



*The Avenue Infant School*  
**FRIDAY UPDATE**  
*Friday 15th September 2023*



It has been so lovely to see the children settling in this week with our new Reception children joining us for their part time sessions. The school has been buzzing with excitement and learning. All the children are picking up the routines of their new class. Please remember to chat to a member of staff if you have any questions or worries.

A lengthy newsletter was sent out recently with lots of important information for the start of term. Please ensure you have read this, and any communication from school, as we do try to only send out what is necessary. Year 1 and 2 parents, a reminder that we are no longer using the Weduc app so this can now be deleted.

Thank you for your support with the positive start to term and have a lovely weekend everyone.

In celebration assembly today we said well done to the following children, who received **Special Awards** and special gold Headteacher's Award sticker:

**Enisa** (Beech class) - for astounding detail in her sketches of fruit in Art.

**Lola-May** (Hazel class) - for trying her best and being enthusiastic about all learning.

**Hayat** (Maple class) - for being an excellent role model in Maple class.

**Maddie** (Cherry class) - for showing resilience, coming into school with confidence now.



### Class Accolades

**Cherry Class** - Miss Startin was impressed with your hard work and perseverance in P.E. this week

**Hazel Class** - Miss Morris is so proud of how you have settled into Year 2 and worked hard in every lesson

**Beech Class** - Mrs McCullough was impressed with your recall in History this week.

**Each class was presented with their Class Accolade certificate and earned two class ticks. Well done everyone!**



### LETTERS / EMAILS HOME THIS WEEK:

Year 1 and Year 2 Newsletter

Reception Newsletter

Communication email

Packed lunches email

Year 1 junk modelling email

Children's trust newsletter

Childs mental health and wellbeing information session email

### WHAT'S ON NEXT WEEK (Autumn 1 Week 3):

Monday 18th Sept - Rock steady club  
 Tuesday 19th - Year 2 P.E.  
 Wednesday 20th -  
 Thursday 21st - Year 1 P.E.  
 Friday 22nd - Year 1 Family Reading - 8.50-9.10am

Values tokens  
 total this week:

**258**



As part of our commitment to safeguarding, it is important that we ensure that parents/carers are as informed as possible about online safety.

### Top Tips for Setting Boundaries around Gaming (Guide on page 2)

Behind video-sharing platforms (like YouTube) and streaming TV shows and movies, gaming is the third most popular online activity for children in the UK. In fact, according to recent data from Ofcom, an overwhelming 89% of children aged 3 to 17 play video games. Of those, more than one in five (22%) talk to other players online who they don't know outside the game.

The risk of contact from strangers is just one of the reasons that many parents are concerned about their child's gaming: increased screen time, inappropriate content and in-game spending also figure among the most frequent fears. Agreeing on some rules around your child's gaming activities can certainly help, and our guide has some useful tips for establishing these boundaries.

A larger version of these guides can be downloaded from our school Facebook page. <https://www.facebook.com/TheAvenueInfantSchool/>



# 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.

## 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 VG247, he has reviewed more than 50 games and products over the past year.



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