

# WPS Weekly wickfordprimary.uk



8th July 2022

#### **Important Dates:**

**11th & 12th July** 6DB Bikeability

12th July Y6 Production 1:30pm & 6:00pm

**13th July** FS & Y1 Disco 3 - 4.30pm

**14th July** Y2 & Y3 Disco 3.15 - 4.45pm

Y4 & Y5 Disco 5.00pm - 6.30pm

15th July
RAINBOW Friday
(wear something colorful
with uniform)
&
Parent Support Group@
9.10am

13th, 14th, 15th & 18th July 6SY Bikeability

**18th July**Special Outside Lunch
Menu

**20th July** Y6 Leavers BBQ 3-5pm Well, Covid finally caught up with me this week after successfully avoiding it for the past 2.5 years. But I am delighted to say that I don't think anyone really noticed my absence thanks to the amazing team of staff at WPS. Thank you to you all; especially to my Senior Leaders for keeping school running so smoothly and Mrs Powell (my personal assistant among her many hats), for



keeping the lines of communication open between my home and school. Thank goodness for modern technology!

I am now fully recovered and looking forward to fun planned for the next 8 days. Mrs Ramet

#### **Final Sports Day**

The FS and year 1 sports day was finally able to take place yesterday. Children had a great time and participated well. Even though there were a few tears at the end as families waved goodbye, a run around at play time quickly brought smiley faces back.

Congratulations to GREEN team in year 1 and joint winners GREEN & RED in FS.







### Parent Support Group on Friday 15th July

With summer holidays fast approaching, our focus this month will be **keeping our little people** busy and active .

Our parent support group is a great way to meet other parents for emotional and practical support. It is open to all parents so please feel free to come and join us for a cup of tea or coffee and a chat. It is hosted by Mrs Champion, our Learning Mentor, who will be there to provide helpful ideas that work.

It will be held at upper school so please enter via the main entrance.

Please email Mrs Champion if you would like to join at learning.mentor@wickford-pri.essex.sch.uk

#### **Attendance**

Children who have attended school every day since Easter will receive 100% certificates in assembly next week.



offee Morning

For week ending 1.7..22

FS:

**Year 1:** Steph Balcan, Sita Jouglah

**Year 2:** Mariam Shone, Olivia Ayling

**Year 3:** Isla Botwright, Tommy Scarrott, Isla-Rose Barrett

**Year 4**: Ava Brassett, Faith Suka, Lauren Cowley, Emme Jackman

**Year 5:** Lucas Keauffling, Franklin Gardner, Khloe Vasiliou

**Year 6:** Lily-Rose Norman, Isla Morris, Evie Wallis, Isla-Rose Fulcher, Jamie McCourt Garard



#### **Outside Achievements**

**Ethan Bowers 6ER** took part in 'Truly Rocked' with the Wickford Rock Project last weekend.

**Sita Jouglah 1SS** achieved the South Essex Gymnastic Club Award Level 1.

**Tobias Smith LB** achieved Front Kick by safely demonstrating and explaining a front kick and Bully award for conduct and listening to what a bully is not; showing key skills with social skills, generosity and kindness.

**Henry Blackham 3EJ** achieved his white/yellow grading at meridian Kung Fu.

**Harriet Baker 3LG** performed along with 1800 other dancers at the Formula 1 Grand Prix at Silverstone, the biggest dance movement to perform since the 2012 Olympics.

Oscar Vaisvilais 1SS was awarded player of the match in football.

**Angelina Schito 4SR** was awarded student of the week at Shinfodo Jujitsu and completed the 5k Race for Life.

**Henley Goodey 2AB** received 2 medals in a football tournament and 1 medal for coming 2nd in a penalty shootout.







#### **Healthy Snacks**

Please remember that upper school children can bring on their own snack for break time, but it must follow the <a href="NHS healthy snacks guidelines">NHS healthy snacks guidelines</a>. Snacks must be in the low-medium for sugar and fat content: less than 15% sugar and 20% fat (per 100g).







If snacks do not meet these guidelines, children will have to wait until lunchtime to eat them.

Please check the lost property boxes as soon as your child comes out of school without an item of clothing. We have such a lot of high quality lost property it is heart breaking.



If you would like any second-hand items, please let the office know your child's size and this can be organised.

All remaining items will be recycled next week.

#### Year 6 Residential Trip March 2023

The parent presentation from today's meeting can be viewed <u>here</u>.

If your child would like to attend, please pay the £100 deposit by today via Schoolmoney.

If your child is unsure about attending, please take a look at the presentation with them and the photos on our school website from <u>previous year's trips</u>.

The residential trip is such a valuable learning experience that whatever your concerns, together we can accommodate your child's specific needs to ensure they can participate and have a fabulous time.



Whole School

Attendance
94%

Weekly Winning Class
5SB 100%

w/e 1/7/22

# What Parents & Carers Need to Know about

Steam is a computer gaming digital distribution platform and storefront. It is the biggest platform for desktopor 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 invulse busy driven by the fear of 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. sends messages to everyone on the victim's friend's list, in an attempt to hijack their accounts too.

GAME SALE

#### 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.



#### 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.













