

Leadgate Primary School – Friday Newsletter

Caring, Sharing, Learning Together

Friday, 10th June 2022

This day in history

1752 Benjamin Franklin tests the lightning conductor with his kite-flying experiment

1793 1st public zoo opens in Paris

1829 The first Oxford and Cambridge University Boat Race takes place



Whole School Attendance

Reception = 90.76 %

Year 1 = 91.83 %

★ Year 2 = 91.85 % ★

★ Year 3 = 93.33 % ★

Year 4 = 89.97 %

Year 5 = 88.75 %

Year 6 = 87.96 %



Congratulations

Well Done Year 2 for the best attendance in Lower School and Year 3 for the best attendance in Upper School.

Our school target is 97%.

Weekly Primary Attendance for the North East (23rd to 27th May) = 92.6%

National Primary Attendance = 93.4%

Leadgate Primary (w/e 27th May) = 93.01%

LEADGATE PRIMARY SCHOOL
PRESENTS

BATTLE OF THE BANDS

FEATURING
YEAR 3 2021-2022, YEAR 4 2021-2022,
AND MORE...!

11:00 10th June 2022 - 08:30 17th June 2022

* ANSWER AS MANY QUESTIONS AS POSSIBLE *
PLAY IN ANY GAME TYPE * THE WINNING CLASS WILL HAVE
THE HIGHEST NUMBER OF CORRECT ANSWERS PER PUPIL *
ASK YOUR TEACHER FOR FULL DETAILS AND RULES *

TIMES TABLES ROCKSTARS

Governing Body – Parent Governor required

Dear Parent / Carer we currently have a vacancy on our school Governing body for a parent / carer governor.

If this is something you would be interested in finding out more about please contact the school office for more information or visit

our school website, About Us,

Our Governing Body :

[Our Governing Body](#)
(leadgate.durham.sch.uk)

Battle Of The Bands

Half Term Tournament

Y4 764 points

Y6 537 points

Y3 252 points

Y5 15 points

This week Tournament

Y3 479 points

Y4 346 points

Y6 244 points

Y5 31 points

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Forest Schools Request

Mrs Bowe is looking for old pots, pans and metal ware you may be able to donate to her forest schools lessons. If you can supply any of these items, please contact Mrs Bowe or deliver them straight to the lower school site.

Many thanks



School Dates

**Dance and Theatre Club Final session for Year 5 and Year 6 -Tuesday After School 3.15pm – 4.00pm
Tuesday 14th, 21st, 28th June and Tuesday 5th July – places are still available – please message Mr Watson if you would like your child to attend and include if you child will be collected or walking home.**

Every Thursday afternoon Year 5 Swimming until the end of the term

Every Wednesday until the end of the Year - Year 3 and Year 4 Ukulele Instrument Tuition

Every Wednesday until the end of this term – Taekwondo Instruction for Year 1 and Year 2,

Thursday 15th June – Reception Class Vision Checks

Transition Dates

Tuesday 21st June - Year 2 Visit / Tour and stay and play to Upper school site 9.30 -11.30 – **now changed to Thursday 23rd June**

Tuesday 21st June – New Reception Parents Talk and Tour of School 10- 11am

Tuesday 28th June – Transition day for Year 6 to the Academy and Parent Induction Evening, all classes move up for the day and Year 2 to visit for full morning plus stay for dinner

Week Beginning Monday 4th July – Parents evening week – details to follow closer to the event.

Friday 8th July – Nursery, Reception class, Year 1 transition morning to new classes

Tuesday 12th - Nursery, Reception class, Year 1 Afternoon transition to new classes

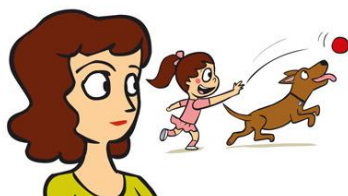
School Dates

**School closes for
Summer Holiday
on Tuesday 19th
July
And
Reopens
Wednesday 7th
September**

Dog Safety Code

Be Alert

Always keep an eye on your children around dogs. Never leave them alone together.



Be Aware

Dogs use signals to tell us how they feel. What is your dog telling you?



Be Safe

Any dog can bite. Accidents happen fast.



Are you dog safe? cfsg.org.uk/dog-safety

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 apps which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

What Parents & Carers Need to Know about THE METAVERSE

AGE RATING

Varies per metaverse platform

'Metaverse' is a relatively new term to many, however the concept has been around for some time.

Videogames, for example, use many aspects of the metaverse; avatars, digital currency, mini-games, and open communication. A metaverse can also take many forms; Fortnite can be seen as a metaverse, as is Roblox. Put simply, a metaverse is an online environment where people interact, play games and express themselves. Away from traditional videogames, there are newer and more 'dedicated' metaverses such as Decentraland, The Sandbox and Somnium Space which are akin to Second Life.

WHAT ARE THE RISKS?

UNSAFE AREAS

Many metaverse platforms feature little to no moderation. This is due to the decentralised nature of the metaverse - as there is no one company overseeing the platform, users can create and build with freedom. This can be a minefield for younger users as adult material or sensitive topics can feature on a parcel of land seen by everyone.

VOICE COMMUNICATION

The freedom found within creation is also found in communication. Most metaverses use proximity VOIP communication (Voice Over Internet Protocol) and users can approach any other user to start a conversation. It is necessary for avatars to be quite close to another in order to talk and once they are, anything can be said. While a chat box can be moderated, voice chat cannot.

ANONYMITY

As with almost every other form of online interactions, anonymity features heavily within the metaverse. The concept for the metaverse is to live any type of life digitally. This could mean that 'bad actors' (those with malicious intent) can take advantage of others with ease. Reporting and monitoring these users is becoming easier on the more popular platforms, but others struggle to police these situations.

VIRTUAL REALITY

Not all metaverse platforms are VR enabled, in fact less than 10% feature VR interactivity. However, it's always worth monitoring the amount of time younger users spend in virtual reality. A VR metaverse differs greatly to VR gaming in user interaction. Approaching each other in a VR metaverse attempts to represent 'reality' and can result in a greater impact if experiences are negative.

PSYCHOLOGICAL IMPACT

Whether in virtual reality or not, interactions and experiences in the metaverse can often carry more weight because they mimic 'real life'. Oftentimes, due to the freedom in avatar creation, younger users may open themselves up to bullying, prejudice or an unrealistic idea of reality. For instance, female-orientated avatars may find themselves targeted by bullies or inappropriate users.

Advice for Parents & Carers

TRY IT OUT FIRST

This may sound like an obvious tip, but by entering the metaverse and exploring on your own, you'll be able to see what your child might. You can explore the busier areas and even the quiet sections to see what users are building or advertising. You'll also learn first-hand how users communicate with each other. Many metaverse platforms will feature an entry area which showcases the busiest areas. Check them all out and see what's happening.

LEARN ABOUT NFTS, WALLETS AND CRYPTO

With the metaverse comes Web3 technologies such as NFTs, cryptocurrency and wallets in which to store them. If you have a crypto wallet, do not connect it to your child's metaverse. One simple click could result in loss of cryptocurrency. If you are unsure what these technologies are, try to research them as these terms will appear in the metaverse.

CREATE AN AVATAR TOGETHER

If you decide on allowing your child into the metaverse, set up their initial avatar together. This way you can ensure the avatar is age-appropriate and keeps their identity private. You can also advise on aspects which may result in attracting bullies or unwanted attention. It will also allow you to see which avatar items cost money, and talk to your child about in-game spending.

START WITH THE FAMILIAR

There are already metaverse experiences with children in mind; explain to your child what a metaverse is and have them recognise similarities between those and games like Roblox, Fortnite and Minecraft. Unfortunately, there is no 'child safe' metaverse option as yet, though Epic Games and LEGO are currently developing a family safe metaverse.

Meet Our Expert

Daniel Upscombe is a father to two girls, aged 14 and 12. Before Dan began his Web3 metaverse journey, he worked as a videogame journalist and author for a decade, reviewing games, talking to creators and writing about videogame trends. Dan has also written fifteen guide books about Fortnite, Minecraft, Roblox, Apex Legends and Valorant for HarperCollins and Bonnier Books.



National Online Safety

#WakeUpWednesday



www.nationalonlinesafety.com



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Users of this guide do so at their own discretion. No liability is entered into. Current as of the date of release: 01.06.2022

Grab a Jab for 5-11-year-olds and 12-17-year-olds in COUNTY HALL, DURHAM



**Sunday 12th June, Sunday 19th June
and Sunday 26th June**

**10am – 1pm - 1st & 2nd doses 5-11year olds
2pm – 6pm – 1st & 2nd doses 12-17-year-olds**

County Hall, Durham, DH1 5UJ

*No appointment needed – Just walk in!
Children must be accompanied by an adult with parental responsibility*

Jabs available for:

- ✿ 1st & 2nd doses **Age 5-11**
- ✿ **Minimum 12 weeks** between 1st & 2nd doses
- ✿ If your child has a condition that means they're at high risk from COVID-19 or they live with someone who has a weakened immune system, they can get a 2nd dose from 8 weeks after their 1st dose.
- ✿ **1st & 2nd doses** age 12+
- ✿ **Minimum 12 weeks** between 1st & 2nd doses for age 12-17

Tested positive COVID-19?

You need to wait before getting any dose of the vaccine.

- ✿ **Wait 12 weeks (84 days)** if you're aged 5-17 years old
- ✿ **Wait 4 weeks (28 days)** if you're aged 5-17 years old and at high risk from COVID-19 or live with someone who has a weakened immune system.