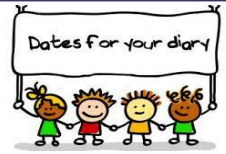




CLAREMONT PRIMARY SCHOOL NEWSLETTER FRIDAY 4th OCTOBER 2024



Dear Parents and Carers,

Goose Fair really starts to signal the turn in the season and the rain and chill in the air has signalled that Autumn is truly with us. Please can you ensure that your child comes to school with a warm waterproof coat from now – it is really useful if their name is clearly marked so that we can reunite it with them if it gets lost. Learning is progressing well – our priorities are centred around two main strands – reading – including early reading and phonics; and attendance – every child should attend on time every day that they can. Our learning works through progressive teaching based on a sequence of lessons. If children miss a lesson, they can quickly fall behind. This is why attendance is so important.

We are also coming towards the end of this term – just to clarify the last day of term is Friday 18th October and the children return to school on Monday 4th November.

Please can I remind you also to keep an eye on which Apps and games our children are accessing. It is very important that we are vigilant about online presence and take account of the age limitations on each App. They are there for a reason.

Best wishes,

Headteacher

Dates for your diary:

21st October: Half Term Holiday starts – we are on holiday from Monday 21st October and back in school on Monday 4th November

3rd and 5th December Parents' Evenings

Mini Marathon Magic:

Congratulations to Zac, Sully and Abi who completed the Mini Marathon last week and raised over £200 for the Music Hub. Well done guys!

Site safety and parent interactions

I wanted to take the opportunity in the newsletter to ask you all to follow our guidelines about not entering the school building unless you have been signed in through the school office. This is a vital part of our safeguarding procedures – please avoid coming into the school – particularly at the start of the day. If you need to speak to your child's class teacher, please arrange a mutually convenient time via Dojo or catch them at the end of the school day.

Can I also ask that you are mindful about conduct on the playground. It is not appropriate to talk to other children or their parents about school issues. If there is an issue in school, please contact your child's teacher in the first instance. Please also be mindful in your use of language and behaviour towards staff and other adults. I understand that some issues cause concern, but we need to deal with these in the correct manner, following our school procedures and protocols.

Attendance:

Every child should attend every session every day that they can



Thought of the week:

"Strength lies in differences, not in similarities." — Stephen R. Covey

We believe that safeguarding children is everyone's responsibility. At Claremont, we are committed to keeping our children safe from harm. Mr Campbell, Miss Davis, Mrs Cutler, Mrs Khan and Mrs Eager have responsibility for safeguarding and child protection. If we have any concerns reported to us, we will always take action to protect a child and inform the relevant agencies where necessary.



What have we been learning this week?

Nursery – have been learning about families

Reception – have been given their home reading records and books – it is really important to read at home every day.

Year 1 – enjoyed a trip to see the Goose Fair.

Year 2 – have been using rekenreks and tens frames to solve number problems in Maths.

Year 3 – have been looking at word patterns as they practise their spellings.

Year 4 – visited Wollaton Park for an immersive Vikings and Saxons experience.

Year 5 – have been investigating materials that are good thermal insulators.

Year 6 – have been working with Thrive Nottingham to discuss the importance of exercise and healthy lifestyles.

Acorns – have been making telescopes to work on their fine motor skills.



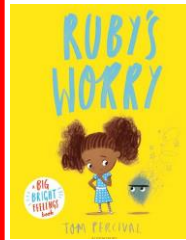
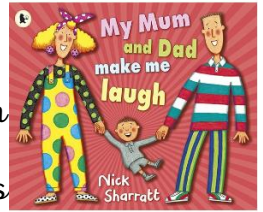
Mini marathon 2024



Raised over £232 for
Nottingham Music Hub

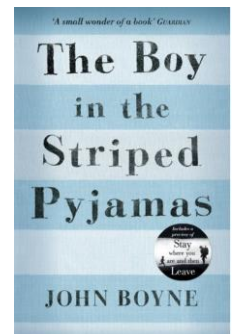
Recommended Reads

“My Mum and Dad make me laugh” by Nick Sharratt – Mum loves spots and dad loves stripes. Who is right?



“Ruby’s Worry” by Tom Percival
Ruby loves being Ruby until she finds a worry one day. What should she do?

“The Boy in the Striped Pyjamas” by John Boyne. Go on a journey with 9 year-old Bruno. Sooner or later he reaches a fence. I hope that you never have to cross such a fence...



Class Dojo

Class Dojo is a really important communication App. It is really important that you all have downloaded the App so that you contact school and we can contact you about the everyday successes and events that are taking place. If you are having difficulty connecting, please contact the school office and we will be pleased to help you out.

We believe that safeguarding children is everyone’s responsibility. At Claremont, we are committed to keeping our children safe from harm. Mr Campbell, Miss Davis, Mrs Cutler, Mrs Khan and Mrs Eager have responsibility for safeguarding and child protection. If we have any concerns reported to us, we will always take action to protect a child and inform the relevant agencies where necessary.

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 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 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 GGRacon 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.



#WakeUpWednesday

The National College