/exploit children both online and offline. We'll highlight warning signs a child may be at risk and practical steps you can take to keep them safe and respond to any concerns.

Visit the **Avon and Somerset Police Eventbrite page**
or scan the QR codes below

29 Sept



06 Oct



What Parents & Educators Need to Know about TOXIC GAMING

WHAT ARE THE RISKS?

Gaming should be a way for children to have safe fun with their friends. But anonymity and a lack of consequences can mean that corners of online multiplayer gaming are riddled with toxicity that makes them unpleasant at best, and damaging to children at worst.

A 2019 study found 74% of players had experienced harassment in online games, and such behaviour has become increasingly normalised.

GAMING WITHOUT THE FUN

Toxic gaming takes many forms. In live, multiplayer games, players can be targeted by strangers bullying them over voice and text, or deliberately sabotaging their game. It can also be present in spaces outside of the game such as Discord and Reddit, with players gatekeeping their community and making it deliberately unwelcoming to newcomers. In extreme circumstances, it can lead to physical threats, stalking and doxing.

WIDESPREAD TOXICITY

The Anti-Defamation League's 2019 study numbers are stark. At that point, 74% of players had experienced some form of abuse, with 65% receiving physical threats, stalking or sustained harassment. Nearly a third of players surveyed found themselves doxed while playing online, which means private or personal information was shared against their will in an attempt to intimidate or silence.

BIGOTED TRASH TALK

Such toxic tactics are especially prevalent against girls, LGBTQ+ players and players from minority ethnic backgrounds. In all, 53% of respondents reported being targeted based on their race, religion, gender, sexual orientation or disability. Another survey revealed that 88% of openly LGBTQ+ players have been harassed by their communities, while over half of women report using a non-gendered or male username while playing to avoid harassment.

EXTREMIST IDEOLOGIES

Extremist groups have been known to target gaming communities and streaming platforms as a way of spreading propaganda and recruiting young players to their cause. Even in 2019, the ADL's research found that 23% of players had been exposed to white supremacist ideology, with a further 8% exposed to positive views about Islamic State. Disinformation is also a problem, with 13% hearing conspiracy theories about 9/11 and 9% exposed to Holocaust denial.

A SAFE SPACE MADE UNSAFE

This toxic environment can lead to the same feelings of fear, isolation and depression that offline bullying can. Children exposed to toxic gaming can become withdrawn, anxious or irritable. They can struggle with sleep and find it difficult to focus on schoolwork and other pursuits, even after the game has been switched off and they're no longer playing.

COPYING HARMFUL BEHAVIOUR

At the other end of the spectrum, children can mimic the toxic behaviour and language they've seen online in offline settings. If bullying or bigoted chat is normalised as a legitimate part of online gaming, children may end up emulating it offline with classmates, seeing it as harmless banter. This could make other children's lives miserable or leave them feeling isolated at school.

Advice for Parents & Educators

PLAY WITH FRIENDS

While some games rely on playing with strangers to make up the numbers, there are plenty of titles that can be played on a private server with vetted, trusted friends, sidestepping the toxic elements of the wider gaming community. If a child encounters toxic behaviour in others while playing larger games, encourage them to block and report the players responsible.

USE THE GAME'S TOOLS

Many online games provide ways to limit interaction with strangers, either through the global settings on PlayStation or Xbox, or within the game itself. Look at the options, and make it so children can only communicate with their friends. If you can't see this level of control, you can consider disabling chat completely and, where age-appropriate, using a suitable separate service for communication with friends.

TALK TO CHILDREN

Most importantly, if children are gaming online or want to start, talk to them about the risks and how to deal with toxic behaviour. Explain the kinds of behaviour they may encounter, encourage them to report and block, and let them know they can talk to you about any concerns. Where appropriate, you may even want to play alongside them to get a feel for the community yourself.

FIND THE RIGHT COMMUNITY

If your child is at an age where social media is permitted, friendly communities exist. There are online groups for LGBTQ+ players, players from minority backgrounds and girls, where they can chat and find people to play with in more welcoming environments. Not everyone is who they claim to be online, so be sure to discuss the risks of online friendships, and maintain an open dialogue with children to ensure their ongoing safety.

Meet Our Expert

Alan Martin is a technology journalist who has written for publications including Wired, TechRadar, The Telegraph, The Evening Standard, The Guardian and The New Statesman.



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What Parents & Educators Need to Know about DISCORD

AGE RESTRICTION
13+

(with a 17+ app rating on app stores)

WHAT ARE THE RISKS?

A CHANNEL FOR EVERYTHING

While Discord is strongly associated with video games, it also hosts communities for almost anything you can imagine, such as books, music, influencers, cooking and sport. Some large servers focus on popular games like Minecraft or Fortnite, but many are private, invite-only spaces where friends or communities with shared interests can chat across phones, computers, and gaming consoles.

REAL-LIFE DISTRACTION

Like many social platforms, Discord can become a real time-sink. Although it does not rely on endless scrolling in the same way as some apps, constant messages, group chats, and voice channels can keep young people engaged for long periods, especially in larger servers. As Discord is closely linked to gaming, it may also increase the time they spend playing games.

STRANGER DANGER

Users can choose to stay within private servers with only people they know, but joining public servers will most likely bring them into contact with strangers. Many users are just friendly enthusiasts, yet others could have harmful intentions, including grooming, extortion, or radicalisation. In these types of environments, anyone can claim to be another teenager, which can make it harder for young people to judge who is safe to talk to.

A HARASSMENT RISK

There is also a risk from people a young person already knows in the real world. Bullying in the real world can continue online, and Discord servers can make this feel more intimidating, especially if someone uses anonymous or multiple accounts to carry out threatening behaviours. Because Discord works across computers, phones, and gaming consoles, unwanted contact can follow young people into online spaces that should feel safe and private.

INAPPROPRIATE CONTENT

This huge amount of choice can help young people "find their tribe", especially when they have niche interests. However, because users can create servers around almost any topic, younger users may still encounter unsuitable or distressing content. Even in spaces linked to child-friendly games, Discord cannot directly control every conversation, image, or video shared by other users.

A MONEY DRAIN

Discord is free to use, but users can still spend real-world money on it. This may include Discord 'Nitro', a monthly subscription that unlocks customisation features and larger media uploads, or purchases through the 'Shop' for profile cosmetics and game-related items. Small purchases can add up quickly, especially if spending controls are not in place.

Advice for Parents & Educators

USE FAMILY CENTRE

Parents and carers should make use of Discord's 'Family Centre', which gives an overview of a younger user's activity while respecting their privacy. Messages are not shared, but adults can view an activity feed and receive weekly email summaries. Discord says this is designed to support conversations about online behaviour, rather than be about constant monitoring.

CHECK, TALK, REPORT

Review Discord's privacy settings together, including who can send them friend requests or private messages. Use this as a chance to talk to them about strangers, privacy, and personal information, making sure young people know to question suspicious behaviour, such as requests to keep conversations secret. Show them how to block and report these kinds of users and reassure them that asking for help will not get them into trouble.

MANAGE TIME ONLINE

Agree clear expectations around when and how Discord can be used, especially during homework, bedtime, and family time. Encourage young people to turn off unnecessary notifications and leave servers that feel overwhelming. If Discord is mainly used alongside gaming, discuss healthy limits for both activities so that schoolwork, sleep, and offline friendships are not affected.

REVIEW SPENDING CONTROLS

Talk openly about paid features such as Discord Nitro, profile cosmetics, and in-game purchases. Make sure the young people in your care understand that digital items still cost real money. Check payment settings on the device they use, avoid storing card details where possible, and consider adding approval requirements for purchases, particularly for younger or more impulsive users.

Meet Our Expert

Alan Martin is an experienced technology journalist who has written for the likes of Wired, TechRadar, Tom's Guide, The Evening Standard, and The New Statesman.



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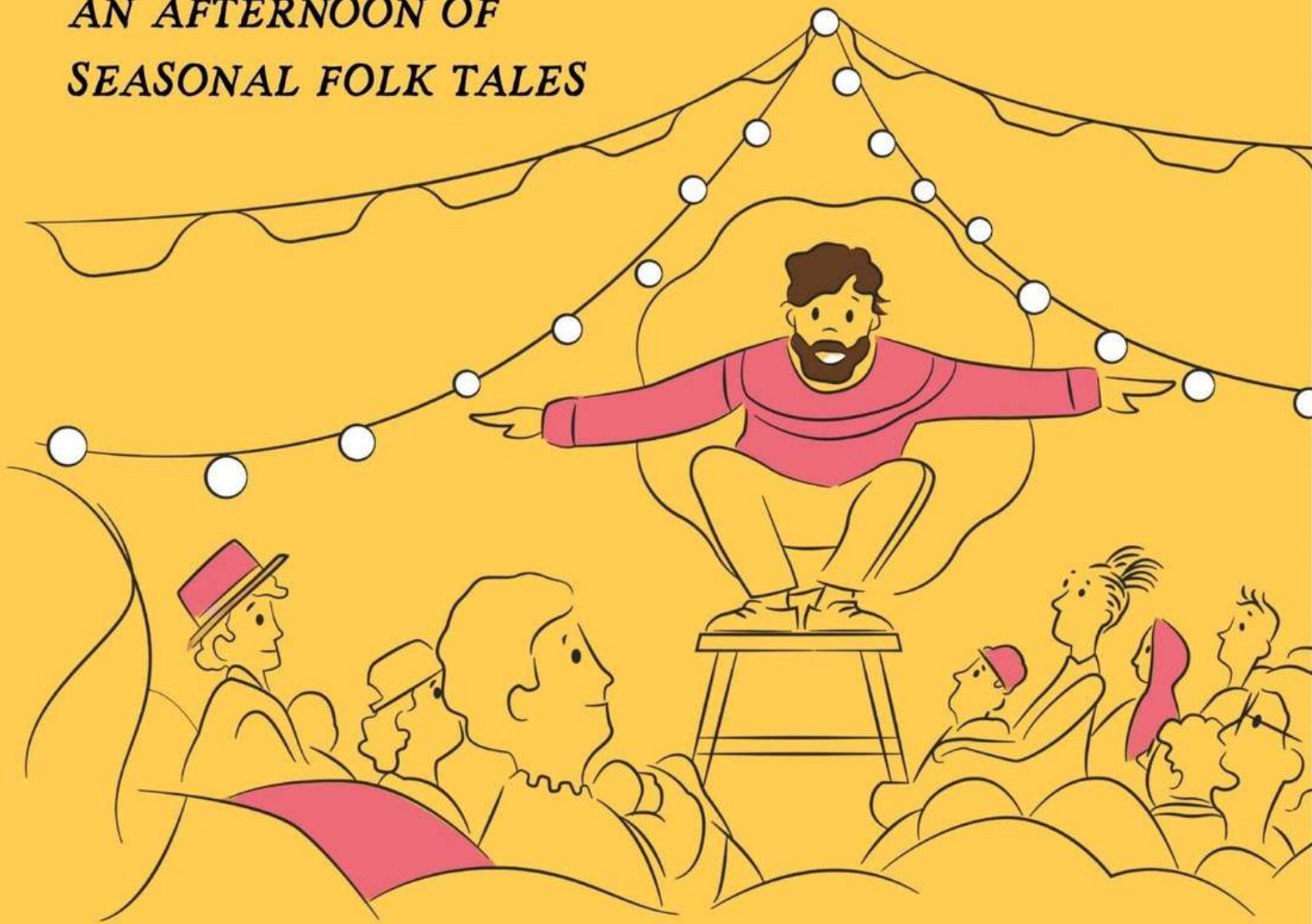
September Stories

SUN 27TH SEP

3.30 – 5PM

BENNETT CENTRE

AN AFTERNOON OF
SEASONAL FOLK TALES



Join storyteller Thomas Spencer as he reimagines a bunch of wild folk tales full of magical creatures and unlikely heroes.

With drinks and homemade tasty treats.
Everyone is welcome. Tickets by donation.
Recommended for children aged 7+ & brave adults.

SCAN TO BOOK:



www.thomastellsstories.com