



Messages from Redfield's Senior Leadership Team



Redfield Educate Together Primary Academy

October 11th 2024

Dear Parents/Carers,

We've had another productive week here at school, with the children continuing to engage well in their learning and demonstrating great progress. I would like to remind you about our upcoming Parents' Evenings, which will take place on **Monday 21st** and **Wednesday 23rd October**. These meetings are an important opportunity for you to discuss your child's progress and development with their class teacher, ask questions, and share any thoughts or concerns you may have.

Appointments can be booked via Arbor from Friday 11th at 6:00pm. Bookings will be open until the 9:00am on the morning of the Parents' evening.

If you need any assistance in accessing Arbor or making a booking, please do not hesitate to contact the school office, who will be happy to support you.

Thank you all for your kind donations at last week's Harvest Festival. All food has now been donated to the Food Bank.

Bike

Over bike replaced one, with



the shelter. Please ensure that any bike/scooter is taken by the end of the day on **Friday 25th October** to allow the existing shelter to be dismantled.



shelter update:

October half term our shelter will be with a new covered locking gates securing

locking gates securing

Punctuality – drop off & pick up:

We would like to remind you of the importance of punctuality at the start and end of the school day at Redfield Educate Together.

The school gates open at **8:45am** and close promptly at **8:55am**. We kindly request that parents and carers dropping off younger children at their classrooms do so promptly within this 10-minute window. This ensures a smooth start to the day for all our pupils.

Similarly, at the end of the school day, the gates open at **3:25pm** and close at **3:35pm**. We ask that all children are collected by the time the gates close. We understand that some

children may become anxious if not collected on time, and we aim to avoid any unnecessary worry by encouraging parents and carers to arrive promptly at the end of the day.

Key upcoming dates:

16/10/24 Family Support Worker and SEN coffee morning

21/10/24 Bookings for Extracurricular clubs for Term 2 live on Arbor

21/10 and 23/10/24 Parents' evening

24/10/24 Parent/carer Relationships and Behaviour update 9:00-9:30am and 5:00-5:30pm

**These dates can also be found on our Annual Planner and School Calendar*

***Due to illness of E-safety provider this session will be rearranged for Term 3*



Redfield
Educate Together



We are an all Weather School
We Embrace the Outdoors in Every Weather!

Why Outdoor Play Matters:

- Boosts physical health
- Sparks creativity and imagination
- Builds social skills and teamwork
- Connects children with nature

Essentials for All Weather:

- **Waterproof Jacket:** Stay dry during rain!
- **Warm Layers:** Keep cozy on chilly days.
- **Wellington Boots:** Perfect for wet weather.
- **Sun Hat:** Protect against UV rays on sunny days.
- **Gloves & Scarves:** Stay warm when it's cold.
- **Extra Socks:** Keep feet comfortable.

 **Remember to Bring Spare Clothes!**

Having a change of clothes means more fun and less worry.
Children can keep a spare pair of clothes, including socks and shoes in school.

** If you have spare waterproof coats or wellington boots that you would like to donate as school spares please drop hand them to the office - thank you!



E-safety:

What Parents & Educators Need to Know about IN-GAME CHAT

WHAT ARE THE RISKS?

Video games are continuing to grow in popularity – including, of course, among children and young people – and the emergence of gaming communities has been accelerated by the inclusion of chat functionality across many different titles. While in-game chat isn't inherently a bad thing, it can create some concerns about online safety and the people that children might be interacting with.

DIFFERENT TYPES OF CHAT

There are a number of ways that gamers commonly chat with one another online. As the name would suggest, in-game chat happens within the game itself. There's also party chat: a group voice conversation that console users can have with anyone on the same platform. This tends to be more commonly used by players who already know each other. Finally, many gamers – especially on PC – will chat via a third-party app such as Discord.

CONTACT WITH STRANGERS

Whether it's text- or voice-based, in-game chat is frequently open to all players to use. Many games default to making it an opt-in function, but some don't: meaning a child could start seeing messages within the game from people they're playing with, regardless of whether they know those individuals or not. While most strangers won't necessarily have ill intent, there are some who may behave inappropriately when chatting to a child – intentionally or otherwise.

DANGER OF GROOMING

It's been reported that some young gamers have encountered older players online who pretend to be a lower age to manipulate children, sending gifts in exchange for chatting and sending photos. Just as on any messaging platform, it's good to advise young people to avoid speaking to strangers; emphasise that they shouldn't accept gifts from anyone online that they don't know.

BULLYING AND ABUSE

While some in-game chat can turn toxic because of how a match plays out, others turn that way because of people who engage in trolling – in essence, behaving in an offensive and abusive way simply to cause pain or get a rise out of whoever they're talking to. These 'trolls' often lean on racial slurs, anti-LGBT sentiment and other hateful rhetoric; they normally feel most confident preying on younger, more impressionable gamers.

POTENTIAL FOR PRIVATE CHAT

If a player would like a re-match with a stranger after meeting them in the game, they can send a friend request, or use the party chat together in the future. For the most part, this is harmless – but it might lead to messages being exchanged in private. This could then escalate to the sharing of private information, and potentially attempts to manipulate or scam younger players.

COMPETITIVE ATMOSPHERE

Certain games are very competitive, and players can sometimes get upset if they feel a teammate is underperforming, an opponent won unfairly, or they're just a bad loser. This can lead to unpleasant messages that stray away from playful 'trash talk' and wander into the territory of bullying. Some players have been known to get incredibly abusive in situations like this, and the impact of this on a young gamer's emotional wellbeing could be severe.

Advice for Parents & Educators

LOCK-DOWN IN-GAME CHAT

In-game chat can often be disabled in the game's settings. This allows children to play without risk of contact from strangers – but it will need to be done in each individual game. Text chat appears in the corner of the screen in many titles, so it's normally easy to take a quick glance and see what's being said. With voice chat, explain to children what behaviour is inappropriate, so they can spot the dangers themselves.

CONSIDER OTHER CHAT OPTIONS

If a child wants to play with people they know, consider using party chat or a third-party service like Discord. This allows everyone involved to chat on a private server and even enjoy each other's company while playing different games. It's also far more secure, as anyone looking to join will need to request and be granted access – normally by whoever is hosting the chat.

REPORT POTENTIAL OFFENDERS

Most games offer a robust means of reporting other players, so you can flag an account as potentially harmful. This normally leads to the account not being matched with yours in the future and, if that person's conduct breaks any of the game's rules, they may be banned from playing entirely. This is done within the game itself, so each title has a slightly different process, but these tend to be designed for simplicity.

COMMUNICATION IS KEY

Make sure children understand the differences between being competitive and being abusive. Talk about what constitutes unusual or inappropriate behaviour from strangers online. Be clear that if anything ever concerns or worries them, they should tell a trusted adult as soon as possible. Empower children to identify the risks of in-game chat for themselves and reassure them they won't get in trouble for seeking help if anything goes wrong.

Meet Our Expert

Lloyd Coombes is the Editor in Chief of GGRecon and has been working in the games media industry for five years. He's also a parent and therefore understands the importance of online safety. Writing mainly about tech and fitness, his work has been published at sites including IGN, TechRadar, and plenty more.





Redfield
Educate Together

PLEASE TAKE
RESPONSIBILITY FOR THE
ENERGY YOU BRING TO SCHOOL.

xxxxxxxxxxxxxxxxxxxx

Your words matter.
Your behaviours matter.
Our pupils, staff, parents/carers
and community matter.

TAKE A SLOW, DEEP BREATH AND
MAKE SURE YOUR ENERGY IS IN
CHECK BEFORE ENTERING
OUR SCHOOL SITE.