



Allanson Street News

4th October 2024

Our value this month is:

Respect

Reminders

Please make sure your child is wearing the correct school uniform. Complete guidance can be found on the school website. If you have any questions regarding uniform, please speak to your child's class teacher.

Remember that we have plenty of pre-loved uniform in our Unicycle centre. If you'd like to access this service, please contact Mrs Browne or Mrs Tyrer via Class Dojos.



Dates for your diary

- **16th October** Candle Lit afterschool sessions starting



Reading

Please make sure you listen to your child read at least 3 times a week and record this in their reading records.

For those children not yet bringing a reading book home, please make sure you are reading to them as frequently as possible.



This Week's Highlights

In **Nursery** we have listened to the story "Pete the cat rocking in his school shoes", we compared the areas that Pete the cat has in his school and the areas that the children explore in Nursery. The children talked about what they like to do in the different areas in Nursery. After listening to the song "We're all amazing!" the children considered what makes them amazing.

In **Reception**, we focused our learning on the season of Autumn. The children have learnt what Autumn is and the signs of autumn. We have learned two songs about this season and joined in with leaf rubbings. In maths, we have been completing and continuing repeating patterns. We have enjoyed listening to many stories too.

In **Year 1** the have been looking at the wolf's version of events – did he really try to harm Grandma? Or was it just a big misunderstanding? Ask your child at home to find out! We have worked hard in Art also to draw facial features for our portraits.

Year 2 have started making their DT product of a bag this week and we have been really impressed with their resilience and sewing skills. The children have also learned the five oceans of the world and where they are located in relation to the continents.

In **Year 3** we have started a new book unit in English, based on Orion and the Dark. We have been thinking about how the Dark helped Orion to become less scared, and about some of the things that we may fear. In Art, we have been planning our own Henri Matisse style collages, choosing a theme to base them on, and choosing the colours and shapes we will use.

In **Year 4** we have been working hard to write our setting descriptions of the amazing Amazon rainforest and consolidate our understanding of place value in Maths. In Science we have been learning about British coastline habitats and in PHSE we thought carefully about the different ways in which we can say no to peer pressure.

Year 5 have enjoyed discussing and debating reasons to get a school dog. In Guided Reading, we have read about Mental Health and how being outside whether that is walking a dog or playing with the dog can release endorphins (Happy Chemicals) to our brain. We cannot wait to start writing our letters to Mrs Dingsdale next week!

Year 6 have produced a double page spread to end our English unit on The House with Chicken Legs. We have thought hard about our presentation whilst completing the work. In maths, we have been rounding numbers up to 10,000,000 and have re-capped negative numbers. In geography this week, we have learnt about the four layers of the rainforest and produced a informative piece of work

★ This Week's Value Stars!! ★

| | |
|--|---|
| Nursery: Nicolas, Ren, Theo & Sienna | Reception: Dollie, Brodie, Lily-Grace, Nirvana |
| Year 1: Grace T, Louie, Oliver D, Matilda | Year 4: Zaid HK, Kylan M, Kenzie W, Sophia K |
| Year 2: Gracie B, Nujin F | Year 5: Ethan F, Skyla, Kayla, Mathieson |
| Year 3: Aisha, Lily-Mae, Ishat, Jaxson | Year 6: Lexie D, Aldo R, Keagan P, Ellie F |

★ Weekly Winners ★



Y6 Reading Plus top readers this week:

Leaderboard

Top students - Total Words Read (SR)

| | | |
|------|-----------|--------|
| 1. K | Anastasia | 35,195 |
| 2. R | Aldo | 32,965 |
| 3. S | Kian | 25,038 |



Top on the Times Tables Rockstars

leaderboard is:

| Rank | Name | Rockname | Initial Studio Speed | Current Studio Speed |
|------|-----------|------------------|----------------------|----------------------|
| 1 | Chloe B | Lady Bazzell | 6.82 | 0.60 |
| 2 | Matthew N | Max Blackpool... | 1.02 | 0.62 |
| 3 | Ruby J | Gene Riley | 4.96 | 0.62 |



This week's tournament:

4th October - 10 October 2024

Year 6 0 Year 5 0 Year 4 0 Year 3 0

Attendance

School Target:
96%

Early Years – N am 89.2% N pm 90.8%

KS1 –

RKL 97%

RMC 90.7%

Y1PT 91.7%

Y1TE 95%

Y2GW 97.3%

Y2LB 93%

LKS2 –

Y3EH 97%

Y3LC 96.9%

Y4MC 93.8%

Y4MM 98.3%

UKS2 –

Y5EK 95.3%

Y5NO 93%

Y6JM 95.2%

Y6LA 98.7%

(This week's winners are highlighted in yellow)



This Week's Learning at Home

Word of the Week:

Nursery – difference

Year 3 – self-confidence

Reception – Autumn

Year 4 – afterlife

Year 1 – sketch

Year 5 – endorphins

Year 2 – variable

Year 6 – scampered

Chatting to others in a game can be a great way to connect as you enjoy your hobby together. It's not always quite so wholesome, however. Our newest [#WakeUpWednesday](#) guide offers expert advice on the risks of in-game chat! Download here >> ow.ly/9aOV50TagSN



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.

ANGER 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 won 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, as 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 *advice* 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

Source: See full reference list on guide page at nationalcollege.com/guides/in-game-chat