



FRIDAY NEWS

15TH
SEPTEMBER
2023

The official newsletter of St James CE Primary School



DRESS LIKE A ROCK STAR

Just a reminder than next Friday (22nd), is dress like a rock star day. This coincides with our visit from 'Rock Kidz'. Children will spend the day completing workshops that send important messages about self-esteem, anti-bullying and aspirations, inspiring them to be their best selves.

To get into the spirit of the day, children can dress as rock stars for a small donation of 50p per child.

Parents are not expected to go to any expense in providing a costume. Rock star dress can be as simple as blue jeans, black/white t-shirt, spiky/messy hair.

MEET THE TEACHER

Thank you to all the parents who made it to the 'Meet the Teacher' events. We hoped that you found it useful and managed to put a face to a name for your child's teacher. Remember, you can arrange to speak to your child's teacher at anytime - either on the playground at hometime or you can contact the school office to arrange a phone call or appointment.

STARS OF THE WEEK

Class 1 - Zahir A

Class 2 - Cole G

Class 3 - Francis LN

Class 4 - Arianna D

Class 5 - Renae L

Class 6 - Tommie I

Class 7 - Tianna W

Class 8 - Maya B

Class 9 - Viktor Y

Class 10 - Luiza P

Class 11 - Victodi D

GOLD SCROLL

David M, Furaha G,
Harry G, Faith Y,
Ashall A, Myles C,
Jenson M, Ibrahim K,
Rogan J, Ethan MK,
Arianna D, Tyler M,
Don-Devin N, Violet P,
Freddie B, Renae L,
Gio I, Isaac W

CHRISTIAN VALUE

Our Christian value this half term is
Respect.

BIBLE QUOTE OF THE WEEK

'Do to others what you would have them do to you.' **Matthew 7:12**

ATTENDANCE



ATTENDANCE OUR TARGET IS 96%

Whole School	96.2%
Class 1	98.1%
Class 2	95.6%
Class 3	93.0%
Class 4	94.4%
Class 5	97.3%
Class 6	100%
Class 7	96.1%
Class 8	97.3%
Class 9	96.0%
Class 10	96.6%
Class 11	96.2%

Green: 100% - 95%
 Yellow: 94.9% - 90%
 Red: Below 90%

MACMILLAN COFFEE MORNING

On Friday 29th September, school will be hosting a coffee morning for Macmillan Cancer Support.

To help raise money for this amazing charity, we need donations of pre-packaged cakes and biscuits to sell on the day. Entertainment will be provided by key stage 1 children, who will sing a small selection of songs.

Please can donations be brought into school on Thursday 28th September and children who bring in donations can wear non-uniform as a thank you.

BIRTHDAYS

We love helping our children celebrate their birthdays and if it is your child's birthday whilst at school, they are allowed to wear non-uniform.

Some parents/carers are kind enough to send their child in with treats for their classmates (and teachers). However, please can we ask that these are pre-packaged with ingredients clearly stated (for allergen purposes). For this reason, please can parents refrain from sending birthday cakes to school. We usually share treats at the end of the day and without packaging, other parents will not be able to inspect ingredients. Thank you for your understanding.

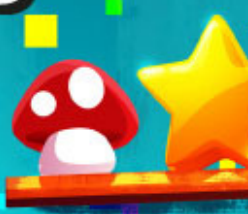
Don't forget that you can find lots of information on our website:
www.st-james-farnworth.bolton.sch.uk or follow us on

 @stjamesfarn

 @stjamesfarnworth

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.



GAMING TIPS

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.



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 Upscombe 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 VC247, he has reviewed more than 50 games and products over the past year.



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