



AUTUMN TERM 1 – WEEK 3

Week 3

We are now 3 weeks into the school year and it's been lovely to see all our learners settling in so well. We are especially pleased to see the friendships developing with our new learners. Moving to a new school can be an incredibly nervous time and our learners are all making fantastic progress.

Phones

We would like to thank Parents/Carers for their support in our phone policy, with all devices collected at the gate and stored securely in the office.

A royal appointment!

James has had an incredibly exciting time this week, meeting members of the Royal Family and representing the views of young people to DCC. Next week, we'll be finding out all about the exciting things that he's been up to!

George's joke of the week!



Two fish were sitting in a tank.

The orange fish turned to the blue fish and said 'Do you have any idea how to drive this thing?'

Headteacher's Award



This week's Headteacher's Award is given to Finley B for coming into school so well this week!

Stars of the Week!



Oak - Benji
Larch - Maisie B
Beech - Freddie
Holly - Ella
Elm - Rosie
Hazel - Beth
Ash - Jade

Food Tech

In Food Tech this week, classes Hazel and Ash made oat crumbed baked fruit, which were baked with a mixture of brown sugar and ground cinnamon. Larch and Oak classes made breakfast muffins which were packed with fruit, mashed banana, apple puree and blueberries. Lime class made scrambled egg with smoked salmon and Post 16 learners made sweet breakfast pinwheels. Year 9 learners chose between two types of porridge; apple and date or 'Pina Colada' (coconut milk & grated pineapple). Beech class made delicious bacon/sausage egg rolls!

Next week, Larch and Oak class will practice knife skills whilst preparing fresh fruit. Beech class will be making a veggie cooked breakfast. Holly, Elm & Lime class will be making cooked breakfast. Ash & Hazel will be making two way porridge and Year 11 learners in Lime will be making sweet breakfast pinwheels.



Getting to know you!

Let's get to know our
new Oak teacher Tom!

What's your favourite dinosaur?

asked by Isabel P

T Rex

What's your favourite movie?

asked by Izak

Karate Kid (the original!)

What made you want to work here?

asked by Arthur

The people

What's your favourite state of America?

asked by Joseph

California

Where is your dream holiday spot?

asked by Theo

Sumatra, Indonesia

What's your middle name?

asked by Hannah

Frederick

What is it like being a teacher?

asked by Tommy

Awesome!

What is your favourite type of cheese?

asked by Jade

Blue

Is there anything else you would like us to know?

I'm a really average skateboarder, still at 42!



Craft Club

Craft Club is on every day in the Sports Hall during lunch and is very popular with our learners! As well as being a fun lunchtime activity, Craft Club also works on fine motor skills through sewing and beading. This week, we loved to see this beautiful bee pom pom that Rosie made!



Safeguarding

This week, our safeguarding focus is setting boundaries around gaming. We are aware that many of our learners spend a large amount of time on games and it can be a brilliant way for them to connect with their peers. However, we would encourage all Parents/Carer to discuss gaming with their learners and ensure they are having a safe, enjoyable experience.

Please find our safeguarding poster on the following page, with useful tips and topics to discuss such as age ratings, trolls and spending limits.

If you would like to discuss this topic further then please feel free to contact our Safeguarding Officer Jane, or Pastoral Practitioner Grace.

Top Tips for SETTING BOUNDARIES AROUND GAMING

If your child loves video games, then you'll probably be aware that how long they spend gaming – and what they're actually playing – can occasionally become a source of concern or conflict. The UK's trade body for interactive entertainment, Ukie, has recently launched a campaign to promote safer and more responsible gaming among young people – with parents and carers helping by setting sensible and fair boundaries. Our guide has tips on key areas where you could agree some healthy ground rules for your child's gaming activity.

PROMOTE SAFER GAME CHOICES

Deciding which online games are OK – and which should be avoided – is tricky. Some titles allow children to cooperate or compete with strangers, which creates potential risks. Watching your child play online for a while could provide more insight into a particular game, while the parental controls on most consoles allow you to limit who can chat to your child or send them friend requests. Remind your child of the hazards around strangers online when you discuss this boundary with them.

ENCOURAGE REGULAR BREAKS

Help your child understand the need to take regular breaks, playing in shorter bursts rather than marathon sessions. Bear in mind that some games (such as role-playing games) require time investment from the player, while others (online team games, for example) can't be stopped or paused at a moment's notice. A quick break every hour or so is good practice, and you could suggest some things to do in these breaks, such as having a drink of water or getting some fresh air.

AGREE SPENDING LIMITS

There's no doubt that gaming can be expensive, and younger players often don't realise how much paying for digital items and subscriptions can add up to. Many young gamers love to buy new skins or upgrades for their character, so you could settle on a fixed amount that your child is allowed to spend on in-game items each week or month. This sort of boundary will not only help your child to manage their expectations but will also make you more aware of the price of these items.

DISCUSS AGE RATINGS

Children often ignore the age ratings on games – or are unaware they even exist. If you're happy with your child playing a particular game even though it's rated above their age, then establish that as a boundary: emphasise that you've made an exception, and talk about what age ratings mean and why they're important. You could add context to this boundary by browsing games' boxes together while shopping, discussing why some games might have earned certain age ratings.

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CENSORED

FACTOR IN FRIENDS

If your child is a keen video gamer, the chances are that they'll have other gamers among their social circle, too. When friends visit, do they instantly dash to their console or computer? You could put boundaries in place before their guests arrive by agreeing on a length of gaming time. Bear in mind, though, that they may try to extend this once they're together. Try coming up with activities or challenges for them during screen breaks – if they join in, they earn a little extra time on their game.

ENJOY GAMING TOGETHER

Setting time aside to play video games together can be an enjoyable bonding exercise. Undeniably, some young gamers may be less enthusiastic about a parent or carer joining in, but it can be a productive way of encouraging them to share their hobby with you. Setting goals or tasks might be useful: if they love Minecraft, choose something to build together; if Fortnite's their favourite, ask to try out some of the fun game modes, like Prop Hunt, which don't require high skill levels.

TALK ABOUT EMOTIONS

Help your child to monitor their emotions as they play. Discuss what is (and isn't) an acceptable level of competitiveness to show while gaming. Are they allowed to trash talk other players, for example? Can they notice when they get angry if they lose? Do they think these emotions are healthy? Some games can provoke anger, but others can bring joy, humour and the thrill of overcoming a challenge. Try to steer your child towards games that tend to produce these more positive feelings.

BE PREPARED FOR TROLLS

A frequent problem when gaming online is other players who are deliberately troublesome. Make sure your child knows how to report and block someone who makes their experience a negative one. Between you, decide if or how they should deal with these online trolls. Talk about where your child's boundaries are in terms of what they think is acceptable: what behaviour by other users is merely frustrating, and what crosses the line to become upsetting or abusive.

Meet Our Expert

Daniel Lipscombe is a writer specialising in technology, video gaming, virtual reality and Web3. He has also written 15 guidebooks for children, covering games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft. With work published by the likes of PC Gamer, Kotaku, Pocket Gamer and VG247, he has reviewed more than 50 games and products over the past year.



**National
Online
Safety**

#WakeUpWednesday

Next Week

Please find the schedule for Week 4, including some exciting Outdoor Education trips! This schedule is also available on the website and on the school social media. Please note, the Outdoor Education plans are subject to change due to the weather - we will endeavour to inform Parents/Carers as soon as possible, but this decision may need to be made on the day.

AUTUMN 1 - WEEK 3



MONDAY

Outdoor Ed
Oak & Larch
(Spitchwick)

Food
Hazel
(two way porridge &
pancakes)

TUESDAY

Outdoor Ed
Holly & Elm
(Spitchwick)

Food
Year 11/Post 16
(sweet breakfast
pinwheels)
Larch
(Fresh fruit with yoghurt)

WEDNESDAY

Outdoor Ed
Beech
(Spitchwick)

Food:
Elm
(cooked breakfast)
Ash
(two way porridge &
pancakes)
Oak
(Fresh fruit with yoghurt)

THURSDAY

Outdoor Ed
Ash & Hazel
(Spitchwick)

Food
Holly (cooked breakfast)
Post 16 (cooked breakfast)

FRIDAY

Outdoor Ed
Year 11 & Post 16
(Spitchwick)

Food
Beech
(veggie cooked breakfast)