

Allanson Street News

14th March 2025

Our value this month is:
Independence



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 **Pastoral Classdojo**.



Dates for your diary

- 17th and 18th March, Parent's Evening
- 20th March, STEM day

COUGHS & SNEEZES SPREAD DISEASES



Please
COVER UP!

Coughs and sneezes spread diseases!

To help stop the spread of germs:

- Cover your mouth and nose with a tissue when you cough or sneeze.
- Throw used tissues in the rubbish bin.
- If you don't have a tissue, cough or sneeze into your elbow, not your hands.

Remember to immediately wash your hands after blowing your nose, coughing, or sneezing.



This Week's Highlights

In **Nursery** we have planted our own bean and how to look after it. We are excited to check it each day and hope that the beanstalk grows as tall as Jack's in the story. We have also explored different mark making equipment – chalk, crayons, felt tip pens, pencils etc We talked about which we preferred and explained why.

In **Reception**, we have been learning more about animals by talking about the different habitats they live in, like the desert, ocean and rainforest. We have been continuing to explore printing in Art and we have made our own animal print patterns. In Maths we have been practising ordering numbers and finding missing numbers.

In **Year 1** we have started our new story "How to catch a star" and made story maps from this. We have been learning our numbers to 50 in maths and In history we have learned about the life of Florence Nightingale and how she helped the soldiers in the Crimean war by altering the way hospitals worked.

In **Year 2** we really enjoyed tasting different fruit on Monday to see which we feel will be a good fit for our very own smoothies that we will be making in a few weeks. We have also been working hard at multiplication and division in our maths lessons and seeing how much our knowledge of counting in 2s, 5s and 10s has been really useful!

In **Year 3** we have completed our Ancient Egyptian topic by thinking more about the mummification process. We are also enjoying our 'Dance with Lucy' sessions in PE and working hard on multiplying two digit numbers in maths.

In **Year 4** we have learned more about the Celts, and life in Roman Britain, through our text 'Queen of Darkness'. We have been working on fractions and ordering mixed numbers. We have been really interested in our science work, looking at food chains in different ecosystems.

In **Year 5** we have looked at the advantages and disadvantages of asexual and sexual reproduction in our science unit. The children have started their explanation text of the life cycle of a plant. All the children have also completed their English unit and have enjoyed editing, improving and publishing their final pieces using a pen!

In **Year 6**, we have continued our SATs revision and are really impressing our teachers. In computing, we have been coding and in PE we have been considering the best tactics to use when we've been playing benchball. In PSHE, we've been learning what it means to live in an environmentally sustainable way.

This Week's Value Stars!!

Nursery: Brooke, Lilian, Olivia, Rose	Reception: Alaia-Boe, Mason
Year 1: Aria H, David B, Fynley B, Bobby L	Year 4: Heidi M, Katherine A, Leo D, Jayden M
Year 2: Logan W, Ollie P, Deliar B, Ruby-Anne J	Year 5: Lucy Mae, Matthew, Kayla, Lucy P
Year 3:	Year 6: Charlie G, Ty W, India B, Olivia B

Weekly Winners



The top Oxford Reading Buddy this week:

Last 7 days | Change date range

Average quiz score ▾

eBooks completed ▾

Millie D

Year 5

96%

7



The Times Tables Rockstars winners are:

Well done Year 3!

7th March - 13 March 2025

Year 3 172 Year 4 50 Year 5 2 Year 6 0



This week's tournament:

Boys vs Girls
in
Whole School!

Attendance

Early Years — N am 96.7% N pm 94.5%

RKL 82.1%

RMC 89.9%

KS1 —

Y1PT 93.8%

Y1TE 96.9%

Y2GW 96.4%

Y2LB 93.3%

LKS2 —

Y3EH 97.2%

Y3LC 94.3%

Y4MC 96.5%

Y4MM 91.3%

UKS2 —

Y5EK 94.7%

Y5NO 93.9%

Y6JM 92.9%

Y6LA 94.7%

(This week's winners are highlighted in yellow)



This Week's Learning at Home

Word of the Week:

Nursery — plant

Reception — printing

Year 1 — axle

Year 2 — impulsive

Year 3 — unison

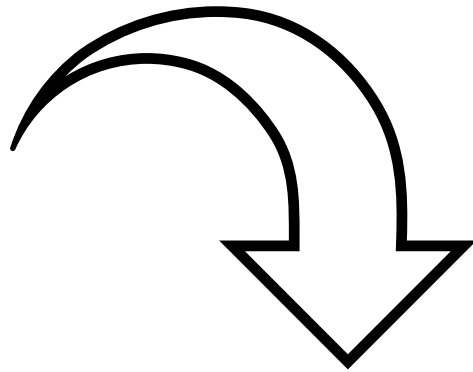
Year 4 — seismographs

Year 5 — germination

Year 6 — sustainability

Whilst they can be a great way for friends to socialise, online games like **Roblox** that allow multiplayer gameplay with strangers are always fraught with a variety of dangers that can expose children to inappropriate or harmful content. Roblox enables people to play anonymously, which can often be something that attracts people to misuse the game and potentially put young people at risk of harm.

In addition to interacting with random strangers across the world, other factors such as in-game purchases and potential scams can also pose a financial risk. It's important that parents and educators remain aware of the risks associated with this popular title and how it can be used safely. This free guide – also available in podcast format – offers parents and educators expert advice on what can be done to ensure that young people have a safe and enjoyable experience with Roblox.



What Parents & Educators Need to Know about

ROBLOX



Roblox is one of the most popular video games among children. In 2020, the game's developers claimed that more than half of the USA's children had played it. As a 'sandbox' title, the game lets players create their own gaming experiences with Roblox Studio to build custom levels, which can then be shared online.

WHAT ARE THE RISKS?

ONLINE PLAY RISKS

Because Roblox connects random players across the world, it can put younger players into an environment with anonymous users who could use the platform for nefarious reasons. For example, some role-play games are used for online dates and mature role play, which could expose youngsters to inappropriate messages in the public chat box.

MATURE CONTENT

Content is difficult to moderate throughout Roblox, due to the number of games available. This is particularly notable on smaller games and experiences, but in summary, some of the games and experiences offered on the platform contain age-inappropriate content that could easily be seen by young players.

IN-GAME SPENDING

The majority of games within Roblox have extensive monetisation options, usually through season passes or microtransactions. Purchases can range in value from a few pennies up to much larger sums of money. While some games offer a lot of content via purchases, others can offer very little for real world money, causing younger players to end up out of pocket.

ANONYMOUS PLAYERS

The anonymity of users can leave players vulnerable to bullying, harassment, and predatory behaviour. Without the right parental controls or monitoring, users can connect with each other via personal messages or friend requests, and it is very difficult to know who's behind a username in this vast online world.

RISK OF ADDICTION

Roblox games can feature rewarding or satisfying mechanics that keep players coming back – or persuade them to stay logged-in for much longer. Like most games, they focus on interactivity, with constant rewards via in-game unlocks and currencies, which can sometimes lead to an addictive need to remain online for long periods of time.

SCAMS

Many of the games on Roblox feature collectible items, pets, or characters. These objects, while digital, are worth a lot of real money on certain online markets. Scammers will attempt to trade with younger users in the hopes of getting rare items that can be sold for real money, manipulating the child into handing them over, usually via misleading information.

Advice for Parents & Educators

MONITOR THE CONTENT

While Roblox does implement plenty of moderation tools and parental controls, it's up to parents and guardians to monitor the types of games a child or impressionable player is experiencing. If a youngster wants to play Roblox, be sure to check out which specific games they want to play within it, and get a good idea of their content.

TAKE ADVANTAGE OF TOOLS

Use the parental controls within the game itself and teach youngsters how to report and block other players. Knowing the powers within their reach will make Roblox a safer, happier experience. You can set age ranges for who's allowed to contact you, close public chat boxes, block spending, and even make your Roblox profile completely private. All these options are helpful in cutting off bad actors from engaging with children.

PLAY TOGETHER

Consider playing Roblox with the children in your care. There are few more effective ways to see how monetisation works, gauge whether the game could lead to addictive behaviours, or even witness how interaction between players works, than sitting down and trying the game for yourself. This should help you figure out whether it's suitable for particular children.

TEACH ONLINE BEHAVIOURS

Have an open conversation about the risks of online play and how to spend money wisely. By being honest and giving tips on how a younger user can protect themselves, you can empower them to not only take care of themselves, but others too. Any user can be reported to Roblox moderators by other players for behaving inappropriately. With this knowledge, younger players can be aware of what to look for and help prevent it.

Meet Our Expert

Dan Lipscombe is a videogame journalist and author of over 20 books on gaming, including books on Minecraft, Fortnite, Roblox, and more. For 15 years he has been writing about his passion for gaming. When he's not playing games, he's talking about them at GAMINGible.



The National College