

## 22ND SEPTEMBER 2023



This week the theme has been  
pop music - chosen by Mrs Cheers

Monday - 'Shake it off' by Taylor Swift

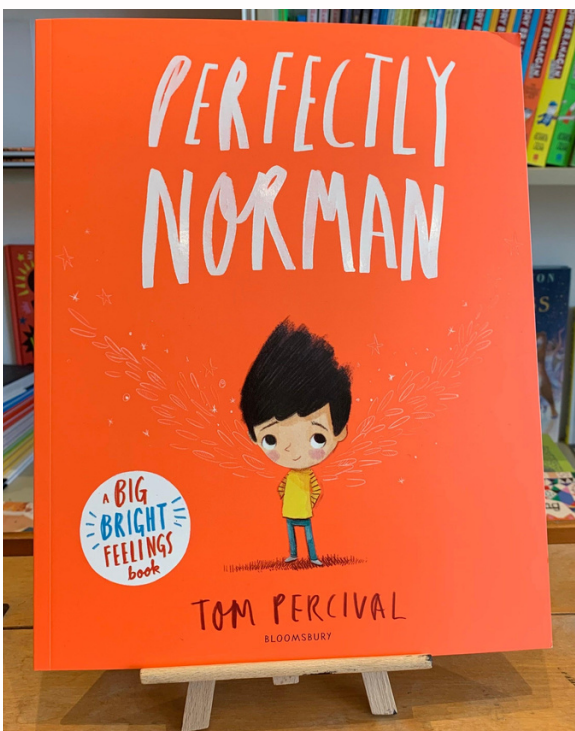
Tuesday - 'Sky full of stars' by Coldplay

Wednesday - 'I don't care' by Ed Sheeran & Justin Bieber

Thursday - 'Who do you think you are' by the Spice Girls

Friday - 'Live More and Love More' by Cat Burns

### MRS FOY'S RECOMMENDED READ



I have shared this book this week with Grey-Thompson class in Year 5. It is a beautiful book, suitable for any age.

“A bold and uplifting book about daring to be different and having the courage to dance to your own tune. Perfect for soothing even the biggest worries.”

## ATTENDANCE

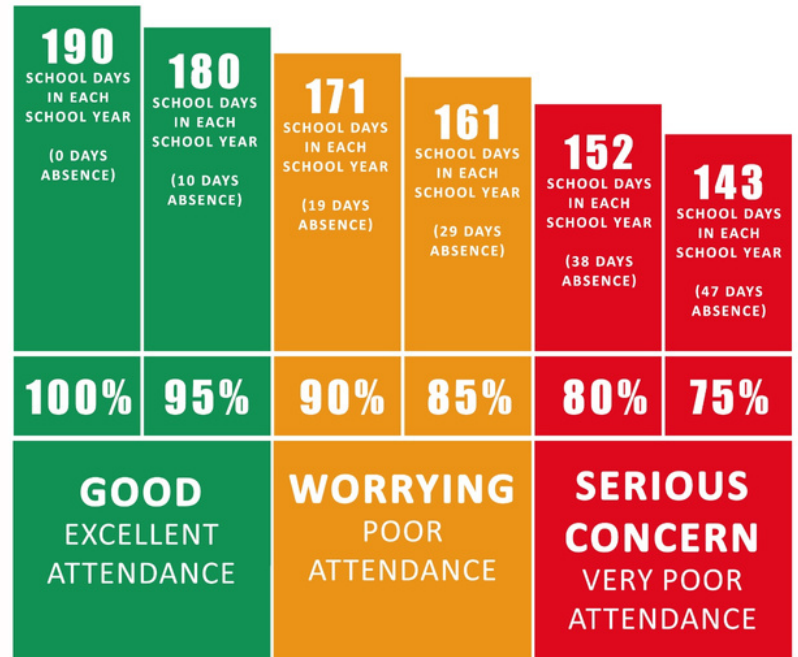
Last week's whole school attendance was 96.5%

The classes with the best attendance last week were: EYFS & KS1: Mrs Barker's class and Seacole & Lennon class in Year 2, all with 99.3%

KS2: Grey-Thompson class in Year 5 with 99.4%

# ATTENDANCE MATTERS

EVERY SCHOOL DAY COUNTS



DON'T MISS OUT ON THE EDUCATION YOU DESERVE!

## SPECIAL EDUCATIONAL NEEDS

Supporting a Child with ADHD  
2 hour online session

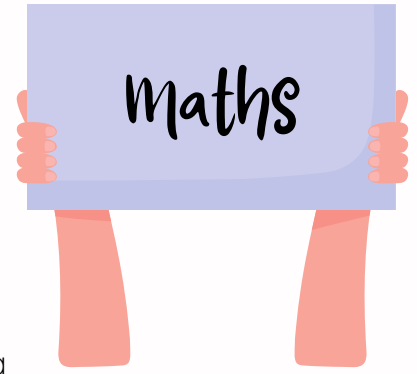


FACE Lead Facilitator, Jane Keyworth is delivering this session on 28th September 2023 from 6:30pm to 8:30pm

Book Now Online via  
[facefamilyadvice.co.uk](http://facefamilyadvice.co.uk)

# LEARNING AT SOUTH FAILSWORTH

## This week's focus:



This year, we are using **KIRFs** to help children learn key facts in maths. KIRFs (**Key Instant Recall Facts**) are designed to support the development of the mental skills that underpin much of the maths work in schools. They are particularly useful when calculating, be it adding, subtracting, multiplying or dividing.

*An important part of maths development has always been rote learning of certain maths facts. For many years this has included practising times tables and addition facts, such as number bonds and doubles. Each half term children will be assessed on Key Instant Recall Facts (KIRFs) that will be taught in school but also need to be practised at home as well.*

It is important that they know these facts thoroughly and can recall them instantly. Whilst children have a wide range of abilities in mathematics, the KIRFs are designed to be a set of facts that need to be learnt thoroughly as they build on each other year on year. Again, we stress that the children must aim to know their KIRFs inside out, back to front and with instant recall.

*We strongly encourage you to engage with your children in the learning of their KIRFs and find fun and practical ways to do this. There are many online tools that you can use such as Times Table Rockstars for Years 2-6, Numbots for Reception, Year 1 and 2, Daily ten and Hit the button which can both be found through these web links.*

<https://www.topmarks.co.uk/maths-games/daily10>

<https://www.topmarks.co.uk/maths-games/hit-the-button>

Children should should undertake these regularly as part of weekly homework. You might find that your child may need to work on some of the KIRFs from the previous year as they may not be secure in those yet.

We know that, by internalising these key facts which have been carefully structured to build upon each other term by term, year by year, children will leave South Failsworth with a much stronger foundation of mathematical understanding to build upon.

**You will have received an email today detailing the KIRFs for your child's year group.**

# SAFEGUARDING

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

## 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

18  
CENSORED

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.

### Meet Our Expert

Daniel Lipscombe 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.



### 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.

Source: <https://hipal.app/about/privacy.html>

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#WakeUpWednesday