

Brimrod Primary School Newsletter

Friday 10th June 2022



Brimrod Primary School Values

Challenge, Aspire, Create and Achieve.




This Week's Winners:

Good to be green: Year 6
Attendance: Year 4 and Year 5
Punctuality: Year 6

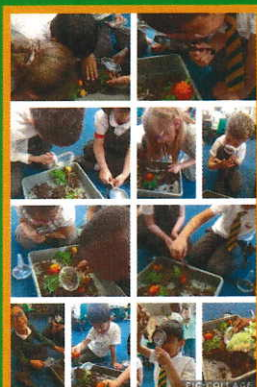
Home Learning Superstars!!!!

Year 1 Abeera Alvi
Year 2 Nhaila Halim
Year 3 Khyla Balint
Year 4 Aayan Arien
Year 5 Khadijah Al Madaniyah
Year 6 All Year 6



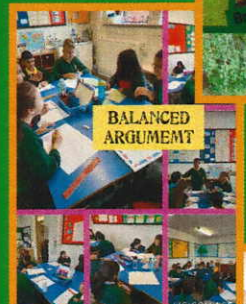
	Attendance	Punctuality
	No. of sessions missed	No. of late marks
Nursery	7	4
Reception	27	5
Year 1	16	12
Year 2	6	4
Year 3	7	3
Year 4	3	4
Year 5	3	7
Year 6	17	2
	Attendance Stars Years 4 and 5	Punctuality Stars Year 6

Look at what we have been up to this week!!!



Eco-Committee

English



Science



Maths



Who will be working with your child next year in 2022 / 2023?

Nursery —Miss Clarke and Mrs. Simmonds

Reception - Mrs. Hindley and Mr. Smith

EYFS - Mrs. Khawaja, Mrs. Ashraf and Mrs. Sattar

Year 1 - Miss Firth and Miss Begum

Year 2 - Miss Jowle and Mrs. Taylor

Year 3 - Mrs. Kouser, Mr. Steer and Mrs. Akhtar

Year 4 - Mrs. Ali and Miss Aitchison

Year 5 - Miss Dixon and Miss Shaw

Year 6 - Mr. Taylor and Mrs. N Hussain

Non class-based staff

Mrs. Khan

Mrs. Gamson

Mr. Harvey

Mrs. S Hussain

News and Notices

Friday 10th June 2022



Phonics

Phonics Week

Well done to all those children who took the phonics screening test this week in Years 1 and 2. You have worked really hard and we are really proud of you!!!

** Year 4 **

Multiplication
Tables Check

Year 4 Times Table Check

Next week, the children in Year 4 will take their statutory times table check. They have been practising really hard all year and have done practise checks in class and now they have the chance to show how well they are doing. You can do it Year 4!!



Holborn Street—One way street

I have been in contact with our local MPs and Councillors regarding the one way issues on Holborn Street and am pleased to inform you that **Chris Clarkson MP and two other local councillors will be coming into school in the next few weeks to discuss the issue and see what improvements can be made.**

If you have any evidence that you would like me to share with them then please send it to the school office. Thank you for your continued support.

UNIFORM
SALE

Uniform Sale

We have a number of "Good as new" school jumpers and cardigans that are being sold in school for £1. These will be sold at the front of school during a dry morning however if you are interested then please just ask at the office. We are also selling "New" coloured PE T-shirts (no school logo) for £1. Just ask at the office.



#THRIVE Parent Workshop

Unfortunately, the #Thrive workshop was cancelled this week due to unforeseen circumstances. This will be rearranged and letters will come out again regarding the next session. Thank you to those parents who made the effort to attend and we will see you at the next one.

Dates for the Diary

Wb 13th June 2022—Year 4 Multiplication Check
Monday 13th June 2022—Linking school online event
Friday 17th June 2022—Y6 visit to Blackpool Zoo
Wb Monday 20th June—Diversity Week
Friday 24th June 2022—Linking school event



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What Parents & Carers Need to Know about

VIRTUAL REALITY

WHAT ARE THE RISKS?

PREMATURE EXPOSURE

While VR has already found its way into schools worldwide – allowing teachers to take their class on digital field trips – most manufacturers advise an age restriction of 13. This safeguard is based on the idea that children's brains, eyes and bodies are still developing. With the technology still in its infancy, not enough research has been conducted as to how VR affects children in the longer term.

13+

EYE STRAIN

One of the main worries about VR is that essentially having TV screens so close to your eyes could harm them with prolonged use. Lenses inside each headset have been specifically designed to trick the human eye into focusing to infinity (just as they would in the real world) to mitigate possible eye strain. Even so, longer VR sessions should be limited to adults only.

PHYSICAL ACCIDENTS

When used correctly, VR isn't dangerous as there are safety features built in. A common concern is that a child wearing a headset could bump into real-world objects while playing – so creating a clear, tidy gaming space is essential. Headsets also come with 'Guardian' or digital barrier systems that can be set up beforehand, indicating where walls and furniture are located so nobody trips over and hurts themselves.

Virtual reality (VR for short) has existed for decades, but it's only in the last 10 years that the technology has really become publicly available. With VR's rapid rise as a gaming and educational medium, there are plenty of unknowns regarding its use – for adults and children alike. Is it safe? How long should someone use VR for? How expensive is it? What's clear is that VR is becoming ever more ubiquitous in everyday life: from companies using it for training to at-home fitness. Knowing what the technology is capable of is more useful than ever.

SOCIAL VR

VR is more immersive than normal gaming and makes players feel very present in the moment. There are additional online safety fears, therefore, relating to trolling and abusive comments as players engage with each other in social VR spaces. Personal information shouldn't be given out and privacy and safety controls (who can see your real name, for example) need to be activated where possible.

MOTION SICKNESS

Children who are prone to travel sickness might encounter what's known as 'simulator sickness'. This is nausea caused by the eyes seeing images which tell the brain that the person is moving, while the rest of the body knows it is stationary. Most apps have features to reduce this discomfort, while some games simply don't feature locomotion to make for a more comfortable experience.

VIOLENT CONTENT

Among the growing range of VR games and apps, not all of them are appropriate for young players. Violent content can be far more visceral and disturbing in VR, so it's important to consider the age and maturity of your child before giving them access to this type of gameplay. As the majority of VR content is digital, online store access is easy – so careful curation is advised.

Advice for Parents & Carers

START OFF SLOWLY

Just like regular video games, if your child wants to try VR the best way to reduce risks is moderation. Keep their VR sessions to short stints – and for young adults new to the technology, build up their usage time gradually to let them get acquainted with it. If they feel any discomfort, remove the headset and try again at a later point.

NO SURPRISES

It's easy to get lost in the moment in VR – and possibly forget where you might be standing in the real world. A minimum 2m x 2m play area is recommended, with no plant pots or other delicate objects within reach of flailing arms. Take pets into account, too: don't let the cat or dog walk into the room, for example, because a VR player won't see them and could certainly trip. A child is far more likely to get over-enthusiastic in VR, posing a risk to themselves and anything in their path.

KEEP A WATCHING BRIEF

It may seem that a VR player is in their own world, but all VR headsets allow external viewing via a linked monitor or mobile phone. This is the best way to ensure whatever a child is playing is appropriate. More VR supervision tools are on the way, such as securing specific apps behind unlock patterns or sending an approval notification to the parent if their child wants to purchase a game.

ANTI-NAUSEA OPTIONS

It's wise to get used to VR while comfortably seated and progress to standing or 'room-scale' VR (where players physically walk around an area) later. Look at the in-app options first: switching between seated and standing adjusts the player's height, while a vignette or 'tunnel' darkens the peripheral vision to reduce nausea. Teleportation Mode and Snap Turning are also important options for enhancing comfort.

RESEARCH CONTENT

There will be information online about most games and apps, explaining what type of experience they provide. They'll list age ratings indicating how violent the gameplay might be; comfort, so you'll know the intensity of the experience; and how much access the game requires to personal information or features like the built-in microphone.

Meet Our Expert

Peter Graham is the editor at XR (extended reality) and Web3 specialist site gmy3.com and has been writing about VR, augmented reality and the immersive tech industry for more than seven years. He's served as a panel speaker and a judge at awards events and game hackathons.



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Please see the school website for more information on online safety and the school policies.