

Foulanesend Community Primary School

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13th January 2023



Message from Head teacher: To help you keep up to date with what is happening at school we have launched our eSchools Lite app. At a click, you can find our calendar, newsletters and all the information from our website. Please see below for details of how to add it to your phones for free.

Dates For Your Diary

Week beginning 16th Jan - Bring in your jars for the 'fill a jar' fundraiser.

Fri 27th Jan - No Celebration Assembly.

Weds 8th Feb - Class Plym theatre trip.

Mon 13th - Fri 17th Feb - Half term.

Weds 15th Mar - Year 5 Junior Lifeskills at Liskeard Fire Station.

Fri 17th Mar - Comic Relief Red Nose Day.

Tues 28th Mar - Football match v Harrowbarrow (away).

Fri 31st Mar - Last day of term.

Mon 17th Apr - Back to school.

Fill a Jar Fundraiser

The school council have planned a 'fill a jar' fundraiser. The concept is that children all fill a jar (or several) with anything they can fit in them - be creative! We've had shells, marbles, toy cars, sweets, crayons, jigsaws, Lego etc. **Jars need to be in school in the week of 16th Jan.** We then attach paper cups to each jar and raffle tickets are sold from 23rd Jan. On Fri 27th Jan, we draw the tickets. It is great as everyone wins something.

ParentPay

The current debt is £333.83 from 15 overdrawn accounts. Please check and clear any overdrawn accounts. Any problems, please contact the office. Thank you.

Online Safety & Gaming

Please see reverse of newsletter for an online safety & gaming bulletin from SWGFL.

BREAKFAST & AFTER SCHOOL CLUB AT FOURLANESEND 7.45am-8.45am 3:15pm-5:30pm

For more information and to book a place for your child, please contact the office.

Places **MUST** be booked at least 24hrs in advance.

The eSchools Lite App

eSchools have launched a new app for Apple and Android users giving parents access to key updates from our website. The key features are as follows:

- **No login required** – parents just need to search for our school and subscribe.
- **Latest News** – Any news articles added to our website will feed through to the app.
- **Newsletters** – Any newsletters uploaded to the homepage will appear on the app.
- **Calendar** – All events added to the website calendar will be automatically available on the app.
- **School website** – a link to the full mobile version of our school website.
- **Contact** – The contact details for the school.

Search for 'eSchools Lite' in the App Store (Apple) or Google Play (Android) and download for FREE!

Applying for a place in Reception

A reminder that the deadline for applying for a place in a Reception class for September 2023 is 15th January.

Class Plym Theatre Trip

A reminder that Class Plym have a trip to see 'Room on the Broom' next month. We are asking for a voluntary contribution of £12.20 to cover the cost of the tickets (FoFLES have offered to cover the cost of transport). Please use ParentPay for this.

Class News

Class Lynher - We have written character profiles about a character from the mini movie we watched - 'Magic Circus'. We have been learning about online safety in computing and in science, we have been naming the planets and writing facts about them. We are also continuing to design our pencil cases in DT. By Casey-Jo & Dylan

Class Tamar - In history, we have started learning all about the Romans and studied the story of 'Romulus and Remus' and the origins of the city of Rome. In French we learnt the words for different foods and in computing, we looked at what the internet is and how we use it. In RE, we have started looking at Islam - particularly the 5 pillars. By Autumn-Lillie & Ben

Class Cremyll - We are enjoying our class book - 'Traction Man'. We have been busy writing character descriptions and writing lists using commas. In DT we have been learning about and made our own levers using paper and split pins. We have been practising our ball skills in PE - rolling tennis balls and in history we are learning about toys - from Victorian times up to the present time. By Alfie & Finlee

Class Plym - In RE, we made jelly and jellyfish models to see if we could make them come to life because Christians believe that God made everything and we wanted to see if we could do the same. We ate lots of new fruit like in our story - 'Handa's Surprise'. We ate passion fruit, avocado, pineapple etc. We have also written sentences about which fruit was our favourite. In PE, we have been practising starting and stopping with control. By Savannah, Tyler & Louise

Online Safety & Gaming

Gaming refers to playing electronic games, whether through consoles, computers, tablets, smartphones or other devices. Gaming remains one of the most popular forms of entertainment, attracting a wide range of age groups from all across the world. Gaming is always looking to develop, often improving on graphical features, accessibility and user engagement as years go by.



Unlike many other forms of media, gaming brings a sense of challenge to the player. Usually there is a degree of skill involved that players need to develop in order to progress. Depending on the type of game, it can also offer players a platform where they can be imaginative and explore their own creativity.

Some games have rich storylines and characters that are engaging and memorable. Many players also use it as an opportunity to compete and socialise with other users whether it be in person or online. More often than not though, people game, because it is fun!

Benefits of Gaming

- 1 Can develop critical and creative skills
- 2 Can bring educational benefit and awareness
- 3 Is available to most audiences and family members
- 4 Is an easy and accessible way to socialise with others



Considerations for Gaming

- 1 Have awareness of appropriate age restrictions
- 2 Parental awareness around purchasing
- 3 Active discussions around socialising safely
- 4 Reporting harmful or offensive content online

Socialising Online

A staple of gaming is the community that surrounds it. Groups and audiences can gather around a specific game, character or theme to build specific fan bases that can interact with each other. Young people may like to socialise online because:

- 1 It gives them a platform to be with friends outside of school
- 2 There is usually a competitive element at play, which can feel rewarding
- 3 It can build confidence and social skills which may not be attainable physically
- 4 It gives opportunity to young people who have difficulty socialising with friends and others



Reporting and Blocking

Gaming communities can range from supportive and educational to toxic and harmful. In some instances, it can even lead towards more radical content being promoted. When faced with something or someone being harmful online, make sure young people know how to:

- 1 Report the player or piece of content
- 2 Mute or block the player
- 3 Manage their privacy settings or communication options
- 4 Speak with a trusted adult for support



To find out more about Gaming visit the SWGfL hub:
swgfl.org.uk/topics/gaming/

or scan the QR code



Further Support

Professionals Online Safety Helpline: saferinternet.org.uk/professionals-online-safety-helpline

Harmful Sexual Behaviour Support Service: swgfl.org.uk/harmful-sexual-behaviour-support-service/

Report Harmful Content:
reportharmfulcontent.com