

Our value this month is:

## Courage



### 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

- 30<sup>th</sup> June Y2 trip to Blackpool Tower
- 2<sup>nd</sup> July Y1 Tatton Park
- 3<sup>rd</sup> July Reception Sports Day
- 4<sup>th</sup> July Y4 Gulliver's World

### COUGHS & SNEEZES SPREAD DISEASES



## 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 listened to the story "Who sank the boat?" and then learned about floating and sinking, experimenting with different materials to see which was best to use as a boat. The children spent some time with their families in Reception this week to prepare for September. They are very excited about their new adventure!

In **Reception**, we read the story The Pirate's Next Door. We continued learning about teen numbers and what smaller numbers they are made of. We have been exploring the past by looking at how beaches and seaside towns have changed over the years.

In **Year 1** we have enjoyed playing some team games in PE. We had a lovely visit from Harold the giraffe on Wednesday to help us learn about our different feelings. We have looked at why our cress plants have/have not grown and learned a bit about Richard Allanson Gaskell, who is responsible for our school existing.

In **Year 2** we have been working hard writing our stories for our own adventure in the land of take what you want. We have been learning all about seaside holidays in the past and have done a great job comparing the Victorian times to now. In science we have begun an experiment to see what happens to a plant that is exposed to colder temperatures.

In **Year 3**, we enjoyed our cultural trip to Eureka Science and Discovery on the Wirral. We loved exploring all the interactive exhibits and watching the science show which was all about light. We have also been enjoying our Spanish lessons recently, this term learning vocabulary around classroom objects.

In **Year 4** we have been missing Mrs Colquitt and wish her a speedy recovery but enjoyed getting to know Miss Kellet and impressed her with our computing skills as we practised inserting hyperlinks into our presentations to make them more user friendly and discussing the importance of and people's fight for equality in our English lessons! We have also been designing our own experiments in science to monitor water evaporation.

In **Year 5** we have had a wonderful week! On Wednesday we enjoyed our PSHE workshop with SCARF on Kindness and helping others. Thursday, we had such a fun day on our end of year trip to Gulliver's World. Finally on Friday we had a special zoom visit from Darell Wakelam for our artist appreciation lesson.

In **Year 6**, we have continued to work hard on our production – we can't wait for you to see it! In English, we have begun to edit our writing, making sure we have included descriptive vocabulary and a variety of punctuation. In history, we have continued to learn about the Vikings, researching what made Alfred the Great, great.

## This Week's Value Stars!!



<b>Nursery:</b> Rose, Rowan, Lottie & Otis	<b>Reception:</b> Dollie, Peter, Nirvana, Chloe
<b>Year 1:</b> Matilda S, Zoey M, Oliver S, Myah W	<b>Year 4:</b> Oscar D, Bobby K,
<b>Year 2:</b> Lilah H, Tilly McB, Anna-Rae H, Charlie F	<b>Year 5:</b> Skyla, Ruby, Macon C and Mia H
<b>Year 3:</b> Laylah F, Riley T, Eduard C, Elaina T	<b>Year 6:</b> Ingrid S, Emily C

## Weekly Winners

The top Reading Pus readers this week are:

Leaderboard	
Top Students - Total Words Read (SR)	
1. Kiri, Anastasia	251,123
2. R..., Aldo	205,272
3. B..., India	185,505
4. C..., Emily	179,777
5. S..., Ingrid	157,296

The Times Tables Rockstars winners are:

1	Anastasia	Janice Vincent	5.36	0.59	Rock Hero	1,644,622	Y6	Y6JM	Year 6
2	Chloe	Lady Bazzell	6.82	0.60	Rock Hero	1,894,502	Y6	Y6JM	Year 6
3	Matthew	Max Blackpool...	1.02	0.62	Rock Hero	1,083,368	Y5	Y5EK	Year 5



## Attendance

**School Target:**  
96%

<b>Early Years</b> –	<b>N am 100%</b>	<b>N pm 100%</b>
<b>KS1</b> –	RKL 80%	<b>RMC 100%</b>
	Y1PT 73.3%	Y1TE 66.7%
	Y2GW 77.8%	Y2LB 83.3%
<b>LKS2</b> –	<b>Y3EH 100%</b>	Y3LC 83.3%
	Y4MC 69.2%	<b>Y4MM 100%</b>
<b>UKS2</b> –	Y5EK 66.7%	Y5NO 77.8%
	Y6JM 71.4%	Y6LA 90%

(This week's winners are highlighted in yellow)



## This Week's Learning at Home

Word of the Week:

**Nursery** – din

**Reception** –

**Year 1** – frustration

**Year 2** – observation

**Year 3** – exhibit

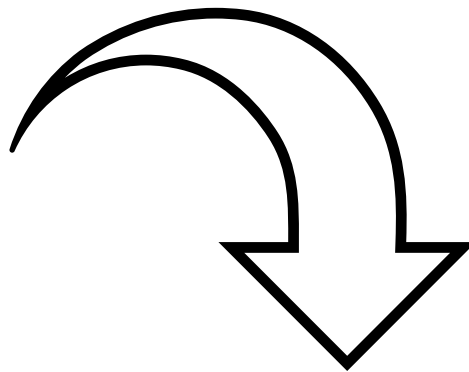
**Year 4** – discrimination

**Year 5** – commemorated

**Year 6** – burhs

Nintendo's long-awaited Switch 2 has finally arrived, blending fresh hardware with fan-favourite franchises. From Mario to Pikachu, the familiar mascots are back – but so too are evolving online features, in-game purchases, and potential exposure to mature content. As ever, it's essential that parents and educators understand the risks to young players.

Among these are GameChat voice communication, camera-based gaming, and potential access to mature-rated titles. This guide outlines what to watch out for and how to keep children safe, engaged and having fun.



# What Parents & Educators Need to Know about NINTENDO SWITCH 2

Nintendo launched its Switch 2 games console in early June 2025 – its first new console in eight years. While it builds on the original's success by remaining compatible with certain existing games, it also adds powerful hardware and new features like GameChat and a USB-C camera. As more children look to upgrade, it's important to understand how this new console might affect their play and safety.

## WHAT ARE THE RISKS?

### EASIER TO ACCESS MATURE CONTENT



Despite Nintendo's reputation for family-friendly titles, mature games like *Cyberpunk 2077* and *Hitman* have been released onto the platform. With the Switch 2's improved performance, developers will be able to port even more mature-rated games. These may appeal to children due to their popularity, but they contain content that is highly unsuitable for young audiences.

### IN-APP & GAME STORE PURCHASES

The Nintendo eShop enables purchases with just a few taps. If payment details are saved and PIN protection is disabled, children may unknowingly make costly purchases – including game add-ons, cosmetic items or entire new releases – without parental approval.

### UNRESTRICTED ONLINE PLAY IN SOME GAMES

While GameChat is one feature, Switch 2 also connects to the broader Nintendo Switch Online service. Many free-to-play titles like *Fortnite* or *Splatoon 4* allow voice or text chat with strangers unless chat settings are adjusted, meaning children could encounter inappropriate language or unwanted contact.

### GAMECHAT & REAL-TIME VOICE COMMUNICATION

GameChat enables live chatting with up to 12 people, even across different games, with optional video and screen-sharing. Though children under 16 are restricted to chatting only with approved friends, the sheer interactivity could raise privacy concerns or create pressure to remain online longer.

### CAMERA COMPATIBILITY & PRIVACY CONCERNS

The optional USB-C camera supports video calling and facial overlays in games; however, this also raises the risk of cyberbullying or the unwanted sharing of personal images. The camera can be disabled, removed or covered, and parental controls are essential to manage how and when it is used.

### POWERFUL PULL OF FAMILIAR CHARACTERS

Nintendo's mascot, Mario – along with *Pikachu*, *Donkey Kong* and others – remains hugely appealing to younger audiences, especially after the success of the recent film, *'The Super Mario Bros. Movie'* (2023). These beloved icons are central to Nintendo's branding and often feature in merchandising, adverts and in-game promotions, creating strong emotional attachments in children and a sense of urgency to keep up with their peers.

## Advice for Parents & Educators

### CHECK RATINGS & USE PARENTAL CONTROLS

Every Switch and Switch 2 game comes with a PEGI age rating. Before buying one, ensure the content matches your child's age. Use the Nintendo Parental Controls app to monitor gameplay, set screen-time limits and manage friend requests.

### REVIEW FRIEND LISTS AND CHAT PERMISSIONS

Child profiles are restricted to chatting with approved friends only, but it's good practice to regularly check their friend list and communication settings. Use the Parental Controls app to switch off voice or video chat if necessary.

### REMOVE OR RESTRICT PAYMENT METHODS

Avoid accidental spending by unlinking credit cards from the device. Instead, consider adding funds via prepaid eShop cards or requiring a PIN for purchases. Some banking apps can also be set to approve transactions manually.

### ENCOURAGE OPEN CONVERSATIONS

Teach children how to block, report and capture any behaviour or content that makes them uncomfortable. The console's built-in tools allow them to create screenshots and video clips, which can aid in reporting any issues. Keeping an open dialogue helps children feel supported and safe.

### Meet Our Expert

Lloyd Coombes is the Games Editor of Daily Star and has been working in the gaming and tech industry for five years. A regular visitor to the App Store to try out new tools, he's also a parent and understands the importance of online safety. He's also a tech and fitness writer and has been published on sites including IGN, TechRadar, and plenty more.



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