

Beechwood Newsletter



Attendance

This week we are proud to announce that several classes have achieved an incredible 100% attendance from Monday to Friday—what an amazing accomplishment!

So far, we have 102 children with perfect attendance (100%) and over 140 students with over 95% attendance. These students will be recognised individually at the end of the term if they maintain their outstanding attendance and rewarded accordingly. The end-of-term prizes will consist of a chocolate box selection for every child, rewarding their efforts throughout the term.

Looking ahead, we are excited to inform you that our next rewards will feature individual prizes chosen by the students, based on suggestions made by our school council. We believe that involving children in the prize selection process will make these experiences even more memorable and enjoyable for everyone. This week's attendance prizes consist of gingerbread men and decorating kits. Children will have the opportunity to design their own gingerbread men.

Thank you for your continued support in ensuring our students attend school regularly. Together, we can help them achieve their best!

Trips, Visits and Experiences

Children in Need

On Friday 15th November, children took part in a range of activities in school to help raise money for Children in Need. They enjoyed dressing up and were able to take part in a colouring, baking and drawing competition. Our Chair of Governors, Amanda Casey, enjoyed meeting Pudsey Bear on the day! Thank you so much for all your support and donations that raised an impressive £414.17 for the charity. Well done!



Year 3 Anglo Saxon day

This week, Year 3 were very excited to spend another day with Catherine learning all about the Anglo-Saxons. We explored reconstructed sources to learn about life in Anglo-Saxon times, made keyrings showing Anglo-Saxon runes, played different games and learnt all about Anglo-Saxon armour and weapons.



Year 4 Ancient Greece workshop

Year 4 took part in an amazing workshop with Matthew Bellwood. We learnt about how the Ancient Greek's performed plays for entertainment and education. He told us some fascinating myths and we took part in our own play.



Year 3 Viking day

Year 3 had a great time with Matthew Bellwood during a workshop where we learnt about The Vikings. We went on an adventure to Lindisfarne and had a battle between The Vikings and The Anglo-Saxons. We really enjoyed it!

Beechwood Newsletter



Nursery 'People Who Help Us' visitors

Nursery children enjoyed having a doctor and a nurse visit as part of their community topic. Ned's daddy is a doctor and told us he looks after poorly babies in hospital. Jasper's mummy is a nurse and told us that she also works in a hospital but she gives medicine to grown ups that need help in an emergency. We also had visitors from our school community including Lisa from the kitchen, Dave our caretaker and Graham our lollipop man.



Year 3 Meanwood Valley trip

As part of our science work, we went on a trip to Meanwood Valley Farm to explore different types of rock which we see all around us. We deepened our understanding of the names of these rocks and how they were formed. We also discussed their properties, uses and how the weather can change them over time. We investigated which rocks reacted to acid. We found out that sedimentary rocks like limestone and sandstone react to acid by fizzing because they contain fossils. We also enjoyed different fossil activities like drawing fossils on slate with chalk and making dinosaur fossil imprints from clay.



My Mental Health Rocks

At Beechwood, we use our My Mental Health Rocks' superpowers to help us every day. These are *confidence*, *resilience*, *creativity*, *wisdom* and *calm*. Please follow the link to our new leaflet for ideas on how you can use your superpowers in different ways.



Beechwood Newsletter



Free STARS online workshops

STARS are running a series of free online parent/professional workshops linked to supporting neuro-divergent children in the home. The workshops are aimed at a range of age groups from the early years to post 16. Parents will be provided with the resource pack after the workshop. Professionals will be provided with the resource pack and a copy of the slides so they can deliver the training to parents of children in their setting.

Please [click here](#) for details to sign up.

Christmas Lego Session

Join us for a fun festive themed Lego session, inspired by books and stories. Fabulous festive outfits are encouraged!

Saturday 21st December
11:00am – 2:00pm
Seacroft Community Hub and Library
Deacon House, 1 Seacroft Ave,
Seacroft, Leeds,
LS14 6JD

Most suited to children aged 6+
All children must be accompanied by an adult.
Accompanying adults & under 5's do not require a ticket.

Booking is essential. To book your child's free ticket [click here](#).

Mental Health and Wellbeing

This week's online safety focus is the online game 'Fortnite'. It is a massively popular game that was launched in 2017 which has regular updates with each new version of the game. The guide is an update for parents and carers about how the game works and what you can do to keep your child safe while they play. Please see below for information to help support you.

Safeguarding

If you are worried about any safeguarding situation or about your child being harmed, then you should contact Miss Roberts (Designated safeguarding lead) or Mrs Giles (Deputy designated safeguarding lead) to share your concerns.

Key Dates

29th November Non-uniform day- donations for Winter Fair (see separate letter for details)

12th December Winter Fair at 3:10pm
(see separate letter for details)

Christmas Performances & events

<u>10th December</u>	Year 1 & Year 2 Christmas Performance <u>9.15am</u> .
<u>11th December</u>	Nursery carol & craft session <u>9.15am and 1.45pm</u> . (Parents/carers, please only attend 1 session.)
<u>17th December</u>	Reception Christmas Performance <u>2.15pm</u> .
<u>18th December</u>	Year 5 & Year 6 Christmas Performance <u>9.30am</u> .
<u>18th December</u>	Year 3 & Year 4 Christmas Performance <u>2.15pm</u> .

School App

Please remember to download the school App so that you don't miss any communication.

<https://www.theschool.app/>



What Parents & Educators Need to Know about

FORTNITE

AGE RESTRICTION
PEGI 12

WHAT ARE THE RISKS?

Fortnite was launched back in 2017, but it remains massively popular – with more than 650 million active players. That's partially due to the competitive nature of its player-vs-player combat, its pop culture crossovers and its constantly shifting map. Significant updates are rolled out with each new version of the game – known as 'chapters' – and within these sit shorter 'seasons'.

ALWAYS ONLINE

There's no single-player offline mode in Fortnite: it can only be played online. Internet access can sometimes be an issue when you're out and about (both in terms of connectivity and using up data), so you may find that dedicated young Fortnite players are often less enthusiastic about trips away – such as days out and holidays – than you might expect.

IN-GAME COSTS

Fortnite is free to download and play, but it does offer various additional purchases – cosmetic 'skins', music tracks and LEGO items – which don't really impact on gameplay but can cost a significant amount. These items are bought with in-game currency, V-Bucks – earned through completing the Battle Pass (which also costs V-Bucks) and can also be purchased from the game's store for real money.

POP CULTURE REFERENCES

Part of Fortnite's appeal is its ongoing crossovers with other popular franchises, ranging from movies and TV shows like Family Guy and Avatar: The Last Airbender to comic book characters including Batman to other games such as Street Fighter. This means you could have children asking questions about the monster from Alien or Geralt from The Witcher a little sooner than you otherwise might have.

CROSSPLAY AND PARTY CHAT

Fortnite is popular with many gamers of various ages. 'Crossplay' lets friends play with each other, regardless of whether they're on an Xbox, PlayStation, Nintendo Switch or PC – while the 'party chat' feature allows them to talk to each other during the game. This can, however, put youngsters at risk of hearing inappropriate language from older players in the heat of virtual combat.

VIRTUAL VIOLENCE

At its core, there's no avoiding that Fortnite is about shooting other players to eliminate them from the contest. That said, there's no blood or gore. The violence is rendered in a cartoonish style, and there are frequent comical touches to lighten the mood, such as fishing mini-games and dancing emotes. Machine guns, shotguns and other weapons often look and behave realistically, however, so discretion is advised.

FREQUENT UPDATES

The game's developers release content in 'seasons' that usually run for around ten weeks. Each fresh update sees items added to the in-game store, changes to the environment's map and a different over-arching theme (such as 'medieval', 'pirates' or 'party'). These regular renewals help to hold players' interest – but also give young gamers plenty of reasons to keep coming back.

Advice for Parents & Educators

MATCH GAMING TIMES

Younger players tend to play Fortnite with their friends. With that in mind, it could be worth speaking to the parents and carers of a child's social group and coordinating their gaming around certain times of day. Safety in numbers is obviously a factor here, but it will also help children feel that they're getting adequate opportunities to socialise with their friends online.

SET SPENDING LIMITS

Fortnite's rotating store is a not-so-subtle mechanism for coaxing players into buying sought-after items before they disappear for weeks or months. This could lead to surprise transactions on bank cards if children are tempted into an impulse purchase. Parents could consider getting a prepaid card for the child or ensuring that purchases require adult authorisation. This can be done through parental settings on a console or account settings in the Epic Games app on PC.

USE UPDATES AS REWARDS

Fortnite's seasonal updates are free, but each also brings the option of a 'battle pass', unlocking exclusive rewards for playing the game and completing set challenges. The passes cost around £8 and are also available as part of larger bundles. The purchase of passes can be an effective reward to young Fortnite fans for good behaviour or academic performance, or as an incentive for completing chores like tidying their room.

BE WARY OF SCAMS

The immense popularity of Fortnite with younger audiences – that are generally more trusting – means there's no shortage of scammers looking to fraudulently obtain passwords and other personal data through techniques like phishing. As the developers point out on many of Fortnite's loading screens, they never ask for a player's account password outside of the game: make sure any young player knows this.

ENJOY FORTNITE TOGETHER

Fortnite also offers split-screen gameplay, meaning that two people can play simultaneously on the same console or computer. This can be a good option for siblings or for when a child's friends visit, but it also offers an opportunity for parents and carers to do something fun with their child, while also making sure they're playing the game safely. Who knows? You might even teach them a thing or two!

Meet Our Expert

Lloyd Coombes is Editor in Chief of gaming and esports site GGRecon and has worked in the gaming media for around four years. A long-time gamer, he is also a parent and therefore a keen advocate of online safety. Writing mainly about tech and fitness, his articles have been published on influential sites including IGN and TechRadar.



#WakeUpWednesday

The National College