



Weekly Newsletter

Living to Learn, Learning to Live

REACH FOR THE STARS

04.10.24

KEY DATES

08.10.24 - 2EB Pizza Express Trip

10.10.24 - 2MB Pizza Express Trip

W/C 14.10.24 - Y1-3 Stay and Learn Sessions (More details to follow)

15.10.24 - RGG Reading Meeting and Stay and Learn Session

16.10.24 - RRA Reading Meeting and Stay and Learn Session

W/C 21.10.24 - Y4-6 Stay and Learn Sessions (More details to follow)

25.10.24 3:15pm - Finish for half term

Hello Parents and Carers!

This week has seen our first educational visit of the year take place, with our Year 1 classes visiting Croxteth Park! They undertook some fieldwork and observed for signs of Autumn as part of their current Geography unit linked to exploring the local area. They had a lovely time and were very well-behaved; well done Year 1! Next week it is Year 2's turn for an educational visit - they will be visiting Pizza Express to make pizzas as part of their Food Technology topic in Design Technology! Reception and Year 3 will also be undertaking an educational visit before Christmas, with all other year groups doing so later in the year.

This week, we have also been to our second Cross Country event of the year, with some of our Year 5 and 6 children taking part. They represented our school so well and their efforts were fantastic - a huge well done!



Effort



Cooperate



Have a lovely weekend!

THIS WEEK IN PSHE

In KS2 assembly this week, we had a visit from our local Police Community Support Officers who talked to the children about knife crime and staying safe. It was very informative and taught lots of the children aspects they didn't know. The children listened really well and responded with maturity to the questions being asked.

This week, Mr Lewis, our PSHE Subject Lead, has been on some training to enhance our PSHE curriculum and has come back with some great new resources to use in lessons. These will support teachers in teaching the topics covered in an engaging, interesting way.

Year One Phonics

This week in Phonics

This week in Phonics, Year 1 have been revising

Phase Three sounds. We have looked at:

'ow' - growl, cow, owl

'oi' - coin, soil, boil

'ear' - year, clear, hear

'air' - pair, fair, hair

The sounds 'air' and 'ear' contain three letters which make one sound. These are known as trigraphs.

Can you read this sentence?

Last year, a pair of brown cows found a coin in the soil.

Look out for these sounds in your reading book!

ATTENDANCE is one of our school values

As a school we are striving to achieve at least 97% attendance. Unfortunately, we have not achieved this on any day this week.

OVERALL - 95.1%

Monday - 92.8%

Tuesday - 93.9%

Wednesday - 95.6%

Thursday - 94.5%

Friday - 94.0%

We had three classes with over 97% this week - well done 1PP, 4CM, and 6MC! 1PP and 6MC had the highest attendance and will receive Champions Breakfast next week!

Attend





Maths

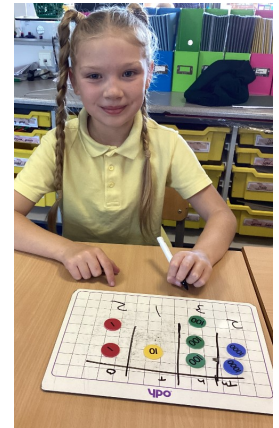
At Wellesbourne, we want every child to develop a secure understanding and love of Mathematics which will equip them with the skills of calculation, reasoning and problem-solving that they will need throughout their lives. We want to develop a child's ability to be resilient and financially responsible so that they can flourish in our community and beyond. We ensure that the children have opportunities to practise key skills whilst building the understanding and knowledge to transfer these skills to more complex contexts. Children are encouraged to explain their choice of methods and use mathematical vocabulary to reason and explain workings.



Nursery children have been practising counting!



Year 4 have been playing games and exploring Place Value using practical equipment!



Social Media Platforms

Please follow us on X (formerly Twitter)!

Reading Account - @WellesBooks
Nursery - @WellesbourneNur
Y1 - @WellesbourneYr1
Y3 - @WellesbourneYr3
Y5 - @WellesbourneYr5

Whole School Account - @WellesbourneSch
Reception - @WellesbourneRec
Y2 - @WellesYear2
Y4 - @WellesbourneYr4
Y6 - @Yr6Wellesbourne



We also have a Facebook Page, follow us at Wellesbourne Primary and Nursery School.



TTRS AND NUMBOTS WINNERS THIS WEEK

TTRS

Most correct answers: Sarah F Y4 - 3,744

Most coins: Nancy C Y4 - 22,127

Improved speed: Freya T Y4 - Improved by 1.69 seconds

Fastest current studio speed: Anton C Y5 - 0.78 seconds

Numbots

Most minutes played: Athena CF Y2 - 36 minutes

Correct answers: Illinca R Y1 - 376

Most coins: Illinca R Y1 - 2,600

Respect



CURRENTLY READING...

In school, every class dedicates 15 minutes a day to reading for pleasure from a carefully-crafted reading spine. This allows children to explore new worlds, builds imagination and develop a lifelong love for books!

5LG are reading 'Who Let the Gods Out?' by Maz Evans.

'This book is ideal for children aged 9-14 who enjoy fantasy fiction. It's about a boy called Elliot, who lives with his mum in a run-down farmhouse. He meets Virgo, a Constellation of the Zodiac Council, and they unwittingly release Thanatos, the evil Daemon of Death. They need Zeus and



his high horse Pegasus to help them save the world... but will they succeed? We can't wait to find out!



NUMBOTS

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; emphasize 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 'tooks' 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 was 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 abusive 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

Uoyal Coombes is the Editor in Chief of *GD&P* 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 *ITN*, *TechRadar*, and plenty more.



#WakeUpWednesday

The National College