

NEWSLETTER



The Forest Family

Have a great weekend.

Awards

10th June 2022

ALL SAINTS

Class 1: **Emilia P** Class 2: **Isa A** 3: **The Whole Class** Class 4 **Enfys**

Badges: ★ **Morgan L, Haadi M-S** ★

Headteacher awards: **Isa A, Johan M, Matthew P, Harvey S, Oscar W, Livvy A, Charlotte R, Issy D, Sebastian B, Joseph W, Emilia P**

NEEDWOOD

Class 1: **Paige F** Class 2: **Maryam** Class 3 **Mason**

Badges: ★ **Suleiman K, Sienna E (Green Star)** 🏆 **Daisy G (Bronze Cup)**

Headteacher: **Mia B, Romilly T, Heidi W, Sebastian S, Verity R, Finn J**

Dear Parents,

Welcome back to school for the final half term of this school year! I hope you enjoyed the half-term break and the Jubilee bank holiday celebrations.

I would like to give a special mention to our wonderful Year 6 children in both schools, who are in their last half term before they go off to secondary school! I am sure they are going to really enjoy the activities we have planned over the next six weeks.

As we are starting to have some (slightly!) better weather, please can I remind everyone of the importance of the children applying sun cream and having a hat to wear on sunny days? Let's hope we get to enjoy sports days and the other outdoor activities with some sunshine!

Have a great weekend,

Best wishes

Mr Baxter

DIARY - ALL SAINTS

17.6.22	FATHER'S DAY SERVICE TIMINGS TBC
5.7.22 1.15 pm	SPORTS DAY TIME TBC
8.7.22	INSET DAY
18.7.22 2.00 pm	YR 6 LEAVERS SERVICE/ FINAL WORSHIP
20.7.22	LAST DAY OF TERM

DIARY - NEEDWOOD

17.6.22	FATHER'S DAY SERVICE TIMINGS TBC
7.7.22 1.15 pm	SPORTS DAY
8.7.22	INSET DAY
14.7.22 1.30 pm	YR6 LEAVERS SERVICE/ FINAL WORSHIP
20.7.22	LAST DAY OF TERM

IMPORTANT INFORMATION

ATTENDANCE

ALL SAINTS

CLASS 1 - 84.31%

CLASS 2 - 93.40%

CLASS 3 - 96.53%

CLASS 4 - 89.56%

NEEDWOOD

CLASS 1 - 98.47%

CLASS 2 - 97.10%

CLASS 3 - 92.96%

WELL DONE EVERYONE



Awesome Acorns



We've had another lovely week in Acorns where we've seen children being patient and kind this week.

Our 'Awesome Acorns Fruits of the spirit' this week are:

Noah - Patience

You persevered in getting 5 beanbags in 30 seconds through a tyre during an outdoor activity. You kept trying, got a bit frustrated at times, but kept going and got there in the end, even beating your target, well done Noah!

Maddie - Kindness

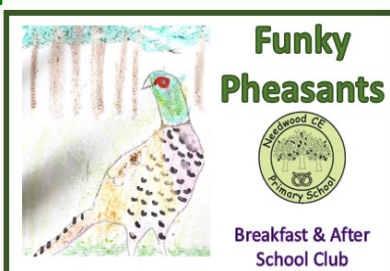
You were so kind and helped a class 1 child put his I-pad back. Instead of watching him struggle, you offered to help him and showed him what to do, well done Maddie!

What lovely, patient and considerate children we have in Awesome Acorns!

Thank you for the Dojo's for provision this term and letting me know your child was booked into Nerf wars. On Monday, we were expecting some children to come into Acorns for snack afterwards but were picked up at 4.15pm. If your child will not be needing provision/snack after Nerf wars, but have already been booked in until 5.30pm, could you please Dojo me to cancel, otherwise you will still be charged (unfortunately snack was prepared /we had to throw food away).

Thank you as always, for your continued support. Have a lovely weekend.

Mrs Slater and the Awesome Acorns team



Welcome back everyone, we hope you've had a lovely half term break with lots of Jubilee celebrations. As we head towards the end of this school year we hope to have lots of our activities outside in the fresh air.

We are still pre-booking (where possible) but you can still book a place either before or after school through the main office, also any questions, you can use dojo to message us directly.

Have a restful weekend.

Mrs Goring and Mrs Cooper

ONLINE SAFETY

At National Online Safety, we believe in empowering parents, carers and trusted adults with the information to hold an informed conversation about online safety with their children, should they feel it is needed. This guide focuses on one of many issues which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

What Parents & Carers Need to Know about VIRTUAL REALITY

WHAT ARE THE RISKS?

PREMATURE EXPOSURE

While VR has already found its way into schools worldwide – allowing teachers to take their class on digital field trips – most manufacturers advise an age restriction of 13. This safeguard is based on the idea that children's brains, eyes and bodies are still developing. With the technology still in its infancy, not enough research has been conducted as to how VR affects children in the longer term.

13+

EYE STRAIN

One of the main worries about VR is that essentially having TV screens so close to your eyes could harm them with prolonged use. Lenses inside each headset have been specifically designed to trick the human eye into focusing to infinity (just as they would in the real world) to mitigate possible eye strain. Even so, longer VR sessions should be limited to adults only.

PHYSICAL ACCIDENTS

When used correctly, VR isn't dangerous as there are safety features built in. A common concern is that a child wearing a headset could bump into real-world objects while playing – so creating a clear, tidy gaming space is essential. Headsets also come with 'Guardian' or digital barrier systems that can be set up beforehand, indicating where walls and furniture are located so nobody trips over and hurts themselves.

SOCIAL VR

VR is more immersive than normal gaming and makes players feel very present in the moment. There are additional online safety fears, therefore, relating to trolling and abusive comments as players engage with each other in social VR spaces. Personal information shouldn't be given out and privacy and safety controls (who can see your real name, for example) need to be activated where possible.

MOTION SICKNESS

Children who are prone to travel sickness might encounter what's known as 'simulator sickness'. This is nausea caused by the eyes seeing images which tell the brain that the person is moving, while the rest of the body knows it is stationary. Most apps have features to reduce this discomfort, while some games simply don't feature locomotion experience.

VIOLENT CONTENT

Among the growing range of VR games and apps, not all of them are appropriate for young players. Violent content can be far more visceral and disturbing in VR, so it's important to consider the age and maturity of your child before giving them access to this type of gameplay. As the majority of VR content is digital, online store access is easy – so careful curation is advised.

Advice for Parents & Carers

START OFF SLOWLY

Just like regular video games, if your child wants to try VR the best way to reduce risks is moderation. Keep their VR sessions to short stints – and for young adults new to the technology, build up their usage time gradually to let them get acquainted with it. If they feel any discomfort, remove the headset and try again at a later point.



NO SURPRISES

It's easy to get lost in the moment in VR – and possibly forget where you might be standing in the real world. A minimum 2m x 2m play area is recommended, with no plant pots or other delicate objects within reach of flailing arms. Take pets into account, too: don't let the cat or dog walk into the room, for example, because a VR player won't see them and could certainly trip. A child is far more likely to get over-enthusiastic in VR, posing a risk to themselves and anything in their path.

KEEP A WATCHING BRIEF

It may seem that a VR player is in their own world, but all VR headsets allow external viewing via a linked monitor or mobile phone. This is the best way to ensure whatever a child is playing is appropriate. More VR supervision tools are on the way, such as securing specific apps behind unlock patterns or sending an approval notification to the parent if their child wants to purchase a game.

ANTI-NAUSEA OPTIONS

It's wise to get used to VR while comfortably seated and progress to standing or 'room-scale' VR (where players physically walk around an area) later. Look at the in-app options first: switching between seated and standing adjusts the player's height, while a vignette or 'tunnel' darkens the peripheral vision to reduce nausea. Teleportation Mode and Snap Turning are also important options for enhancing comfort.



RESEARCH CONTENT

There will be information online about most games and apps, explaining what type of experience they provide. They'll list age ratings indicating how violent the gameplay might be; comfort, so you'll know the intensity of the experience; and how much access the game requires to personal information or features like the built-in microphone.



Meet Our Expert

Peter Graham is the editor at XR (extended reality) and Web3 specialist site grmw3.com and has been writing about VR, augmented reality and the immersive tech industry for more than seven years. He's served as a panel speaker and a judge at awards events and game hackathons.



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Ephesians 4:32

Be kind to one another, tender hearted, forgiving one another, as God in Christ forgave you.

Disclaimer: We are proud to have a newsletter which shares information with you for our parish, village, WI, social club, Rascals and our local communities. We do try to vet all items which go into

School information can be provided in different languages, large print, simple text only or Braille.

Please speak to Mr Baxter if you have a particular requirement.

