Newsletter—Week 17

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19TH JANUARY 2024

We did not quite have enough time to say a big well done to our new prefects for this term before we went online with last Friday's newsletter. A special congratulations to the children chosen to be this term's prefects. These children have stood out amongst their peers as model pupils whose attitude and effort at school at the start of the year has been exemplary:

Year 3—Bella
Year 4—Anisa
Year 5—Zayan
Year 6—Sobhan

We have noticed that some children have started wearing jewellery to school which is not in line with school policy. Please remember that only **small, plain stud earrings, inexpensive watches and religious bangles** may be worn to school, but must be removed for PE and swimming lessons. We would hate for children to lose expensive jewellery at school.

Similarly, we do ask that PE kit is worn on PE days only. This should be **navy blue tracksuit bottoms or leggings** in winter and a **plain white t-shirt** please.
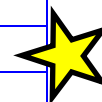
Children should be wearing **black shoes, preferably trainers** for doing the Daily Mile (shoes must be flat).

Class Attendances—Week beginning 15th January 2024

Our attendance for this week is **95.5%**. Thank you for your support with promoting good attendance in school, it is much appreciated.

Class 1	98%
Class 2	92%
Class 3	98.3%
Class 4	95.5%
Class 5	96%
Class 6	92.4%

Class 7	95.5%
Class 8	94%
Class 9	99%
Class 10	98.4%
Class 11	94.3%
Class 12	91.7%

Please remember that I am still *unable* to authorise any term-time leave of absence requests this year and, in the majority of cases, these will incur fines. These requests should be made in advance and not retrospectively please.

Kind regards,

Mrs J Hill

School Dinners

Next week we will be on Week 3 from our Autumn/Winter Dinner Menu. Meals cost £2.40 per day and should be paid for in advance please.

[View Menu](#)

2023-24 DATES		
Monday 5th— Friday 9th February	All Week	Children's Mental Health Week
Tuesday 6th February	All Day	Safer Internet Day
Wednesday 7th February	9.00-11.00am	Coffee Morning
Monday 12th February	TBC	Year 6 Fire Safety Talks—Derbyshire Fire Service
Friday 16th February	3:30pm	End of Spring 1 Term—BREAK UP FOR HALF TERM
HALF TERM		
Monday 26th February	8:55am	Spring 2 Term begins—BACK TO SCHOOL
Tuesday 17th February	All Day	Year 6 Lea Green Trip—Details to follow
Monday 4th March— Friday 8th March	All Week	Book Week
Wednesday 6th March	9.00-11.00am	Coffee Morning
Thursday 7th March	All Day	World Book Day
Friday 15th March	All Day	Comic Relief—Red Nose Day
Thursday 28th March	3:30pm	End of Spring 2 Term—BREAK UP FOR EASTER
EASTER HOLIDAYS		
Monday 15th April	8:55am	Summer 1 Term begins—BACK TO SCHOOL
Monday 6th May	All Day	May Day Bank Holiday—School Closed
Monday 13th—Thursday 16th May	Mornings	Year 6 SATs Week
Friday 24th May	3:30pm	End of Summer 1 Term—BREAK UP FOR HALF TERM
HALF TERM		
Monday 3rd June	All Day	INSET 5
Tuesday 4th June	8:55am	Summer 2 Term begins—BACK TO SCHOOL
Tuesday 23rd July	3:30pm	End of Summer 2 Term—BREAK UP FOR SUMMER

Breakfast

breakfast fuel for learning

This week we have provided breakfast to **33** children. Children can come to the hall when doors open to collect a breakfast bar if they wish. *Please remind your children that this provision is for those that have not had access to a breakfast at home.* Thank you.

Safeguarding

ROBLOX

On the next page is a parental guide to ROBLOX. Some concerning features of the game were brought to our attention by some children during a recent Year 5 PSHE lesson. We are pleased that the children shared this with us and felt it was important to share with you all as quickly as possible so that you can check settings and permissions if your child uses the game too. Rest assured, if settings show that your child is set up as an under 13 user (<13), they should not be able to access the more concerning features, such as private messaging and voice calls, which are for those registering as users over 18 years of age.

What Parents & Carers Need to Know about
ROBLOX

AGE RATING PEGI 7

Roblox is one of the most popular video games on the market. By 2020, the game's makers were claiming that more than half of children in the USA play it. As a 'sandbox' title, Roblox offers a huge amount of creative freedom: it lets players create their own gaming experiences with the Roblox Studio to build custom levels and games, which can then be shared with other players online. Roblox fosters creative thinking and enjoys a robust online community of fans.

WHAT ARE THE RISKS?

CONTACT WITH STRANGERS
Roblox encourages players to communicate online (including a group chat facility). This could expose children to risks such as scammers, online predators, harassment, griefers and more. The in-game chat has some filters, but isn't perfect: players can still send harmful messages to others – such as general hostility – while predators can reach out to children directly.

PUBLIC SERVERS
Roblox has private or VIP servers which allow people to play exclusively with their friends, but this costs money. Most Roblox players will instead be on public servers that anyone can join. Servers can host games which focus on all kinds of aspects, including direct player interaction. Some games and servers, therefore, will put children more at risk of contact from strangers than others.

ONLINE DATERS
These are also called 'ODers' and are quite common in Roblox. An ODer is an individual who joins a game with the intention of finding someone to date online – and eventually meet in person. Such online dating is against the Roblox community guidelines, but this usually doesn't deter ODers. Some player-built Roblox game worlds have even been designed with online dating specifically in mind.

IN-APP PURCHASES
Roblox is actually free to download and play, but bear in mind that there *are* some hidden costs. Players are encouraged to make purchases in the game, for example, using real money. People can also buy extra Robux (the in-game currency) to spend on cosmetic items in the game, and some private or VIP servers also have a cost.

Advice for Parents & Carers

SET PARENTAL CONTROLS
Roblox comes with several parental control options, which are explained well on the game's official website. It's essential to enter the correct date of birth for your child, as that allows Roblox to automatically apply the appropriate chat filters. The game also allows parents and carers to set monthly spending restrictions and monitor their child's account.

DISABLE PRIVATE MESSAGING
Roblox's private messaging function raises the risk of children being contacted by people they may not want to speak with – potentially leading to bullying, harassment, toxicity and scam attempts. The game allows you to disable messages from anyone who hasn't been added as a friend on your child's account.

PRIVATE SERVERS
If your child has genuine friends who they play Roblox online with, paying for a private or VIP server decreases the risk of contact from strangers. Even then, however, some players could invite other people – who might not necessarily be child friendly – into the private server. If your child is a Roblox fan, it's important to talk with them regularly about who they are playing the game with.

MONITOR SPENDING
If they don't understand they're using real money, it's easy for children to accidentally spend a sizeable amount in the game. Using parental controls to place limits on their spending will help avoid any nasty financial surprises. Ensuring that you have two-factor authentication on your payment accounts also makes it harder for your child to spend money inadvertently.

DEALING WITH STRANGERS
At some point in their development, your child will need to learn how to deal with strangers online. Show them how to block and report any users who are upsetting them or asking uncomfortable questions. Talking to them about what's OK to discuss – and what they should *never* tell a stranger online – will help them understand how to communicate with others safely in the digital world.

Meet Our Expert
Clare Godwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2015, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.

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