



Blackawton Primary School Weekly News



Contact us: parent@blackawtonprimary.org.uk
Please talk to us about any issues or make an appointment.

3rd July 2020

Dear Parents

Full opening of Blackawton Primary September 2020

Yesterday the government issued its guidance on the full re-opening of schools for full-time education of all children from September.

We relish the opportunity to welcome all our children back in September. We very much appreciate all your efforts that have been made both by all the school staff and parents who have been working hard together to support learning at home.

We know as a staff team that we can support the children's learning so much better when they are back in school full-time, and as per the guidance, it will be a legal requirement for the children to attend school from September.

Please be reassured that we are working hard to make sure that we can do this whilst keeping everyone as safe as we can by fully implementing the government's latest guidance. More information on the revised guidance and the practical implications will follow before the end term.

We also realise that things may yet change, but right now we are looking forward to September with a great deal of enthusiasm and confidence.

More information that has been provided by the government for parent can be found on the following link <https://www.gov.uk/government/publications/what-parents-and-carers-need-to-know-about-early-years-providers-schools-and-colleges-during-the-coronavirus-covid-19-outbreak/what-parents-and-carers-need-to-know-about-early-years-providers-schools-and-colleges-in-the-autumn-term>



What parents and carers need to know about early years providers, schools and colleges in the autumn term - GOV.UK

This guidance is for parents and carers of children at: registered nurseries and childminders (this includes nurseries, childminders, pre-schools, playgroups and maintained nursery schools)

www.gov.uk

Tapestry and Home Learning

Please look out for Home Learning on Tapestry next week. We will then concentrate on planning transition activities in school, so there will be no home learning provided after Friday 10th July. We will however keep Tapestry accounts open as we have a couple of surprise posts on the way in the last week. We will continue using Tapestry into the Autumn Term as a way of communicating learning

End of Year arrangements for Year 6 children

Next week, on Friday, we will be saying goodbye to our Year 6 children. Although we are very sad that it will not be the usual end of year arrangements, the children will be taking part in an exciting morning of activities so that they can celebrate the end of term with their friends.

At present we are unable to hold large gatherings on the school site, but we would like to give the children a great send off and would like to invite parents of Year 6 children to a socially-distance line-up down School Lane, so that the children can finish their primary years to great applause.

We have really appreciated how maturely our Year 6 children have coped with the disappointment of not having the usual Blackawton send-off and end of year celebrations.

Breakfast and after-school clubs for September

We will be sending out a survey to find out if there is a demand for places at Breakfast and After-School Club. Following the results of this we will let parents know the arrangements and days that it will be running.

The new guidance for opening schools in September encourage us to open but within the strict guidance. Your feedback for this will be gratefully appreciated to support the planning.



Reminder that we are a Nut & Kiwi Free school as we have pupils with severe allergies to both.

Please be mindful of what food you send in to school in lunchboxes etc.





Remember that you can raise funds for the school by shopping through Easyfundraising and choosing Blackawton school as your charity.

<https://www.easyfundraising.org.uk/causes/blackawtonschool/>

The Signpost

In-game chat

www.thinkuknow.co.uk



Online games are really popular amongst children. 59% of 5-15 year olds play online games, as games like Fortnite, Minecraft and Roblox become increasingly important part of their social lives. While playing games online is often great fun and a good way to chat, there is a chance that your children will play with people they don't know who may use in-game chat inappropriately to expose them to harm or risk. That's why we've put together this guide to help you understand why your children will chat online, what risks there are and what measures you can take to protect them while they're playing their favourite games.

Why do players talk to each other in online games?

Online games are social activities. Some are co-operative, encouraging players to work together to achieve their goal. Others are competitive, pitting teams or players against one another to emerge victorious. And then there are games designed with socialising in mind to allow people to connect and have fun.

In all these games, talking is either key for achieving objectives in game or for allowing that social interaction to take place. This is what usually happens and, for the most part, children are able to have safe conversations with their friends. But, as with any space for talking online, there is a possibility that the chat tools used to bring players together can be abused. That's why it's important to take an interest in any online game your children play to identify risks.

How does in-game chat take place?

Every game is different, which means that there are different ways of talking in game. There are a few common ways of talking though:

- **Built in open chat functions.** Using the game's built-in chat functions you can talk through voice (via a headset) or text (by typing on a keyboard) with other people in the game
- **Quick chat functions.** A 'quick chat' function has set phrases, so you can send short automatic messages to a team mate or player. For example, sending 'Nice shot!' to a team mate who scores a good goal.
- **Platform messaging.** Some gaming platforms let you send voice or text messages to other players, just like a messaging app or social media. For example, PlayStation Network or Steam Friends & Chat. Players give this number to their friends and other players so they can add them to the game and chat with them.
- **'Ping' systems.** Some games use non-verbal communication to 'talk'. A 'ping' is where you can alert other players to a useful item or hazard by 'pointing' at it and pressing a button.

Chat or messaging apps. Players can also use external apps like Discord, Twitch or WhatsApp to talk to each other during the game. This chat can be voice, video or text. Some apps can even be set up to look like they are part of the game (called in-game overlay).

Players can also talk to each other outside of the game. This might be on social media apps, through the platform messaging or in other online forums and chat rooms.

What are the risks of in-game chat?

- **Chatting with people they don't know.** Gaming is different to social networks, as players often play against people they don't know. This may include adults.
- **Inappropriate or unmoderated chat.** While many in-game chat functions are monitored, and players look after each other, chat is live. In some games swearing and insults are common, especially when a player hasn't performed very well. Mean comments or insults can hurt, and competitive criticism might feel like bullying for some children.
- **Requests to chat in private.** Some people online genuinely just want to chat about gaming. But once they move to private chat, your child could be exposed to greater risks. They might share personal information or feel pressured to do something that they don't want to do. If the chat is happening on a different app, then it will no longer be monitored by the game developer's moderation tools or community team.
- **Offering gifts or trades.** Some people may offer to trade – or give – your child in-game items or currencies to earn their trust and persuade them to have a separate conversation outside of the game. Remember, once they're out of the game and into a private space, then it will no longer be monitored by the game.

Safer in-game chat

Games developers have put in a lot of settings to help manage or protect children from inappropriate chat.

- **Family controls.** Games platforms have in-built family controls to let you limit in-game chat to friends list only or turn it off completely. This means children can either only talk to people they know or not communicate at all.
- **Customised chat.** Most games allow players to customise chat options, including letting players turn off voice chat, text chat and limiting conversation to people they know.
- **Monitoring and reporting systems.** Games also use artificial intelligence (AI) moderation systems to filter or identify inappropriate chat. They also have reporting systems to let players report anyone behaving abusively, which can lead to temporary or permanent bans from the service.

However, these settings only work after they've been set. That's why we recommend spending a little bit of time with your child the first time they go into a new online game. It'll help you work out how they talk in game and help you work out what settings you may choose to turn on to keep them safer.

What can you do to help your child with safer in-game chat?

Fortunately, there are also a few practical steps you can take too.

- Play, or watch your children play, online games to understand how they talk online, who they talk to online and what you're comfortable with.
- With older children, who may not want you to play with them, have regular chats about the games they play, who they talk to and how.
- Use family controls and in-game settings to manage, limit or turn off in-game chat to make sure that you're confident interactions are right for your children.
- With primary aged children, keep games devices in a shared space in the house (for example, the living room) and use settings to limit screen time to help children to manage their time.
- To catch potential problems early, encourage your children to report inappropriate chat in game and to tell you if anything in the game makes them feel worried or uncomfortable.

If your child enjoys playing games, remember that there are plenty of games that aren't online that your children can play at home with you, or friends to help you manage interactions further.

What else can I do to protect my children when they're playing games?

Finally, there are resources that can give you advice on wider safe play practice, including:

- **www.askaboutgames.com**, which features advice about safe play including using family controls to limit who children talk to, how much they spend in game and time spent online.
- **The PEGI rating site**, which gives information about the age rating system operating in the UK.
- **The Family Game Database – www.taminggaming.com** – which provides information on a range of games, including good games to play online for families.

Sarah Simnett



Community Spirit Award

Gold Award – Leo Waller – Class 1

Leo's has been busy helping out at the family fruit farm, painting signs for our one-way systems, being the ice-cream man by listening to what flavours people want and going in the ice-cream freezer to get the right pots and giving them to me to pass to the customer. He also has been picking fruit for his great gran so that she can make Jam to sell to raise money for a walker for Anya the girl we look after from Belarus.



Leo has also done a few beach cleans at Goodrington and Slapton Sands.

It was Leo's Great Gran's 86th birthday was last week and she said she didn't want any presents, Leo spent ten and a half hours doing a spring clean for her. Leo was so helpful, hoovering, cleaning the windows, dusting, tidying shelves and generally being a super star cleaner! Gran was so happy with the end result too.

With all the other volunteering and helping that Leo has been doing this year at school, we would like to congratulate Leo on achieving the Gold Community Spirit Award.

Gold Award – Jack and Sam Parr Ferris

Building on the Bronze and Silver Awards that Jack and Sam have achieved they have now successfully completed their Gold Community Spirit Award, well done to both of you.

Sam and Jack have both been making their beds every morning, with a special effort to help on the days that Mum is working in school. Not only that, they have also been making breakfast in the mornings for Mum and Dad and washing everything up afterwards. Sam and Jack have been super helpful running the Forest School sessions alongside Emma, and have shopped and donated resources, as well as clearing up after the other children have gone home.

Their community spirit has extended to supporting other children who have felt anxious about coming into school, and also baking a cake for their Granny's birthday.

Bronze Award – Charlie Rossiter

Bronze – Alfie Rossiter

Bronze – Ruby Rossiter

Charlie has been making breakfast and lunch for his siblings throughout the whole of lockdown along with cups of tea and fresh coffees for the builders.

Alfie has been collecting chicken eggs and giving them away to all the neighbours.

Ruby has been tidying the house and packing washing away.

Well done the Rossiters for all your efforts at home and in the community.

The Reading Agency and Libraries Present



SILLY SQUAD

Summer Reading Challenge 2020

sillysquad.org.uk



Illustrations@Laura Ellen Anderson 2020

Devon Libraries' July Events

Looking for some silly stuff to keep you entertained this summer then look no further. Devon Libraries is hosting a whole load of nonsense just for you guys:

LAUNCH EVENT: Rob Pudner

Saturday 4th July 10am

Entertainingly Different's Rob Pudner <http://entertaininglydifferent.com/> launches the Summer Reading Challenge 2020: The Silly Squad. Join Rob for some silly fun and an introduction to the Silly Squad characters



Sarah McIntyre: Drawing Challenge

Wednesday 8th July, 11am

We are delighted that Illustrator and author Sarah McIntyre is helping us with the Silly Squad Summer Reading Challenge this year with this fun video. Sarah will show us how her and fellow author Philip Reeve write The Legend of Kevin and how to draw some fun illustrations at home. For more fun from Sarah you can visit her website at: <https://www.jabberworks.co.uk/>



Peak Hill Lamas

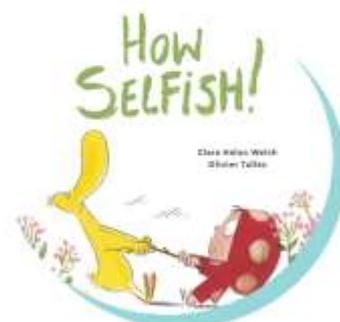
Saturday 11th July, 11am

I don't know what this is but it sounds awesome!

Clare Helen Welsh : How Selfish Reading

Wednesday 22nd July, Reading 11am, Crafts 2pm

With kind permission from The Quarto Group, local author Clare Helen Welsh is reading her book How Selfish! And is showing us how to get creative with a stick, just like the one Dot and Duck were playing with. The book is written by Clare and illustrated by Olivier Tallec. Do post photos below of your own stick pictures.



Crafts and Bounce and Rhyme

We've pooled the expertise of our teams from Devon and Torbay Libraries to bring you a varied programme of craft workshops and bounce and rhyme sessions from across the county. Join us singing and making at: <https://www.devonlibraries.org.uk/web/arena/children-src>

All these events are online and will be available on our facebook pages: @Devon.Libraries @Dartmouthlibrary

