

St. Mary's News

"SHINE AS A LIGHT IN THE WORLD"

Matthew 5:16

Newsletter No: 6



Dear Parents and Guardians,

It's been another busy week here at school. As the term rolls on, we are beginning to see quite a significant change in the weather. Please can all children come to school with a suitable coat so they are nice and warm when playing or learning outside. Do make sure coats are named so we can return any lost items to children quickly.



We've noticed some children brining in toys to school. Please keep these at home as we cannot be responsible for personal belongings. Children who bring water bottles into school should put these in the appropriate place within their classroom each morning meaning bags are simply holding spare clothes, if needed, and reading books.

We would really appreciate support from parents and guardians who would be able to come and hear our pupils read during the school day. Please speak to Mrs. Johnson in the office if you are able to volunteer.



Have a wonderful weekend, Mrs. NR Brennan

enjoy sharing this with you at home.

Silver Birch



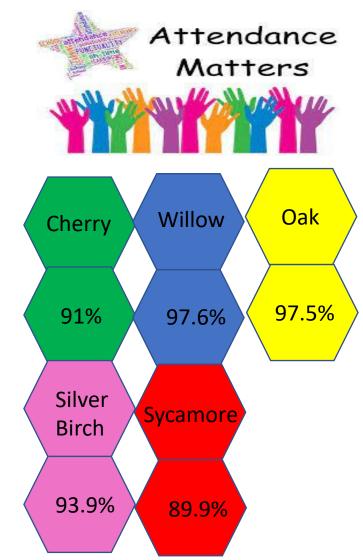
This term Silver Birch have been learning all about the Great Fire of London. We have been comparing London in the seventh century to present day London and talking about how it has changed. We have also considered how the lives and jobs of people back in 1666 would have been different to our lives and the jobs we have today. Mr Willis kindly brought his Fireman's equipment and protective suit to show us. We thought of many guestions to ask Mr Willis and found his visit helped us to really understand how dangerous firefighting would have been back in 1666 compared to today. We have explored the events leading up to , during and after the fire. We have also considered sources of information that help us to find out more about the past. We have some lovely art work to complete relating to our topic over the next few weeks. The children have enjoyed exploring the Great Fire of London game https://www.fireoflondon.org.uk/game/ and may







| 4 th & 5th October | 3:30 - 6:30pm Parents Evening. |
|---|--|
| 24 th - 28 th October | Half term |
| 9 th November | Athlete event for all children. |
| 11 th November | Whole Academy walk to church. |
| 29 th November | Parent book look 2:45pm onwards. |
| 25 th November | Miquill's tasting drop in session. Parents welcome 3pm |
| 1 st December | Sycamore leading worship 2:30pm parents welcome. |
| 8 th December | Rocksteady Concert 2:30pm |
| 13 th December | Nativity 2pm |
| 14th December | Nativity 2pm |
| 15 th December | Carol concert |
| 19 th December - 2 nd January | Christmas holidays |
| 3 rd January | Inset Day - School closed to Pupils. |



Congratulations to all our classes who have reached our government's expectation of 96% or above..



Star of the week

| Class | Pupil |
|--------------|--------|
| Cherry | Alissa |
| Willow | Alice |
| Oak | Oliver |
| Silver Birch | George |
| Sycamore | Rosie |



A massive well done to all children for all their hard work this week. We are proud to call you a part of our St Mary's Family Since the dawn of video games there have been questions asked about their potential link to violent or disruptive behaviour in people, and in particular, young people. These questions certainly haven't been without merit; violent content and graphics seemingly get more and more common as technology progresses. But what's the truth when it comes to the science? Thankfully, in today's age we actually have a much more solid idea of what the link between the two looks like, and whether or not we should be concerned. In this guide, we'll look at the arguments both for and against the idea that video games cause violent behaviour.

🕒 Do Video Games Actually Cause BEHAVIOUR?

VIOLENT AND MATURE THEMES

e's no getting around the fact that yes, some video partors do carry violent or more majure see and to the cassal observer, they can be quite startling. Use of weapons, bad language, are constant or carry images are searrying things to introduce to a young mind at the best of a, and even more so when they can be interacted with.

inscally this comes down to the judgement of caren as to whether they think it's repriste for their young ones, but a greet place to start is the ESSE (Intertainment Softwa ng Board) rating of a game. Not only do these ratings carry a recommended age, but also an idea of what kinds of things will be in the game.

ANGER EXHIBITED DURING OR AFTER PLAYING GAMES

Many parents notice an increase in their young ones and or a gitation of video game. This is very common. However, it shouldn't be forgotten that an interactive medium and, untils a film or TV show, you have direct costs happening on the screen, making it much more personal.

In 2011, a study into The General Aggression Model (GAM) suggested that video games ca-stimulate and encourage feelings of violence and aggression in players, and gives players an opportunity to learn and practice aggressive tendencies, which translate ever into the real world. While this study was debunked due to its flared process, perents should still be vigilant if they see a child arbibiting signs of aggression while playing, and ancourage traquent breaks from screen time.

RELATIVELY UNKNOWN LONG-TERM EFFECTS

Because garring is such a new form of media, not many studies can confidently predict what the long-term affect of garring on young minds will be. While it's widely assumed by adertists and researchen that there will be very few negative side-effects, it's till one of the great unknowns. Despite this, gening should be treated the sa as any other new media, and enjoyed in regulated amounts.



HISTORICAL HYSTERIA

dem video games are a cultural phenomena, and we're still getting to grips with gaming as an entertainment medium. If we look back through history however, there's an emergent pattern media blaming new technologies for a whole host of things.

For instance, when radio first became popular, people would blame it for earthquakes and droughts. It's good to keep an open mind when something new and popular appears on the scene like gening. Just because it isn't understood, it doesn't necessarily mean it's dangerous.

ALMOST EVERY MODERN SCIENTIFIC STUDY

As studies into whether video games make people violent become more common, we've come to understand a great many things about how the processes and measuring the outcomes should be carried out. As such, almost every modern study on the subject has turned up an inconclusive outcome finding a link.

In a thorough joint 2019 study between the Universities of Oxford and Cardiff in Royal Society Open Science, scientists concluded that "There was no evidence for a critical tipping point relating violent game engagement to aggressive behaviour." The study asked both terrapers and their parents to monitor and feed back on their aggressive thoughts after playing video games in an attempt to give a well-rounded result.

MISUNDERSTOOD OUTSIDE FACTORS

It's easy to see why people link violent video games with real world aggressive behaviour, and there is certainly some truth in the fact they can make young people upset in the short-term. After all, nobody likes the feeling of losing whether it's in the real world or a virtual one. But we shouldn't mistake causation for correlation when accessing what this means.

Sometimes outside factors can contribute to shifts in behaviour that could be exacerbated by gaming, but not caused by it. If you're concerned over recent mood swings or aggressive tendencies in loved ones, there's no substitute for talking it out and trying to get to the route of the problem. As for of people use video games as an excape from everyday life, and taking this away writtent proper thought could make things worse.

















SHOULD WE STOP BLAMING VIDEO GAMES FOR VIOLENT AND AGGRESSIVE BEHAVIOUR?

Weighing up the prox and cons before letting our young ones play a wideo g uld always be at the forefront of our minds, but the evidence of the negative impre ad time and again in recent years.

at the argument around violence and video genes will continue for some years, and the entific studies have started to bean beavily towards there being are or minimal connec sing behavioural issues in your kids, talk to them and encourage breaks, or play with this

Meet our expert

Mark Foster has worked in the gaming industry for 5 years as a senter, editor and presenter. He is the current gaming editor of two of the biggest gaming news sites in the world. UNILAD Gaming and GAMINGbible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work, but more importantly, how to make them safe and fun.



Users of this guide do so at their own discretion. No liability is entered into. Current as of the date of release: 69.10.2019









Facebook - /National OnlineSafety www.nationalonlinesafety.com Twitter - @naton inesafety