

# NEWSLETTER

## 6<sup>th</sup> November 2020

### Autumn Term 2: Week 1

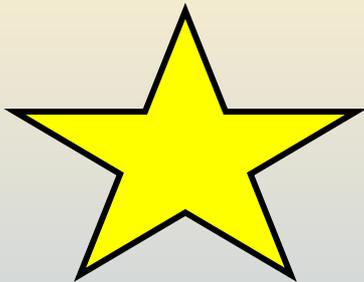
### Attendance

Overall school attendance this week is 95.5%

Huge well done to Shakespeare Class who are the attendance winners this week with 98.62%

Own clothes day for Shakespeare Class next Friday.

### Stars of the Week



Tamim and Queerat  
Timi and Charlotte  
Skye and Evan  
John and Angel  
Charlie R and Alia  
Reggie and Olive  
Ziyan and Jessica



### Safeguarding

If you are concerned about the safety or wellbeing of a child please contact the NSPCC on their helpline: **0808 800 5000** or email [help@nspcc.org.uk](mailto:help@nspcc.org.uk)

If you believe that a child is in immediate danger call 999. Our school safeguarding leaders can be contacted by calling the school office or emailing [lsprigmore@templegroveacademy.com](mailto:lsprigmore@templegroveacademy.com)

## This Week at Temple Grove



This week Years 1 and 2 enjoyed their Forest School sessions. The weather was glorious and the children had fun. Forest School is an amazing experience for our children and evidence suggests that it is effective in increasing children's self belief, confidence, learning capacity, enthusiasm, communication and problem-solving skills and emotional well-being.

Just a reminder that next week Years 3 and 4 will be engaging in Forest School; Year 3 on Tuesday and Year 4 on Wednesday. The children must come into school 'Forest School ready' which means that they should wear warm clothes, wellington boots and a waterproof coat. Children might also like to bring a spare pair of trousers into school in a named carrier bag should they get too wet or muddy.

## Developing Wonderful Readers at Temple Grove



This week the children have started to enjoy accessing their in-class libraries. Just a reminder for parents that books must be returned weekly so that they can be swapped for a new book.

We wanted to take this opportunity to remind you of the many benefits to reading to children and listening to children read, these include; accelerating the development of children's communication and basic speech skills, developing their concentration and focus, developing children's understanding of other cultures and nurturing the bond between children and parents.

Since reading with children is so important for their development, we wanted to remind parents of the expectations of home reading throughout the school.

Nursery - sharing a 'real book' with children every evening.

Reception – sharing a 'real book' with children every evening in addition to listening to children read their staged reading book and practicing their 'word cards'

Key Stage 1 (Years 1 and 2) – sharing class library books in addition to listening to children reading their staged reading books and supporting their understanding of the text and the use of phonics to read words every evening

Key Stage 2 (Years 3, 4, 5 and 6) - sharing class library books in addition to listening to children reading their staged reading books; if your child is a fluent reader it is important that an adult is available to support the children's understanding of the text by asking questions about what they have read.

## Online Gaming

Online gaming is hugely popular with children and young people. Annual research conducted by OFCOM shows that gaming is still one of the top activities enjoyed by 5-16 year olds online, with many of them gaming via mobile devices and going online using their games console.

From sport related games, to mission based games and quests that inspire users to complete challenges, games cater for a wide range of interests, and can enable users to link up and play together. Most games now have an online element to them; allowing users to take part in leader boards, join group games, or chat to others. Internet connectivity in a game adds a new opportunity for gamers as it allows players to find and play against, or with, other players. These may be their friends or family members or even other users in the game from around the world (in a multiplayer game).

Online safety advice is directly applicable in the gaming environment as risks can be present in the game's content and chat features. Young people can also pose a risk to themselves through the choices they make whilst playing an online game.

### **How often are young people gaming?**

OFCOM reported on young people aged 5-15s use of online gaming within it's recent **Media Use and Attitudes report**. Their findings showed:

- The estimated weekly hours spent gaming will increase with age, ranging from just over 6 hours for 3-4s to nearly 14 hours for 12-15s
- Children aged 12-15 spend on average 1.5 hours more gaming each week in 2018 than they did in 2017
- More boys play online games than girls in all age brackets, with the difference by gender increasing with age, e.g. girls aged 12-15 spend around 9 hours per week (9 hours 18 minutes) whilst boys of the same age spend nearly 17 hours (16 hours 42 minutes).
- Gaming can have a strong social element; close to two in five online gamers aged 8-11s (38%) and three in five aged 12-15s (58%) say they use online chat features within the game to talk to others.
- Children are more than twice as likely to chat through the game to people they already know outside the game (34% 8-11s, 53% 12-15s) than they are to chat to people they know only through playing the game (10% 8-11s, 25% 12-15s).
- Boys aged 12-15 who play online games are also twice as likely as girls to say they chat to people they only know through a game (30% vs. 16%).

## What do I need to know about gaming?

Games, just like films, have age ratings which are regulated by **PEGI**. These show how old you need to be in order to legally buy a game in the UK. PEGI have also created a set of content descriptors which show at a glance what content will be seen in the game and give an indication to why it received its rating.

Many games have a chat feature which allows gamers to communicate with other players. On some games this is an open chat box where comments can be typed, whilst others may only allow a gamer to select from set phrases. Chat within games can happen publicly, so that other players can see it and interact, or privately in the form of a personal message. Many games also allow you to chat verbally via a wearable headset.

Cyberbullying can happen in games as well as on social media or messaging apps. It could be through unkind comments or messages or targeting other players within in a game. Most games have reporting and blocking features which can be used to support a young person who is being cyberbullied.

Lots of games offer in-app purchases which are usually in the form of additional features, lives or levels. These can be purchased using in-game currency like robux in Roblox, or by spending real money via a linked card/online account like PayPal. Find out **how to turn off or restrict in-app purchases** through The App Store, Google Play or Windows Store.

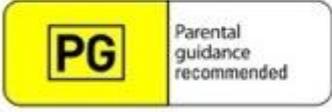
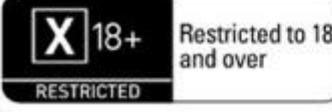
Games can have different timescales and require varying skills and attention spans from their players. Some games need to be completed in their entirety or a player will lose any accumulated points, whilst others will allow you to pause and save a game. This can impact on setting time limits for playing a game, as not all will be the same.

### In-game chat

A simple rule for young people when chatting and playing with others they only know online is to stick to chatting about the game itself. If the conversation changes and becomes more personal and/or other player/s ask for things like personal information, to meet up in the offline world or for images and videos then it's important for a child to show these messages to a trusted adult. Make sure your child knows this rule and knows that you are there to help and support them with anything that happens online.

This kind of contact from others online can be blocked, reported to the game and reported to CEOP.

## Be Aware of Age Restrictions and Guidance

ESRB (USA)	PEGI (EU)	RARS (Russia)	ACB (Australia)	USK (Germany)
	 <a href="http://www.pegi.info">www.pegi.info</a>			
	 <a href="http://www.pegi.info">www.pegi.info</a>			
	 <a href="http://www.pegi.info">www.pegi.info</a>			
	 <a href="http://www.pegi.info">www.pegi.info</a>		 Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian	
			 Restricted to 18 and over	
	 <a href="http://www.pegi.info">www.pegi.info</a>		 Restricted to 18 and over	



Times Table Rock Stars: all of the children from years 1 up to 6 now have their login details, which should be stuck in journals. It is important that children logon and play as much as possible, as quick recall of times tables is essential in developing mathematical skills. We have a lovely display in the school hall celebrating children that play regularly and we intend to change this frequently to ensure as many children as possible have their names displayed.



# SERVICE OF REMEMBRANCE

**The War Memorial, Royal Tunbridge Wells**

**Sunday 8 November 2020**  
**10:45am**

Members of the public are asked NOT to attend this year's Remembrance Sunday Service to adhere to Government Guidelines due to Covid-19. Instead the Service will be live streamed on the Council's website [www.tunbridgewells.gov.uk](http://www.tunbridgewells.gov.uk)

The Order of Service will also be available on the website for you to follow.

The Service has been shortened this year and there will be no live music or March Past and Salute.

Thank you for your co-operation and understanding.

If you have any queries please contact the Mayor's Parlour on 01892 554282 or email: [mayor@tunbridgewells.gov.uk](mailto:mayor@tunbridgewells.gov.uk)