

Freeman's Endowed Church of England Junior Academy Newsletter

'Let us not love with words or speech but with actions and in truth.' 1 John 3:18

Sports Day

We are really looking forward to our sports day on Monday 11th July. The forecast for next week is for high temperatures and so we would like to start the sports day as early as possible.



With this in mind, we would like to start the races at 9.10am at Bassetts Park. Please ensure that your child is in school by 8.45am; they will need to be dressed in their PE kit with a water bottle and hat.

Please make sure that children have sun cream applied before coming to school.

Sports day should be finished by lunchtime and children will return to school for their lunch as normal.

Please do not hesitate to ask if you have any questions regarding sports day.

Quicksticks Hockey



Our fabulous Year 4's did a fantastic job at the Northamptonshire School Games, winning 3 of their 5 games and finishing in a very respectable 5th place. They did the school proud, showing our school values and they performed really well as a team. Well done team!

Our **Values Champions** this week are:

Year 3: Millie

Year 4: Elsie

Year 5: Sam

Year 6: Cody

Well done to all of our Values Champions!



Stars of the Week:

Year 3: **Dahl Class:** Lacie

Donaldson Class: Ruby

Year 4: **Kerr Class:** Jakub

Zephaniah Class: Toma

Year 5: **Rowling Class:** Alyssa

Horowitz Class: Cameron

Year 6: **Pullman Class:** Ashton

Morpurgo Class: Oscar

Well done to all of our Stars of the Week for showing outstanding behaviour and excellent effort in their work.

Presentation Awards

Year 3: **Dahl Class:** Mary- Jane

Donaldson Class: Ivy

Year 4: **Kerr Class:** Kayley

Zephaniah Class: Brogan

Year 5: **Rowling Class:** Jamil

Horowitz Class: Finley F

Year 6: **Pulman Class:** Harvey

Morpurgo Class: Charlotte

Dojo Champions of the Week



Our Class of the Week with the highest number of Dojo points is Donaldson Class!
Our House of the Week with the highest number of Dojo points is the Mercedes House!

Out of School Awards

Ayush & Shiv - taekwondo award

Talisha - cricket award

Mary-Jane - Legoland award

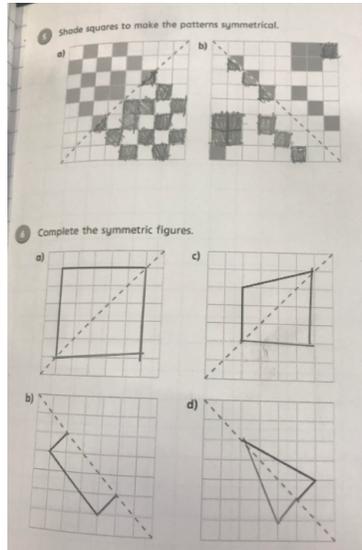
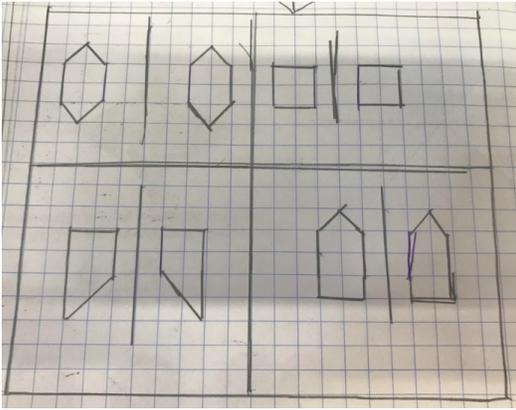
Ivy & Bella - gymnastics award

Lexi - gymnastics award

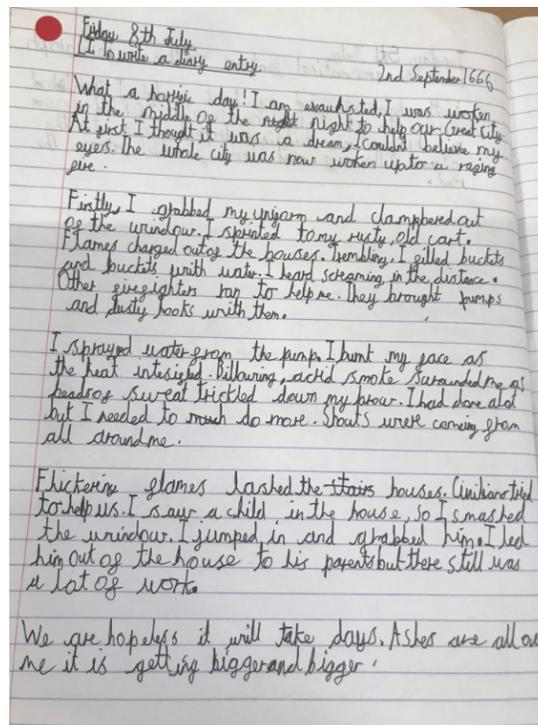
Well done to you for your hard work out of school.

Great work - Year 4!

In maths we have been looking at symmetry this week. We have looked at lines of symmetry within shapes and reflected shapes and patterns in a mirror line. This is Olly's work reflecting shapes. This is Julia's work reflecting patterns and lines of symmetry within shapes.



In English it was time for our hot write. We have been learning all about the Great Fire of London and thinking about what it would have been like to live through it. The children had already written a diary entry from the point of view of the baker who was blamed for starting the fire in their amber write. This time they had to write a diary entry from the point of view of a firefighter. This is Charlie's hot write.



Chromebooks & Library Books

If you loaned one of the school Chromebooks, please could these be returned to Mr Healy by the end of next week. Library books will also need to be returned by the end of next week. Thank you

Wellbeing

The Anna Freud Centre has produced a summer leaflet and resources to help primary aged children with their mental health over the summer holidays. Just as we look after our physical health, it's important to look after our mental health.

Self-care is all about what you can do to help yourself feel better or to keep yourself feeling good. It's a way that we can look after our own mental health and wellbeing. It can help your body and mind to relax, drift away, or be more energised.

This self-care plan walks primary-aged children through a series of steps, helping them create a simple self-care plan that works for them. It helps children identify activities that they can use to support their mental health.

Some of the suggested self-care activities include:

- music and dance
- mindfulness
- art

The resource was co-written by Anna Freud Centre experts and young people, who shared ideas on self-care strategies that work for them. Please use the following link to access the information. https://www.annafreud.org/media/16070/scs_primaryposter.pdf

Parent Questionnaire

We really do value your opinions. We are asking parents to fill in this questionnaire, which can be found using the following link: <https://s.surveyplanet.com/24yirqnt>

****Please also take a moment to fill out the After School Club questionnaire sent out earlier in the week! ****

What Parents & Carers Need to Know about STEAM

Steam is a computer gaming digital distribution platform and storefront. It is the biggest platform for desktop- or laptop-based gaming, with a range of more than 30,000 games available. The platform has become a lively social environment for many gamers, and allows people to trade, sell and buy gaming items for real money. Valve, the developers behind Steam, have also released different hardware that works with the platform, including the Steam Deck – a hand-held console that lets users play their favourite games while away from their computer.

WHAT ARE THE RISKS?

UNSUITABLE GAMES

Among the 30,000+ games on the platform, there are many that aren't appropriate for children. Individuals can view and download games featuring adult content if they verify their age – but, of course, it's easy to enter a false date of birth online. This can lead to children and young people finding games that they shouldn't have access to: featuring violence or profanity, for example.

SPENDING SPREES

Steam hosts regular sales – including some where game prices are reduced by up to 90%. Some sales promotions also include a mini-game or event which encourages users to spend more money. The sales can be an excellent time for young gamers to purchase the titles they've been wanting, but the attractive discounts can also promote impulse buys driven by the fear of missing out.

CONTACT WITH STRANGERS

Steam isn't a social media site, but it certainly shares some of their elements. Users can add other people as 'friends', for example (whether they know them in real life or not), and then communicate privately with them using text or voice chat. The platform also hosts public discussions and groups for socialising. Steam users can also leave comments on the profiles of other players.

POTENTIAL SCAMS

Sadly, Steam's immense popularity has made it a lucrative destination for internet scammers. The most common ruse is phishing: scammers send links to other users, aiming to trick them into entering their login details – which are then stolen. Once in control of the account, the scammer sends messages to everyone on the victim's friend's list, in an attempt to hijack their accounts too.

SHADY TRADERS

The Steam Community Market is a built-in trading area where players can trade resources for their games on the platform. Gamers can exchange items, or buy and sell them using real-world currency. It's possible for unwary users to be scammed through bad trade deals, and Steam doesn't usually get involved when this happens. There are also third-party trading websites, which can be risky to use.

SPARSE AGE RATINGS

Steam is a digital distribution platform for games of all kinds, including ones not rated by regulatory bodies. Getting a game rated takes a long time, and can be expensive, so developers only tend to follow that process when releasing a title that will be physically sold in shops. Most games on Steam, therefore, don't have an advisory age rating on the store page.

Advice for Parents & Carers

ENABLE PARENTAL CONTROLS

Steam does have some limited parental controls that can restrict exactly what games someone's account can view and access. This can be set up by navigating to the 'Family' tab in 'Settings', then selecting 'Manage Family View'. The platform then allows parents and carers to share a Steam account with their child and limit them to age-appropriate games.

USE GIFT CARDS

Having payment methods (like card details or PayPal) linked to a Steam account makes it very easy for a child to purchase new games or spend money on items in the marketplace. An excellent and safe alternative would be to buy a Steam gift card and let your child make their purchases with that instead – putting a manageable cap on how much they can spend on the platform.

APPLY STEAM GUARD

Steam Guard is an optional additional layer of security that protect accounts. Enabling it ensures that anyone attempting to log in to that account also needs to provide authorisation via their phone or email. The computer that your child uses Steam on can be authorised to prevent having to provide separate authentication for each login.

SHARE A LIBRARY

Using Family Library Sharing lets everyone at home share games across accounts (while still keeping their accounts separate). The entire game library from each account is shared with the other account holders – a great way to avoid having to purchase a different copy of the game for each of your children. However, if two users want to play the same game separately, you would need to buy it twice.

SAFE MODDING

Modifying a game to customise it or to introduce new content – known as 'modding' – is common on Steam. There's nothing inherently bad about modding, but installing the wrong mods can be disastrous: they can stop games from working properly, or at all. Steam's mods are unlikely to contain viruses or malware, but it's still possible – so ensure your child reads the mod's reviews first to avoid anything dangerous.

Meet Our Expert

Clare Godwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2015, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.



Sources: <https://help.steamowered.com/en/faq/view/703-999-2036-A376>
<https://help.steamowered.com/en/faq/view/5207-920C-99F-6546>