

# Newsletter



Friday 10<sup>th</sup> March, 2023

Dear Parents/Carers,

This week we enjoyed the first of our two spring parents' evenings; it was wonderful to see so many parents attending. We hope it provided you an opportunity to hear about how your child is progressing in school, discuss next steps and to offer you ways to further support them this year. If you have yet to make an appointment, we have our final parents' evening on Monday 13<sup>th</sup> March. Please book via the link below, or contact the school office for support:

[www.schoolinterviews.co.uk](http://www.schoolinterviews.co.uk) – event code **b2sja**

If you wish to discuss your child's progress at any time in the year, or if you have any queries, you can also contact your child's class teacher via a message on Class Dojo, or arrange an appointment via the school office.

We have shared letters relating to the national strike action next week on Wednesday 15<sup>th</sup> and Thursday 16<sup>th</sup> March. Please do check your email for this information.

We recently shared a letter informing you of a Trust-wide consultation around October half term. Please check Class Dojo for more information and a link to express your views. The consultation closes on Monday, 13<sup>th</sup> March.

Have a lovely weekend and thank you for your continued support.

Lisa McConnell  
Head of School

## Calendar:

### **March:**

10<sup>th</sup>-19<sup>th</sup> March – British Science Week

Monday 13<sup>th</sup> March – Parents' Evening (late) – see details in newsletter

**Wednesday 15<sup>th</sup> and Thursday 16<sup>th</sup> March – Potential NEU National strike action**

Thursday 16<sup>th</sup> March – 5JG Trip to library

OKS Reading Café

23<sup>rd</sup> March – OLP Reading Café

4KM trip to library

Thursday 30<sup>th</sup> March – Rainbow Reading Café

4RG Library trip

### **April:**

Thursday 20<sup>th</sup> April: 3DG Visit to the library

Thursday 27<sup>th</sup> April: 3SJ Visit to the library

## EYFS

This half term our Theme focus is; Our World and Universe.

So far, we have explored London, Kenya and how to look after our environment through these books; Katie in London, Bringing the Rain to Kapiti Plain and, Harry Saves the Ocean.

As we continue with the theme we will be learning about India and space.

In our daily Maths Meetings, we have been learning about time and exploring different methods to carry out subtraction equations. By the end of this half term we will have covered quantities more than, less than and equal to one another, odds and evens and 3-D shapes.

In sounds-Write we have been working hard to read and write words with adjacent consonants such as; snug, plum, strap, drink and so many more! We are looking forward to being taught new digraphs this half term and applying these to our reading and writing.



Here are some pictures of how we connect our play to our daily learning.



Katie in London - Putting on a west end show!

Katie in London - Building Buckingham Palace





Katie in London - Making a flowing River Thames.

Katie in London - Building our own city!



Katie in London - A London guard!







Katie in London - A self portrait of me as a royal.

Katie in London - Using London landmark as inspiration for our clay sculptures.



Bringing the Rain to Kapiti Plain - Building a shelter for the cows and role-playing farmers.

Bringing the Rain to Kapiti Plain - Observing the effects a drought has on plants.







Bringing the Rain to Kapiti Plain - Exploring the natural environment to identify plants that are living and plants that are dying and, discussing what plants need to grow.



Harry Saves the Ocean - Making our own paper!



Harry Saves the Ocean - Testing to find out what biodegradable means.

## Student Librarians Newsletter

Here at Place Farm we are very lucky to have 18 Student Librarians. At the end of year 4, children were invited to apply to become a librarian.

Miss Jenkins and Mrs Brassington interviewed children, and selected 18 to become helpers. We have worked together to come up with a timetable for our Library at Lunchtimes, where our Librarians help out.

We also run an afterschool club for the Librarians on Thursdays, where they help keep the library looking tidy, and they help plan exciting events, such as World Book Day.

### Library at Lunchtimes

Day	Activity
Monday	Homework help
Tuesday	CLOSED
Wednesday	Book Reviews
Thursday	Large books and audio-books
Friday	Story/Poetry Writing

### World Book Day 2023

Last week we celebrated World Book Day! All children took part in lots of activities, including: a book swap; where everyone got a new book to read, surprise teacher reader; where a different teacher came to read to a different class, sharing stories with their peers and creating new front covers of books they love. 1ED also had their reading café and 6SL visited Haverhill Library. We also had a visit from the Mayor again celebrating some Year 5 and 6 children! It was a jam-packed day!

**Special shoutout to the wonderful Year 5 Librarians – they worked so hard to make the day special, helping Miss Jenkins and Mrs Brassington and reading to different classes.**

I hope everyone had fun and has spent their token on a new and exciting book to enjoy 😊



## Happy Reading – Miss Jenkins!





## **Year 6 trip to Cambridge Mosque:**

On Wednesday the 8<sup>th</sup> March, Year 6 went to Cambridge Mosque. They had a guided tour where they were shown different parts of the Mosque, spoken through key routines and showed how to prepare for prayer. The children were incredibly respectful and listened attentively. Miss Jenkins and Miss Lister were so proud of them all! Well done Year 6!





# 10 WAYS GAMING CAN SUPPORT POSITIVE OUTCOMES in Children and Young People

Gaming, of course, is phenomenally popular with children and young people. In 2021, for instance, more than three-quarters of teenagers played online games, with almost 70% of primary school aged children doing likewise. If enjoyed in moderation and supported by a healthy routine (staying hydrated, good sleep habits, taking breaks and so on), gaming can actually benefit a person's mental health. As long as we stay alert for potential risks, games can be much more than what we see on the surface: they can be a way to socialise, an avenue for creativity and a route to solving problems. Check out our top ten tips on how gaming online can sometimes work to your child's advantage...

## THE FEEL-GOOD FACTOR

Gaming is so popular because at the base level, it's enjoyable for the player. Succeeding in any game or contest releases dopamine in our brains: the "feel-good" chemical that makes us happy or excited. Those emotions can be incredibly beneficial for mental wellbeing – as long as young players don't become reliant solely on playing video games to make themselves feel happy.

## ACHIEVEMENT & PRIDE

A sense of achievement is incredibly important to all of us and can be particularly valuable to someone who's feeling unhappy or distracted. It's easy to get caught up in our thoughts, which can sometimes take a negative turn. So even achieving something small – like finishing a difficult level in a Mario or Sonic game – can feel like conquering Everest and give us renewed optimism.

## SOCIAL SALVATION

Gaming can be an incredibly social activity. When playing online with trusted friends, what usually start out as chats specifically about the game can often develop into conversations about school and life. Even if they've had a bad day, simply knowing that a friend is there, on the other end of their headset, can provide young gamers with a sense of security and some welcome laughs.

## TEAMWORK MAKES THE DREAM WORK

In many online games, teamwork is crucial to winning. Often, people who are struggling with their mood tend to feel like they fall or let others down a lot. Working as a team with trusted friends or family in a game can reinforce a young person's self-importance, striving for a common goal and succeeding together can remind them that

## REAL-WORLD RELATABILITY

Because many major releases are shooting or action games, when some people hear "gaming" they think of guns, explosions and violence. What's less recognised is how many titles explore releasable issues such as overcoming anxiety or coping with grief. These games allow young players to understand their emotions more

## A DIGITAL COMFORT

Video games can provide a reliable constant. No matter what happens in school or between friends, playing a favourite game is something that youngsters can look forward to all day and can help them de-stress. Let's not forget, games are fun – and, when approached safely, an interactive activity in which the player has a

## PROBLEM-SOLVING PRACTICE

It can be difficult for young people to handle the feeling that nothing is going right or that their problems are insurmountable. Gaming can help alleviate that by presenting challenges to be overcome, either solo or alongside trusted friends. Defeating a powerful monster or solving a tricky puzzle reminds young gamers that even the most daunting obstacles can be faced and conquered.

## THE GREAT ESCAPISM

A certain amount of escapism is fabulous – allowing us to temporarily park some stress while exploring a world other than our own. For children, gaming can be like reading a novel or watching a film: a moment in the day when the fantastical becomes real, firing their imagination and immersing them in a story. Who wouldn't want to venture to the stars? Or battle monsters to save the planet?

## TRIED & TRUSTED

There can be reassurance in repeating tasks, it often promotes a controlled outcome, which is ideal when life feels overwhelming or out of control. Replicating an experience, such as playing the same level of a game over and over to perfection, gives the player a sense of control and familiarity. It's like listening to a favourite song that always makes you feel happy or confident.

## ENCOURAGING CREATIVITY

Inventiveness is a huge part of many modern games: in Minecraft and Roblox, for example, players regularly dream up amazing structures or new ways to play. Using our imagination to create something (whether digitally or physically) is massively beneficial for the brain; that's why Lego is sometimes used in therapy. It's sometimes used in

Safeguarding corner

**ChildLine**

0800 1111

**NSPCC**

**HELPLINE**

0808 800 5000

help@nspcc.org.uk

**Suffolk Children & Young People's Emotional Wellbeing Hub**  
Information, advice and support for children, young people, families, and professionals.

Phone: 0345 600 2090  
Monday to Friday 9am - 7.30pm

Visit: [www.emotionalwellbeinggateway.org.uk](http://www.emotionalwellbeinggateway.org.uk)

## Get your children to show you their apps and games

You don't need to know all about the latest app or game, but if your child shows you what they are doing and with whom, you'll probably see if it's appropriate or not. Remember 18 games are not more advanced – they are harmful to children! For parent guides to apps, including recommendations for kidsafe apps and video platforms, search for **Common Sense Media** or **NSPCC's NetAware**. And why not download the **BBC Own It** app?

## Don't try to hide news about scary things in the news

If you don't talk about it, your children might read inappropriate pages, believe scare stories or simply catastrophise in their heads. Why not watch **Newsround** together and talk about how they feel – there is guidance from **Childline** to help you.







## MUSICAL DIRECTOR REQUIRED

*Based within commuting distance of Haverhill, Suffolk*

*Rehearsals: One evening per week; Concerts 2 – 3 per year*

Originally formed in 1860 by a local clothing manufacturer & enjoying its continued support, the Haverhill Singers comes into 2023 with a 35 strong membership and a sell-out Christmas '22 concert performance attended by the local Mayor and town councillors.

Haverhill Singers has a broad age range of members from those in their early twenties to several long standing and loyal members in their eighties. As a result, we have a broad repertoire ranging from Brahms to Burt Bacharach. What unites us is the love of singing and a friendly, caring and supportive environment for all concerned.

**We urgently seek a new Musical Director to continue our successful growth & development.**

Ideally, applicants should have previous experience in conducting/leading a choir and a professional, positive and optimistic view of how to maximise our potential.

If you believe you have the right mix of knowledge, skills, adaptability and tolerance to the needs of a diverse choir membership – we want to hear from you NOW!

Contact: Celia Mathews (Chairwoman)

T: 01787 277273 M: 07702 310044 Email: [celiarandall@delta-point.co.uk](mailto:celiarandall@delta-point.co.uk)



**Find out more about us at [www.haverhillsingers.org](http://www.haverhillsingers.org)**