



Business Name

Remembrance Assembly

Tel: 01704 533 478

Please visit our website:
www.kewwoodprimary.co.uk

ATTENDANCE:

School attendance this week is 94.5% which is above national average. Well done to class 2K who had the highest attendance at 98.3%

Dates:

November

13th —Odd sock day

13th —Assessment Week

13th —Anti Bullying week
'Power of Good'

14th & 15th —Parents evening

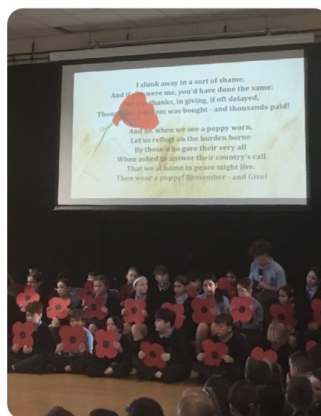
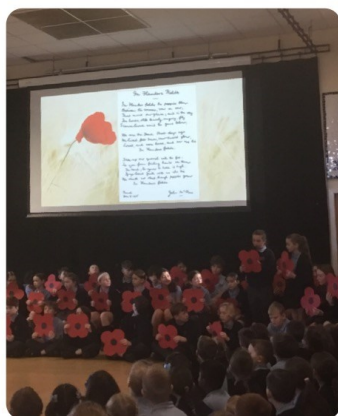
17th —Children in Need—
dress SPOTacular

21st Individual school
Photo

24th - interventions and
clubs end

24th - Mufti day (bring a
gift for the Christmas raffle)

24th - Children's university
passports hand in



Follow us on Twitter @kewwoods



The B Team played against Farnborough B Team in a cup match. Kew Woods won 7-2. Goal scorers were Thomas 3, Albert 1, Archie 1, George 1 and special mention to Austin who scored a 25 yard screamer.

All the Team played really well and showed great team spirit!



NEW Class Twitter Accounts

- ▶ Follow your children's classes at:
- ▶ Nursery @nurserykew
- ▶ Reception @receptionkew
- ▶ Year 1 @Y1Kew
- ▶ Year 2 @Y2Kew
- ▶ Year 3 @Y3Kew
- ▶ Year 4 @Y4Kew
- ▶ Year 5 @Y5Kew
- ▶ Year 6 @Y6_Kew



This Week's Class Dojo Winners

Freya O B	RK
Ezra	RW
Sonny	1K
Logan	1W
Mia	2K
Ali	2W
Muhammad	3K
Sophie	3W
Albie & James	4K
Harry Mc	4W
Grace	5K
Thomas M	5W
Mia	6K
Henry M	6W

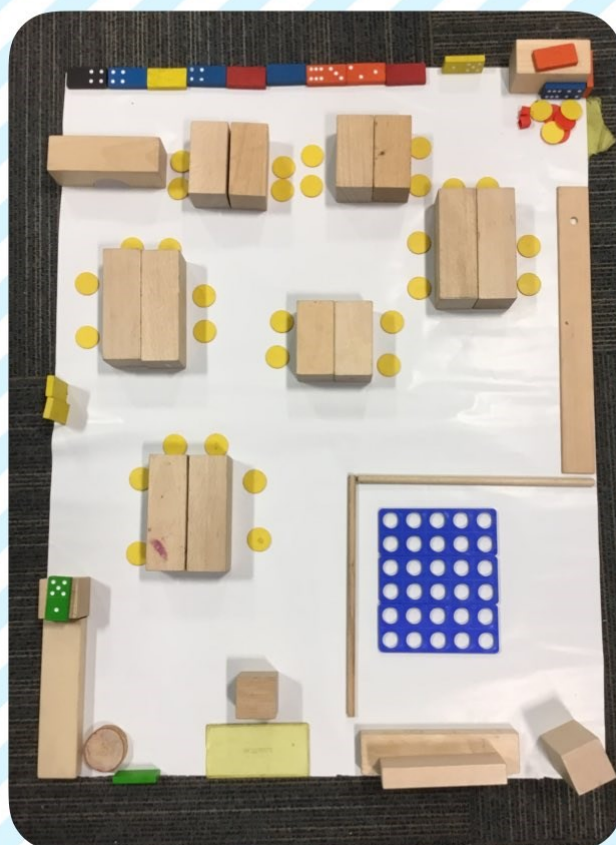


6W enjoying Forest School!





Y1 learning the term 'aerial view' and viewed photographs from this angle.



Working as a team, They mapped out the classroom area using some classroom resources.



ODD SOCK DAY!

Join us to make a noise about bullying and wear odd socks on Monday 13th of November!

Children... we can't wait to see your funky socks!



10.11.2023



Celebrating Diwali in
Nursery 🌟



PIC•COLLAGE

What Parents & Carers Need to Know about

FIVE NIGHTS AT FREDDY'S



WHAT ARE THE RISKS?

Five Nights at Freddy's is a series of indie point-and-click horror games whose word-of-mouth success and widespread spin-off content on YouTube have helped each of the nine instalments so far to sell almost five million copies on Steam (the PC gaming platform) alone. Set in various deserted locations at night, with creepy animatronic characters suddenly coming to life, the games are rated PEGI 12 for disturbing/violent content, mild profanity and horror themes.

FRIGHTENING THEMES

Five Nights at Freddy's (FNaF for short) doesn't feature bloodshed like many horror games – but it does build tension and use jump scares, which may be too intense for young players. The sinister animatronic characters and the sensation of being trapped and defenceless could be particularly unsettling, as could the inclusion of disturbing elements such as murder or possession by evil spirits.

AGE-INAPPROPRIATE CONTENT

18

As a result of FNaF's popularity, a sizeable YouTube community based on fan-made content has developed around the game. While the majority of this material is still child friendly, there are a number of channels which are geared more towards mature audiences: they contain adult and disturbing themes, for example, and (in some cases) age-inappropriate language.

STRESSFUL SITUATIONS

Due to FNaF's suspenseful atmosphere, it can be extremely stressful for players. Constantly checking that one's surroundings are safe is a crucial part of the gameplay and could create residual stress or even obsessive-compulsive behaviours. Several media reports have suggested that some younger children have experienced severe nightmares or sleep anxiety after playing games from the series.

PLAYING IN ISOLATION

Many parents will be relieved to learn that Five Nights at Freddy's is a single-player game which doesn't include any online chat functionality. Conversely, however, this could also make playing FNaF quite an isolating experience – especially if your child is spending a lot of time investigating the game's spooky, shadowy environments alone in their room, for example.

IN-GAME SPENDING

FNaF doesn't foreground in-game purchasing as strongly as many other well-known games, but some titles in the series do offer additional content that promises to enhance the experience. Five Nights at Freddy's: Help Wanted, for instance, is complemented by a Halloween-themed expansion pack called 'Curse of Dreadbear' (costing £8.99), which unlocks new levels and mini-games.

Advice for Parents & Carers

USE PARENTAL CONTROLS

Five Nights at Freddy's doesn't have conventional parental controls. However, if you're concerned about the potential impacts of the game's themes and content, you can simply choose not to let your child play it. If they use an Android or iOS device for gaming, you can adjust Apple and Google's built-in parental controls to restrict your child's access to certain content.

TRY IT YOURSELF

Every child is different, of course, so it could be worth playing Five Nights at Freddy's yourself for a while to gauge how your young gamer might cope with the series' more frightening and disturbing aspects. If they're old enough, you could spend some time playing it together – after all, it usually only takes between two and ten minutes to complete a level.

LIMIT SPENDING

Unlike many popular titles, Five Nights at Freddy's doesn't bombard players with tempting in-game purchase offers. It's worth noting, however, that some instalments in the series do provide the option for players to spend real-world money. With that in mind, it's important to either keep a close eye on your child's expenditure or limit their access to digital payment options.

SPOT THE SIGNS

If you're concerned that your child might be spending too much time on Five Nights at Freddy's, or you're worried that the game's scary themes are taking a toll, watch out for warning signs. Young people may start to prioritise gaming over everyday essentials like schoolwork or sleep. Irritability or a lack of concentration could also indicate that their gaming sessions are going on too long.

TALK ABOUT THE RISKS

Before you allow your child to play Five Nights at Freddy's, it's wise to have a conversation about the game so that they're aware of the potential risks. Ensure that your child understands that the series is purposely designed to be tense and unsettling, and that they should stop or take a break if the intensity of the gameplay is making them feel uncomfortable or putting them on edge.

Meet Our Expert

Carly Page is an experienced technology journalist with a track record of more than 10 years in the industry. Previously the editor of tech tabloid The Inquirer, Carly is now a freelance technology journalist, editor and consultant.



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What Parents & Carers Need to Know about MICROTRANSACTIONS

Microtransactions (often abbreviated as "MTX") are digital purchases made within an app or game to unlock extra features or additional content such as new levels. A popular sub-set of these are loot boxes, which contain a selection (usually random) of virtual items: from character skins to game-changing equipment like better weapons. Microtransactions (and loot boxes in particular) are now widespread in apps and games, but concerns persist that they normalise gambling and can foster addictive behaviours – especially among younger players.

WHAT ARE THE RISKS?

GATEWAY TO GAMBLING?

Microtransactions have been criticised for promoting gambling-adjacent behaviour in children. Research has also suggested that exposure to the loot box system could affect the likelihood of a young person suffering gambling harms later in life: children who purchased or used loot boxes in the last 12 months were found to be more likely to have gambled during the same period, as well.

ADDICTIVE NATURE

Microtransactions (and loot boxes especially) could lead to young people displaying compulsive behaviours. Loot boxes are designed to be addictive, and the sought-after prizes they contain are dispensed at random. This means that young gamers might not get what they want straight away, causing them to spend more money as well as additional time gaming.

PAYING TO WIN

In many popular games (the FIFA series being a notable example), microtransactions make it far easier to succeed – which is a concern because children can often find it difficult to keep track of their spending. Once a child starts making in-game purchases, they may continue buying to keep up with their friends and other players – sometimes without recognising the mounting real-world cost.

EXCLUSIVE CONTENT

DATA COLLECTION

To allow a young person to complete microtransactions, many app and game developers collect personal data such as their name, address, email, geolocation information, photos, payment details and so on. Even if this data remains secure (which is by no means guaranteed), there's always the chance that it will be used – and possibly sold on to third parties – for marketing purposes.

AFFECTING DAILY ROUTINE

Online games tend to revolve around repeated loops of activity that can affect purchasing decisions and potentially influence children's spending patterns. This could lead to your child not only handing over more money but also adjusting their daily routine to match the game's schedule – potentially impacting more important elements of their day, such as homework and family time.

SATELLITE SPENDING

If you've linked a payment method like a debit card or a PayPal account to your child's game or app, it's wise to keep a close eye on their microtransactions to ensure they aren't racking up a large bill. Letting a child have access to your card (if they're still too young to have their own) or other means of payment could also lead to them spending beyond the apps and games they normally use.

Advice for Parents & Carers

DO YOUR RESEARCH

It's important to have a serviceable idea of whether the games your child plays use the loot box system (even if it goes by a different name) or include the option of buying items, equipment and so forth. If so, it's crucial to help your child understand that this costs actual money, and that they shouldn't feel pressured into making any purchases.

CHAT ABOUT 'CHANCE'

It may help to explain to your child that many microtransactions involve an element of chance: they could pay money and still not get what they want in return. Emphasise that – while not usually costing much individually – these in-app and in-game purchases can soon add up. Talk to your child about how spending their money in a game or app means they have less to use in the real world.

(GIFT) CARDS ON THE TABLE

Investing in an in-game currency gift card can be a useful way of helping your child get to grips with budgeting. If you buy, say, a £10 V-bucks Fortnite gift card, monitor how long it takes them to spend it. When they come to you asking for more, you could make it the starting point for a conversation about how quickly that money went and how they could earn their next gift card.

STOP SPENDING AT SOURCE

You might decide that the wisest strategy is to remove the potential for spending money on microtransactions. If so, most games, apps and devices have options in their settings to help you manage what your child can spend – or to disable that function altogether, preventing them from buying additional items for their games or boosted functionality for certain apps.

WATCH FOR THE SIGNS

If you're worried that your child's passion for a particular game or app may tempt them into habitual spending on microtransactions, it's important to remember the indicators of addictive behaviour. Irritability, a lack of concentration and prioritising recreational screen time ahead of homework or mealtimes could all be signs that you need to have a conversation about a more balanced routine.

Meet Our Expert

Carly Page is an experienced technology journalist with a track record of more than 10 years in the industry. Previously the editor of tech tabloid *The Inquirer*, Carly is now a freelance technology journalist, editor and consultant.



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What Parents & Carers Need to Know about

X

AGE RESTRICTION
13+

WHAT ARE THE RISKS?

In October 2022, the enormously popular social media network Twitter was purchased by tech tycoon Elon Musk. That sparked a host of changes to the platform – not all which have been received positively by its fans. The alterations have continued with each passing month, many of them raising online safety concerns among the 530 million users of Twitter (now rebranded as simply X). With further adjustments reportedly in the pipeline, X has attracted more than its usual share of controversy and caution in recent times.

A BLOCK ON BLOCKING

X has announced plans to remove its blocking feature. Previously, this stopped other users from viewing your profile or sending you direct messages, while also hiding their posts from your feed. Only this latter function will now remain. The decision has been criticised by some members, who feel that blocking (in its current form) protects them from X users who promote denial and hatred.

LIMITED REPORTING FEATURES

X offers a premium membership, with some functionality (such as controlling who can view and reply to your posts) increasingly being made exclusive to those who pay the subscription fee. Several commentators have speculated that X could one day become an exclusively paid-for service, with access to accounts being revoked for anyone unwilling or unable to take out a subscription.

AGE-INAPPROPRIATE CONTENT

Many of X's less age-appropriate posts can feature anything from extreme political views to pornography. While accounts marked as 18+ are restricted from non-members, it's still fairly easy to stumble across this material accidentally. X's new 'For You' page also shows content from accounts that a user doesn't already follow – meaning that almost anything could end up on a child's feed.

VERIFICATION FOR SALE

Historically, Twitter's moderators granted account verification: certifying someone as authentic by placing a blue tick next to their username. One of X's earliest changes was to place verification behind a paywall; this caused the number of celebrity impersonators to rise and left no way to distinguish, say, a legitimate influencer from a copycat fake account seeking to exploit other users.

BLUE TICK SALE

Advice for Parents & Carers

PROTECT PRIVACY

Unsavory characters may try to gain access to a young person's X account – either to view their posts and gather information on them, or to completely take control of it. To minimise risk, ensure the account has a strong password and enable the 'Protect Your Posts' feature (via the account settings), so that strangers can't view your child's posts without first being approved as a follower.

DON'T RISE TO THE BAIT

To gain more views and followers, some X users post deliberately inflammatory comments on sensitive topics such as race, sexual orientation and gender issues. Many young people could find this upsetting. Emphasise that, if your child encounters someone spreading hate on X, it's best not to give that person what they want: an argument. Ignore them, mute their account and move on.

STAY ALERT FOR IMPOSTERS

Make sure your child understands that X's blue ticks no longer guarantee the identity of anyone on the platform. While it might be exciting if a celebrity liked your child's post, it could just as easily be an imposter with malicious intentions. If your child's not 100% sure that an X user actually is who they claim to be, advise them to err on the side of caution and avoid interacting with that account.

ONLY FOLLOW TRUSTED ACCOUNTS

Using the 'Following' tab on X helps to ensure that the only content your child sees has come from accounts they've chosen to follow: this should reduce the chance of them inadvertently being exposed to harmful, violent or explicit content. Show your child how to report another user's account if, say, they're behaving inappropriately by spreading misinformation or offensive opinions.

BE READY TO TAKE ACTION

If your child suffers harassment on the platform or becomes the target of a hack, you could consider deactivating their account entirely. Recently, X's safety features have been criticised for allegedly failing to protect users' wellbeing – so if your child is being subjected to abusive messages or similar mistreatment on the platform, it might be prudent to remove them from X altogether.

Meet Our Expert

Lloyd Coombes is Editor in Chief of gaming and esports site GORecon and has worked in the gaming media for around four years. Always eager to test out the latest apps, games and online trends, he's also a parent who understands the importance of online safety. Writing mainly about tech and fitness, his articles have been published on influential sites including IGN and TechRadar.



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Dear parent / carer,

We have identified that your child is eligible for a **free** space on our upcoming Ultimate Kids Christmas Camp. The free spaces are available to families in receipt of benefits related free school meals through the government funded Holiday, Food & Activity Programme. Ultimate Kids will provide all children who attend one meal and snacks throughout each day as well as participating in 20+ sports, arts & crafts and food workshops.

Details

- Times: **09:00 - 15:00**
- Ages: **5-11 years**
- School Applicable: **Any**

- Location: **Chesterfield High School**, Chesterfield road, L23 9YB
- Dates: **2nd, 3rd, 4th, 5th January 2024**

- Location: **St Gregory's Primary School**, Sandy Lane, L31 2LB
- Dates: **2nd, 3rd, 4th January 2024**

- Location: **Formby High School**, Freshfield Road, L37 3HW
- Dates: **2nd, 3rd January 2024**

Bookings

If you would like to book your child/ children onto one of our Ultimate Kids Camps and make the most of your free space or seek more information, please visit:

<https://ultimatekidsltd.co.uk/camps/haf-camp/>

Please note that every booking will be checked against Sefton's eligibility database and any bookings not eligible will be cancelled.

For any enquiries you may have about our Ultimate Kids Camps, please contact us via email customercare@ultimatekidsltd.co.uk or phone **0151 662 0300**.

We look forward to seeing you there,

Ultimate Kids Camp Team



We are looking for you to use your **IMAGINATION!**

Please design your Christmas cards on square paper and make them **BRIGHT** and **COLOURFUL**. Get **CREATIVE**, make it **FUN** and **FESTIVE!**

Use mixed media such as: paints, glitters, felt tip pens, stickers, collage papers, crayons, buttons, googly eyes, string and ribbons.

In aid of
Alder Hey
Children's Hospital

home bargains

Primary School
CHRISTMAS
CARD DESIGN
COMPETITION

IN AID OF

Alder Hey 
CHILDREN'S CHARITY

CARD DESIGN
MUST BE IN A
SQUARE
FORMAT

ENTRY FORM

School Name.....

Address

.....

..... Post Code.....

Telephone Number.....

Email Address.....

Please send original artwork, in a square format, with the pupil's **name, age** and **the name of their school** on the back of the work to the following address:

Laurie Cannon
TJ Morris Ltd
Axis Business Park, East Lancs Road
Gillmoss, Liverpool, L11 0JA

The closing date for entries is Wednesday 31st January 2024

- ☐ I accept the Terms and Conditions below.
☐ All artwork submitted has been done by children aged between 5 and 11 years of age.

(Please tick)

Terms and Conditions

1. In supplying artwork to TJ Morris, I confirm that the artwork is original and produced by children of whom I am the School teacher or Guardian. I understand that original artwork can not be returned.
2. On behalf of the children taking part in the Christmas Card Design Competition I agree that:
3. The artwork can be used by TJ Morris to produce Christmas cards, which will be sold in Home Bargains and or other stores. 100% of the profits raised from the sale of these cards will be given to the Alder Hey Children's Hospital Charity.
4. I give my permission for the children's names and ages to be put on any products made from their artwork.
5. I give permission for the artwork to be displayed on promotional material for the Design Competition or in the press/media. I am happy for the children's name and age to be promoted and recognised as the artist of their work.
6. If they are chosen as a winner the school will receive a craft hamper & £100 Home Bargains Voucher!
7. Due to the high volume of applicants we receive, you will not hear back from us, unless you have been successful.

