

Youth Speaks

Two teams of Year 6 children went to the Zennor Theatre at Penwith College on Tuesday to take part in the annual Youth Speaks competition. The team of Brook, Nelly and George



spoke on 'Why we all need more Maths in our lives' and Zac, Scarlet and Lily spoke on 'The benefits of Drama'.

They competed against other local schools and spoke brilliantly. The team of Zac, Scarlet and Lily was victorious - a fantastic achievement. They will now go forward to the next

round in a few weeks' time. Mr Hammond, Mrs Harman, Mrs Clemens and Mr Higgs were extremely proud of them all and said they were a credit to the school.



Winner!

We are delighted to say that our school Christmas window was voted as the best in town last month and we now have £250 from Penzance Bid Group to spend on art materials. Thank you to everyone who voted for us and to Miss Williams and team for their fantastic creativity and hard work.

Wanted

If you have any old newspapers or magazines please could you bring them in as KS2 will be needing them for making collages later this term. Thank you.

Online safety

Please see the information below with some excellent advice about Parenting Gamers. We will be publishing a different information page each week.

At National Online Safety we believe in empowering parents, carers and trusted adults with the information they need to hold an informed conversation about online safety with their children, should they feel it is needed. This guide focuses on one platform of many which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

PARENTING GAMERS



Moving from policing to parenting your gaming kids: how to engage and guide

With concerns about escalating screen-time, the impact of violence, unexpected costs and interloping strangers it can be tempting to lock down video games to limit their negative impact. While some sensible boundaries are helpful, they are only a short term solution for how we guide children towards gaming health. Like other areas of childhood, parents and carers can have a powerful steering presence by engaging and participating in the video games their children play. This not only reduces risks because they are aware of the kinds of activities, interactions and costs involved but makes video games a part of family life. Along with building dens, climbing trees, cooking and family walks, playing games with children enables parents to guide the quality of content being played. This may start with sharing the games children are currently playing, understanding why they love it and celebrating successes. But with a little research, this can grow into suggesting other games to play and higher ambitions for what kids get out of playing long-standing favourites.



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A New Media For Everyone

Video games are a new kind of media. Because they are new we don't entirely understand their potential yet. They've become hugely popular and commercially successful as blockbuster entertainment for children and teenagers. However, like books, films and music, the real range of video games on offer is much broader than this.

There are games about every topic you could imagine, and aimed at a wide range of ages and perspectives. Whether it's sharing a family's heartbreaking story in *That Dragon, Cancer*, stepping into the shoes of a Syrian migrant in *Bury Me, My Love*, or taking the hand of your child and soaring over the clouds in *Sky: Children of Light*, games take us places in unique ways. It's no surprise, then, that Newzoo figures show that in 2018 40% of men and 32% of women play games. And Entertainment Software Association (ESA) data showed that the average age for US gamers is 34 for women and 32 for men.

If you want to turbocharge your care of a child who loves playing video games, the best thing to do is to find games you want to play yourself. This can sound like strange advice until we consider how hard it would be caring for a child who loves books without reading ourselves or guiding a child who loves music without sharing our favourite songs.

Video Game Diet

Gaining an understanding of what video games are, what they are like to play and the different experiences on offer, enables you to encourage a varied gaming diet. Similar to how we don't worry about plate-time but what's on the plate, we can differentiate between different types of screen experience.

Playing *Fortnite* offers exuberant excitement and connection to friends. Playing *Mario Kart* connects us to the players sitting next to us. *Roblox* can be a place for children to play at having a job or surviving a storm. *Minecraft* can be a tranquil escape from a busy day at school. *Alto's Adventure* can be a way to calm anxiety or jangling nerves.

Parents and carers can expand these experiences. *Kingdoms Two Crowns*, *Reigns* and *Life is Strange* teach players to trust their instincts in game-worlds built to encourage risk and hunch taking. *Florence*, *Abzu*, *Journey* and *Brothers Tale of Two Sons* are a gentle way for children to learn about their own emotional responses to challenging situations as well as appreciating how people experiencing their first hand may feel. *Eco* and *One Hour, One Life* encourage the altruism of building something that other players benefit from.

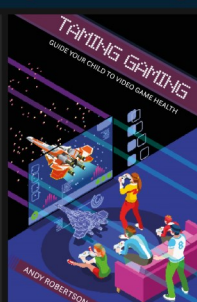
Creators Not Consumers

Ambition for their future means parents and carers support activities where children are excelling. While this is familiar territory when a child is brilliant at an instrument or learning a foreign language, it's easy to miss the need for our enthusiasm when it comes to video games. Along with the general connection and good feelings that come from a parent or carer celebrating success in an activity that a child enjoys comes the imperative that they could go further than they realise themselves. The rise in competitive video games can sound peculiar but requires great skill, draws large audiences and comes with high prize money for professional players. Beyond this, parents can guide children towards other careers in video games which need diverse creative, technical and social skills. A simple and effective way to do this is to encourage children to create as well as consume games. This can start as simple customisation of the games that allow you to design maps and characters. Then there are games like *Mario Maker* on Wii U, 3DS and Switch where you can design and share levels for other players. *Dreams on the PlayStation 4* takes this further with an accessible game creator that's also really powerful.

Finding Games You Want Children To Play

Parenting rather than policing video games equips children to build good habits and a healthy relationship with digital media for when they leave home and parents aren't around to enforce the rules. One challenge can be finding the kinds of games you want your children to play. There are good resources to help you with this. Many of the examples here come from my upcoming *Taming Gaming* book: <https://unbound.com/books/taming-gaming/>. There are also websites that provide video game suggestions like *AskAboutGames* <https://www.askaboutgames.com>. Also, there are good Twitter accounts that help, like *Wholesome Games* (@_wholesomegames) and *Non-Violent Game Of The Day* (@NVGOTD).

You can also use the VSC Rating Board (<https://videostandards.org.uk/RatingBoard/>) website and PEGI app to search for games of different ratings.



Meet our expert

Andy Robertson is a parent of three children and journalist who writes for national newspapers and broadcast television. His *Taming Gaming* book helps parents guide children to healthy play.

www.nationalonlinesafety.com

Twitter - @natonlinesafety

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Year 3 camp at Eden (6th-7th May) and Year 4 camp at Bude (30th April-1st May)

A reminder that ALL payments for Year 3 camp at Eden (£76 total) and Year 4 camp at Bude (£95 total) need to be made by **1st February** at the latest. This is because Eden and Adventure International ask for their final invoices to be paid at that time.

**DEADLINE THIS
SATURDAY**

Full payment is needed by the above date. If it is not paid in full by this date, we will cancel your child's place and refund any money you have already paid (less the deposit) with immediate effect.

Please pay online at schoolmoney.co.uk or using a Paypoint barcod for use at a local Paypoint retailer. Thank you.

Mini Book Fair

Our mini Book Fairs this week have been very successful and the children have loved coming to look at the books they can buy with either their bookbank cheques or cash. Thanks to all the parents who sent in money. We will be holding these every month from now on and will let you know when they are going to be.



Mothers and daughters tennis sessions (Year 2 upwards)

Penzance Tennis Club will be running three mothers and daughters tennis sessions at the tennis club after half term starting on **Tuesday 24th February** from 3.30-4.30pm. The cost is £1 per person, per week payable in cash to Ian Vidgen (Club coach) on the day. If you're interested, please let either Mrs Dennison or the office know so that we can put your names down and he knows you're attending.



Violin lessons

Yesterday we had a lovely violin recital in assembly and if there is enough interest, a violin teacher will be coming in to give lessons. There is full information available from the office if your child is interested.



Need a chat?

Come and have a cup of tea with Mrs Daylak if you have any questions or concerns about anything which might be affecting your child in school. You can find her any Monday to Thursday after school until 4pm. If you would rather make an appointment, please ask the office. She might even find you a biscuit to go with your tea!



New recycling collection point

There is a new recycling collection point in the main foyer for the recycling of old mobile phones, coins, jewellery, stamps and medals. The money raised goes to Food for Families in Penzance, a local community organisation working towards helping people combat food poverty.

Twitter

Don't forget to follow us on Twitter @alvertonschool to keep up-to-date with all the exciting things that are going on.



CLASS ATTENDANCE THIS WEEK

Choughs	93.0%	8
Robins	90.0%	11
Puffins	98.6%	2
Owls	98.3%	3
Kingfishers	95.0%	7
Trencrom	95.5%	6
Lanyon ★	98.7%	1
Kerris	96.4%	5
Bodrifty	97.5%	4
Bosigran	91.1%	10
Kenidjack	92.5%	9
Overall school attendance	95.4%	

Our collective target is 96.5%

DIARY DATES

February

- 7th Sharing assembly for Lanyon at 2.45pm
- 14th Sharing assembly for Trencrom at 2.45pm
- 14th **School closes at normal time of 3.15pm for half term break**

Monday 17th to Friday 21st February – HALF TERM

PLEASE NOTE CLUBS CONTINUE AS NORMAL AFTER HALF TERM

March

- 5th St. Piran's dance for Year 6 – details to follow
- 5th World Book Day
- 9th-11th Parent Consultations – appointment times will be booked online – **no clubs this week on Monday, Tuesday and Wednesday.**
- 13th Sharing assembly for Owls at 2.45pm
- 19th FOAS Easter Disco – details to follow
- 20th **All clubs finish**
- 20th All music lessons finish
- 25th Last swimming for Year 5

FRIDAY 27th MARCH SCHOOL CLOSSES AT 3.15pm (normal time) FOR THE EASTER HOLIDAY

SUMMER TERM BEGINS ON TUESDAY 14th APRIL at 9am

