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Newsletter 18 – 21st January 2022

Class News

- Nursery - have been focusing on rainbows this week and how they are made. We have been exploring with colours and different vocabulary to describe them
- Reception - have been learning about African clothing and jewellery and creating our own African style jewellery
- Y1 - have loved developing their technique and applying new skills in dance with Mrs Edwards
- Y2 - have really enjoyed using the new handwriting scheme and their writing is beautiful
- Y3 - have enjoyed developing their football skills during P.E
- Y4 - have enjoyed acting in our literacy lessons, adding lots of enthusiasm and expression!
- Y5 - have enjoyed 'practically' investigating how water moves around the water cycle -it got rather messy!
- Y6 - have been busy brain crunching fractions, decimals and percentages

Dear Parents,

Congratulations to the Y5/6 Girls football team who played in the county finals at Littledown. They represented the school impeccably showing great respect. They came joint second in their group narrowly missing out due to a goal difference of 1!

Subject Update - History

We are continuing to develop our understanding of the achievements and influence of black people from all cultures and countries around the world, as part of Black History month. Black History Month has been marked in the UK for more than 30 years. It highlights and celebrates the numerous achievements and contributions of the black community. This week, marked the anniversary of Martin Luther King's birthday, in our assemblies and classroom discussion; we looked at his unique influence on society and how his hard work to stand up for human rights and equality made a big difference. We learnt that his legacy is powerful. - Mr Stokes, History Leader

Weather Alert

We would like to remind everyone of the procedures involved should the weather conditions become dangerous and the school have to close. The school will notify parents using the text messaging service (please ensure the office has your correct mobile number) and details of school closures will be given by local radio stations (Wave and Solent in this area). If you don't hear anything presume the school is open!

Should the school need to close during the school day we will send a text message and unless we hear from you to say your child is allowed to go home with someone else we will wait for you to arrive and collect your child.

Please be prepared, send your child with a warm winter coat, hat, gloves etc. as we will be outside at playtime whatever the weather. If by any chance we do have snow, children will be allowed on the field and will need boots to wear outside.

NSPCC Number Day

On Friday 4th February we will be supporting the NSPCC's Number Day. The children are invited to come into school wearing clothes that have a mathematical theme, e.g. displaying numbers, shapes, repeating patterns, etc. The children will be spending the day taking part in mathematical challenges and activities and will also be using their maths skills to do some baking. We will be asking the children to bring in a donation to support this very important charity. More information to follow.

Value of the week: Respect

We have been discussing our value of Respect this week and how different cultures and sports show respect through actions and gestures. We enjoyed celebrating Martin Luther King Day on Monday and discussing how influential he, along with others, was in shaping the world.



Covid-19

Measures in place:

- Ventilation – in school will be monitored and we are using CO2 monitors as an indicator of where ventilation needs to be increased. Children may wish to wear a base layer under their school uniform to keep warm.
- Classrooms are sanitised regularly throughout the day
- Daytime enhanced cleaning of common touch points such as doors, light switches etc.

Internet Safety

Around since the 80s, horror games initially gained traction as tie-ins to movies (including Alien and Friday the 13th), alongside more original creations like Castlevania and Splatterhouse. The development of technology has resulted in a new wave of horror games, which are increasingly able to match the frightening realism of scary movies. This week's guide aims to give trusted adults all the gory details about the risks that can be found in popular horror games.

Dates for Diary

February

4th - NSPCC Number Day
21st – 25th - Half Term

March

3rd - KS1 Mini Medics
30th & 31st - KS2 Mini Medics

Yours sincerely,

Mrs L Crossley
Headteacher



What Parents & Carers Need to Know about **HORROR GAMES**

Horror video games come in a such a variety that the genre can hard to define. The overlapping element is that these games are designed to scare or unsettle the player through gameplay, atmosphere, story, music, setting and 'jump scares'. The most common sub-genres are survival horror, action horror, psychological horror, jump-scare horror and reverse horror. These games originate from a range of developers, including smaller indie studios which release download-only titles (that is, they aren't physically sold in shops) and therefore aren't subject to age ratings.

WHAT ARE THE RISKS?

ADULT THEMES

Horror games are typically made with adults in mind, which means by definition that they often feature adult themes. Outlast, for instance, is a popular horror game series including material such as nudity and extreme sadistic violence. Other games, like Five Nights at Freddy's and its sequels, have a back-story that doesn't actually appear on screen but still hints at explicit adult themes.

VIOLENT CONTENT

Not all horror games contain graphic violence (titles like Five Nights at Freddy's and Phasmophobia prefer a spookier, suspenseful aesthetic) but many do portray extreme brutality very realistically. Until Dawn and the hugely popular Resident Evil and Outlast franchises, for instance, feature incredibly graphic violence. The safest course of action is to thoroughly research a game in advance.

ONLINE INTERACTION

Some horror games are played cooperatively with others online. Phasmophobia is one of the most popular titles in this category, and while it doesn't feature an excessive amount of gore, it does place a strong emphasis on online interaction – often with strangers. Dead by Daylight is another game in which frequent and prolonged online communication with other players is an advantage.

PSYCHOLOGICAL HORROR

Rather than simply lading on the blood and gore, psychological horror games try to scare the player through subtler mental and emotional means. For this reason, this type of game (notable examples include Alien: Isolation, The Medium and the Amnesia series) can have a longer-lasting effect on players; some occasionally 'break the fourth wall' – interacting directly with the player as if they were real.

LONG-TERM FEAR FACTOR

Horror games are designed to be scary; most players accept this fact in advance. They can, however, include content which leaves an unwanted lasting impression. By focusing on our fears and concerns to elicit an emotional reaction, horror games can be triggering in unexpected ways for some players. It's difficult to predict when – and how – a game might have long-term effects on an individual's mental wellbeing.

Advice for Parents & Carers

BEWARE OF JUMP SCARES

Jump scares in video games are often no worse than they are in movies. If a young person doesn't cope well with being suddenly startled by something in a film or on TV, they probably won't be able to handle horror games featuring jump scares. Some games (such as Five Nights at Freddy's) are built entirely around this technique and aren't suitable for younger children or those who are easily frightened.

RESEARCH THE GAME

It's best to look into a horror game thoroughly if your child expresses an interest in playing it. Many indie horror titles are download only and therefore aren't required to come with an age rating – so you'll need to do some background reading and judge the game's content for yourself. Check out the game's web pages, read any wikis about it (including fan ones) and watch videos of the gameplay.

ENCOURAGE BREAKS

It's easy to lose track of time when gaming, and horror games are no exception. A short break every hour or so is important to rest the eyes and relieve the posture – especially if traumatic situations in the game have built up tension and stress. For horror gamers, breaks also give the added benefit of feeling more relaxed afterwards, which can mean a scarier gaming session when they resume!

IF IN DOUBT, SWAP IT OUT

If your child finds a horror game to play, but after doing some research you decide it doesn't look like the right one for them, swap it out! There are a lot of horror titles to choose from, and some will be more appropriate than others. Work together with your child to find a suitable game for them. Remember, horror games don't have to be gore-spattered and graphic to be enjoyably scary!

STAY RECEPTIVE

Maintaining good communication with your child is vital for safe gaming. If they see something in a horror game that disturbs them in ways they didn't expect, then they should feel comfortable opening up to you about it. Try not to simply laugh it off or make light of it, and always make time to listen. It's a useful reminder that they can talk to you about any type of problem they have in the future.

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.



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