



PEARESWOOD PRIMARY NEWSLETTER

Dear Families,

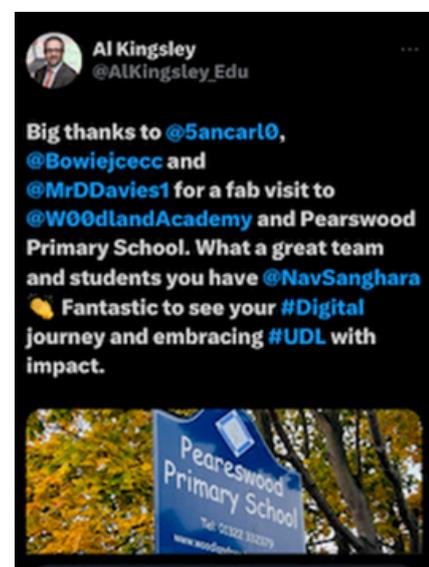
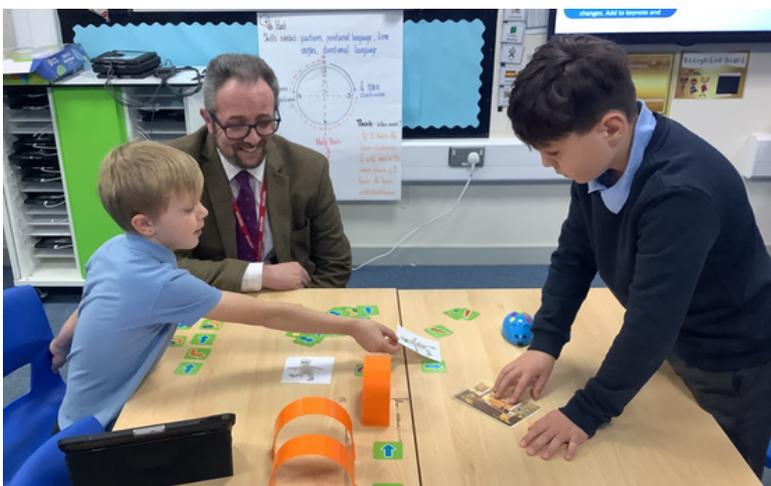
We wanted to take a moment to update you on the exciting activities and events that have taken place this week. We started the week with 'Odd Socks' Day, a fantastic initiative that allowed us to celebrate our anti-bullying ethos. It was heartwarming to see our students enthusiastically participating while highlighting the importance of acceptance and inclusion. Following that, we had 'Positive Noticing Day,' during which our students showcased their ability to appreciate and recognise the positive attributes of their friends. Witnessing their embedded appreciation for one another was truly lovely to see.

On Tuesday, we had the pleasure of hosting Al Kingsley, a passionate advocate of Educational Technology in the field of education. It was a fantastic opportunity to share our school's Universal Design for Learning approach and discuss how we harness digital tools to further enrich our students' learning experiences.

Looking ahead, we have an exciting Diwali competition planned by our House Champions. The deadline for submissions is next Friday. We encourage all students to participate, embrace the spirit of creativity, and celebrate the cultural significance of Diwali.

As always, we appreciate your ongoing support and involvement in your child's education. If you have any questions or concerns, please do not hesitate to get in touch.

Yours sincerely,
Mrs Ferla and the Peareswood Team





Upcoming Events

21st November
School Cake Sale

29th and 30th November
Parent Consultation.



1st December
Christmas Fair & Santa's Grotto

7th December
Flu Vaccination



11th December
EYFS Nativity
Lime & NAM- 9:15am
Poplar & NPM - 2pm



Thursday 14th December
Children's Christmas Lunch



Tickets on sale until 24th November KS1 Playground

Ho ho ho!



Congratulations! We hope you enjoyed your well deserved Hot Chocolate!



SAFEGUARDING

What Parents & Carers Need to Know about **MICROTRANSACTIONS**

Microtransactions (often abbreviated as 'm-t's') are digital purchases made within an app or game to unlock extra features or additional content. Such as new avatars & power-ups for 'free-to-play' games, which often include in-app purchases (IAP) for 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 behaviour - especially among younger players.

WHAT ARE THE RISKS?

- GATEWAY TO GAMBLING?** Microtransactions have been criticised for normalising gambling-like behaviour in children. Some research has suggested that exposure to the fast-paced, random reward system of in-app purchases can lead to gambling-like behaviour later in life.
- ADDICTIVE NATURE** Microtransactions can be designed to be addictive, and the sought-after virtual items can be designed to be addictive. Some research has found that children who spend more money on in-app purchases are more likely to be addicted to gaming.
- PAYING TO WIN** In many popular games (the free-to-play model), a player's success is often determined by how much they spend on in-app purchases. This can create a 'pay-to-win' dynamic where players who spend more money are more likely to succeed.
- EXCLUSIVE CONTENT** Exclusive content is often sold through microtransactions, which can be a significant source of revenue for developers.
- DATA COLLECTION** To offer a young person to complete microtransactions, they may need to provide personal data such as their name, address, email, gender, location, and so on. Even if this data is anonymised, there is always a risk that it will be used for marketing purposes or sold to third parties.
- AFFECTING DAILY ROUTINE** Online games tend to involve repetitive tasks, which can be addictive. This can lead to children spending too much time on games, affecting their schoolwork and daily routine.
- SATELLITE SPENDING** If you're worried if your child or young person is spending too much on in-app purchases, it's worth keeping a close eye on their spending. Consider setting up a separate bank account for your child or young person to use for in-app purchases, so you can monitor their spending more closely.

Advice for Parents & Carers

- DO YOUR RESEARCH** It's important to have a good understanding of the games your child plays and the in-app purchases they can make. Look for reviews and ratings from other parents and carers.
- 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. It's important to talk to your child about how spending money in a game or app means they have less to use in the real world.
- (GIFT CARDS ON THE TABLE)** It's important to remember the indicators of addictive behaviour. If you're worried that your child's position for a particular game or app may have become a problem, it's important to remember the indicators of addictive behaviour. If you're worried that your child's position for a particular game or app may have become a problem, it's important to remember the indicators of addictive behaviour.
- STOP SPENDING AT SOURCE** You might decide that the wisest strategy is to remove the potential for spending money on microtransactions. If so, you may want to consider using parental controls to restrict your child's access to in-app purchases.
- WATCH FOR THE SIGNS** If you're worried that your child's position for a particular game or app may have become a problem, it's important to remember the indicators of addictive behaviour. If you're worried that your child's position for a particular game or app may have become a problem, it's important to remember the indicators of addictive behaviour.

Meet Our Expert: **NOS National Online Safety** #WakeUpWednesday

@nationalonline_safety | /NationalOnlineSafety | @nationalonline_safety | @national_online_safety

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ELSIE



Elsie has been taking part in Positive Noticing day!

This free online safety guide looks at microtransactions – those in-app or in-game purchases which can tempt young users into regular online spending.



Come on everyone its so close in positions, keep getting these tokens!

Here are the current positions:

- 1st Nathan Bryon
- 2nd Malorie Blackman
- 3rd Oliver Jeffers
- 4th Julia Donaldson



ATTENDANCE

School Target- 96%

Current Attendance -93.4 %

Nursery AM - 87.3%	Nursery PM- 93.4%
Poplar - 90.8%	Lime - 95.3%
Bay- 95.4%	H/Chestnut- 95.1%
Box- 96.3%	Bamboo - 86.2%
Ash - 93.7%	Cypress - 98.3%
Palm- 91.3%	Acacia - 95.7%
Holly- 97.2%	Myrtle- 99.3%
Eucalyptus- 87.3%	Willow - 88.9%

Green=met the minimum attendance rate

WELL DONE!



Ready

Respectful



We are...

Class	Peareswood Champion
Nursery AM/PM	Ofeoritise/Evania
Lime	Deanna
Poplar	Zion
H/Chestnut	William
Bay	Benny
Bamboo	Anjanna
Box	Ilyas
Cypress	Sharon
Ash	Jamie
Acacia	Jeff
Palm	Raisa
Holly	Filip
Myrtle	Jacob
Willow	Henry
Eucalyptus	Augustas



Safe

SCHOOL VALUES

Our school value this term is Creativity!



EYFS- Reception have been getting creative in their home corner role play this week, taking on different roles and responsibilities, developing their communication with their friends.

KS1- - Year 1 have been presenting their learning about properties of materials by creating videos on Keynote, adding voice notes or text boxes to a Showbie document.

KS2- We were really lucky to have a visit from Al Kingsley who came to see how we have been using technology in our learning to remove barriers and enhance learning. We had coding, Science and Maths learning happening creatively.



Spotlight on PE

At Peareswood Primary School, our vision is to inspire a lifelong love of physical activity and promote healthy lifestyles for all children through outstanding Physical Education (PE) lessons and our outdoor provisions.

EYFS

In Reception and Nursery, children have been introduced to their outdoor areas and are learning to use some of the equipment to develop their communication and gross motor skills.



KS1

KS1 are learning to apply their gross motor skills to sports. They are being introduced to a range of games and their basic rules.

"I really liked the races we did as we have to work as a team to reach the right hoop"



LKS2

Year 3 are being introduced to Tag Rugby. This includes discussing what 'no contact' means and how to work against an opponent.



Year 4 are going to Erith Leisure Centre to learn how to swim a length using a range of strokes.

"Year 4's first lesson went swimmingly! The instructors were super impressed at their water safety skills and are looking forward to watching their skills develop."

• *- Swim Manager*

UKS2

Year 5 and 6 are further developing their skills from previous years.

"I like PE because it's a chance to leave my seat and learn as I run around"

"I enjoy when we get to play football matches against other classes."

We will also be selecting new Play Leaders to lead activities during break and lunchtimes.

