

Milton St. John's CE Primary School Newsletter

Wednesday 28 February 2024

Remember to subscribe to the newsletter on our website to receive an electronic copy.

YEAR 6 CAREERS FAIR

Our Year 6 children visited Mossley Hollins for a Careers Fair on Tuesday this week. The children found it really interesting learning about lots of different careers. We'd like to say a big thank you to Mrs Baker (our Chair of Governors) and Mr Cook (Ada and Grace's dad) and all of the other volunteers for giving up their time on the day to talk to the primary and secondary children involved with the event.



We **S**how respect. We are **H**onest. We **I**nclude others. We **N**ever give up. We seek **E**xcellence in all we do.

WORLD BOOK DAY – 7 MARCH

World Book Day this year is on 7 March. As it has been quite a while since we have last done this, we have decided that the children can come into school dressed as a character in a book on this day. We would like to emphasize that we will be encouraging the children to try and be creative with the clothes and resources they already have at home, rather than go out and buy a ready-made costume. We are very aware that things cost a lot of money and we do not want to add any further pressure to parents.

RED NOSE DAY – FRIDAY 15 MARCH

For Red Nose Day the children can wear red for a donation on School Money of £2. This is now available on School Money.

PARENTS' EVENING

We will be holding our Parents Evening on Wednesday 27 March (in person) and Thursday 28 March (online). Further details of how to book an appointment will be given in due course. In the meantime, please pencil the dates into your diary.

COLLECTIVE WORSHIP VALUE

Our Collective Worship value we will be exploring this half term is JUSTICE. If you would like to learn more about Justice at home, there are some activities at the end of the newsletter for families to take part in.

CLASS ASSEMBLY DATES

Parents are welcome to attend the following assembly dates for the class assemblies. We anticipate they will last approximately 20 – 30 minutes. Year 6 will be performing in another show later on in the year rather than a class assembly. We will inform you of dates nearer the time. All assemblies will start at 9.05am.

Year 3	20.3.24
Year 2	26.6.24
Year 1	8.5.24
Reception	3.7.24

DIARY DATES

Thurs 7 March 2024
Fri 15 March 2024

World Book Day
Red Nose day

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Wed 27 March 2024	In person Parents' Evening
Thurs 28 March 2024	Online Parents' Evening
Thurs 28 March 2024	Yr 5 trip to Lowry Theatre and Imperial War Museum
Mon 13 May-Thurs 16 May 2024	Yr 6 SATs week
Fri 14 June – Mon 17 June 2024	Yr 6 Kingswood Residential trip
Fri 19 July 2024	Yr 6 Leavers' Party

OTHER NEWS



SPRING FAIR

SATURDAY 9TH MARCH

11am till 2:30pm

Mossley Methodist Church

Chapel Street, OL5 0EX

FREE ADMISSION

24 Craft Stalls and Refreshments available



TALK TOGETHER about Justice

Justice means more than making things 'fair'.
In order for people to live together well in a **just** community, it is important to have rules or laws that everybody sticks to. Imagine if there were no rules for people driving cars on the road!

As a family you may want to talk about:

- why it is important to have rules and laws
- rules or laws that you don't think are **just** (or fair)
- family rules that you think are important

THINK TOGETHER Words of Wisdom

"Injustice anywhere is a threat
to **justice** everywhere."
Martin Luther King Jr



READ TOGETHER...



The Story of Jonah

Some folk always seem to be arguing or moaning and groaning. Sometimes they moan about the weather, sometimes they moan about their family, and sometimes they just moan. In fact, they are so busy moaning about EVERYTHING that they forget to be thankful for ANYTHING.

Jonah was just like that! He moaned all the time. So when God asked him to go to Ninevah and tell the people there that he was angry about their stealing, lying, fighting and their wicked ways, of course Jonah moaned and groaned. "Not Ninevah, please! Anywhere but Ninevah! We have never got on with that nasty bunch. Please Lord, send someone else." And just in case God asked him again Jonah, quick as his legs could carry him, ran to the dock and asked the captain of the nearest boat to take him to the furthest place from Ninevah. The nearest boat was the Jolly Dragon and her captain was called Wise Captain Silas. The Jolly Dragon set sail on a calm sea under a clear blue sky but within a day found herself caught up in a fierce and frightening storm. Captain Silas knew immediately that something was not right. He went to find his passenger, who, surprise, surprise, was below deck moaning to one of the sailors. "It's my fault," groaned Jonah. "Throw me into the sea and the storm will blow over." Wise Captain Silas knew Jonah was right and so to save his ship and all the crew, gave orders to toss Jonah overboard that minute. A huge fish saw Jonah sinking slowly to the bottom of the sea, and he opened his great mouth wide, and swallowed him whole!

Jonah had only just enough time to recover from the shock when he found himself shooting through the air and onto a beach very near to Ninevah. The great fish had spat him out and swum away.

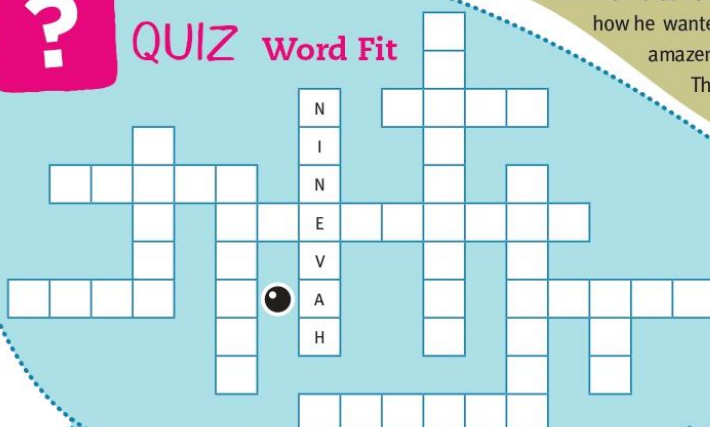
Even Jonah knew now that there was no way out. He picked himself up, shook off the seaweed and walked slowly into the centre of the city. There he did what God had told him at the start and explained to the people of Ninevah that God was sad about their **unjust** behaviour and how he wanted them to change their ways. To Jonah's amazement, that's exactly what they did.

They fasted, they prayed for God's forgiveness and even thanked him for sending Jonah.

Bible story based on Book of Jonah



QUIZ Word Fit



ANGRY
CALM
FISH
GOD
GROANED
JONAH
MOANER
OVERBOARD
PRAYED
STORM
SWALLOWED



HALL OF FAME

Lady Justice

Lady **Justice** is one of the most famous landmarks in London. It is a bronze statue that stands on the domed roof of the Old Bailey. This building houses the central criminal courts where people who are accused of breaking the law are tried by a judge and jury to find out if they are 'guilty' and should be punished or 'not guilty' and can go free.

Lady **Justice** was designed to be a symbol of **justice**: in her left hand she carries the scales of truth and fairness and in her right hand a double edged sword representing the power of reason and **justice**.



FAMILY FOCUS

Making a new law

New laws are passed every year by the government.

Ask each member of the family to think of a law which they think the government should pass.

Talk about your ideas and how your new law would make a difference.



FASCINATING FACTS

The World Village

If the world was a village, with 100 people living in it:

- 61 people would come from Asia, 13 from Africa, 13 from the Americas, 12 from Europe and 1 from Australasia
- 26 of the people would be under 15 and just 8 of them over 64
- half of the people would speak one of just 8 languages – and the most common language would be Chinese
- 82 village people have access to safe drinking water
- 17 people would not be able to read or write
- 53 villagers would have less than £1.30 a day to live on
- there would be 18 cars, 15 computers, 61 mobile phones

Talk with your family about ...

- what you find surprising about these statistics
- what we take for granted in our lives that many people live without
- what you think is **unjust**
- what you think could be done to make the world a more **just** place for everyone

* Taken from 2012 statistics inspired by © If the World Were a Village by David J. Smith, 1990.



HOME-SCHOOL CHALLENGE



Design a weighing machine

Before electronic weighing machines were invented, scales often had two pans that were balanced when each held an equal weight.

Design and make a simple balance from junk materials that can weigh small objects.



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HM Government

Help for
Households

Did you know that childcare support is expanding?



**Get help that fits your
family so you can
juggle work and life.**



Scan the QR code or search
Childcare Choices to find out more.

Childcare
Choices

PARENTING GAMERS



Moving from policing to parenting your gaming kids: how to engage and guide

With concerns about escalating screen-time, the impact of violence, unexpected costs and interloping strangers it can be tempting to lock down video games to limit their negative impact. While some sensible boundaries are helpful, they are only a short term solution for how we guide children towards gaming health. Like other areas of childhood, parents and carers can have a powerful steering presence by engaging and participating in the video games their children play. This not only reduces risks because they are aware of the kinds of activities, interactions and costs involved but makes video games a part of family life. Along with building dens, climbing trees, cooking and family walks, playing games with children enables parents to guide the quality of content being played. This may start with sharing the games children are currently playing, understanding why they love it and celebrating successes. But with a little research, this can grow into suggesting other games to play and higher ambitions for what kids get out of playing long-standing favourites.



National
Online
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A New Media For Everyone

Video games are a new kind of media. Because they are new we don't entirely understand their potential yet. They've become hugely popular and commercially successful as blockbuster entertainment for children and teenagers. However, like books, films and music, the real range of video games on offer is much broader than this.

There are games about every topic you could imagine, and aimed at a wide range of ages and perspectives. Whether it's sharing a families heartbreaking story in *That Dragon, Cancer*, stepping into the shoes of a Syrian migrant in *Bury Me, My Love*, or taking the hand of your child and soaring over the clouds in *Sky: Children of Light*, games take us places in unique ways. It's no surprise, then, that Newzoo figures show that in 2018 40% of men and 32% of women play games. And Entertainment Software Association (ESA) data showed that the average age for US gamers is 34 for women and 32 for men.

If you want to turbocharge your care of a child who loves playing video games, the best thing to do is to find games you want to play yourself. This can sound like strange advice until we consider how hard it would be caring for a child who loves books without reading ourselves or guiding a child who loves music without sharing our favourite songs.

Video Game Diet

Gaining an understanding of what video games are, what they are like to play and the different experiences on offer, enables you to encourage a varied gaming diet. Similar to how we don't worry about plate-time but what's on the plate, we can differentiate between different types of screen experience.

Playing *Fortnite* offers exuberant excitement and connection to friends. Playing *Mario Kart* connects us to the players sitting next to us. *Roblox* can be a place for children to play at having a job or surviving a storm. *Minecraft* can be a tranquil escape from a busy day at school. *Alto's Adventure* can be a way to calm anxiety or jangling nerves.

Parents and carers can expand these experiences. *Kingdoms Two Crowns*, *Reigns* and *Life is Strange* teach players to trust their instincts in game-worlds built to encourage risk and hunch taking. *Florence*, *Abzu*, *Journey* and *Brothers Tale of Two Sons* are a gentle way for children to learn about their own emotional responses to challenging situations as well as appreciating how people experiencing them first hand may feel. *Eco* and *One Hour, One Life* encourage the altruism of building something that other players benefit from.

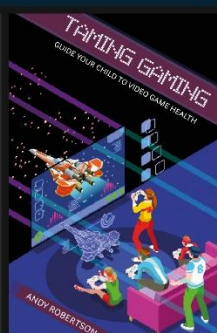
Creators Not Consumers

Ambition for their future means parents and carers support activities where children are excelling. While this is familiar territory when a child is brilliant at an instrument or learning a foreign language, it's easy to miss the need for our enthusiasm when it comes to video games. Along with the general connection and good feelings that come from a parent or carer celebrating success in an activity that a child enjoys comes the imperative that they could go further than they realise themselves. The rise in competitive video games can sound peculiar but requires great skill, draws large audiences and comes with high prize money for professional players. Beyond this, parents can guide children towards other careers in video games which need diverse creative, technical and social skills. A simple and effective way to do this is to encourage children to create as well as consume games. This can start as simple customisation of the games that allow you to design maps and characters. Then there are games like *Mario Maker* on Wii U, 3DS and Switch where you can design and share levels for other players. *Dreams* on the PlayStation 4 takes this further with an accessible game creator that's also really powerful.

Finding Games You Want Children To Play

Parenting rather than policing video games equips children to build good habits and a healthy relationship with digital media for when they leave home and parents aren't around to enforce the rules. One challenge can be finding the kinds of games you want your children to play. There are good resources to help you with this. Many of the examples here come from my upcoming *Taming Gaming* book: <https://unbound.com/books/taming-gaming/>. There are also websites that provide video game suggestions like *AskAboutGames* <https://www.askaboutgames.com>. Also, there are good Twitter accounts that help, like *Wholesome Games* (@_wholesomegames) and *Non-Violent Game Of The Day* (@NVGOTD).

You can also use the VSC Rating Board (<https://videostandards.org.uk/RatingBoard/>) website and PEGI app to search for games of different ratings.



Meet our expert

Andy Robertson is a parent of three children and journalist who writes for national newspapers and broadcast television. His *Taming Gaming* book helps parents guide children to healthy play.

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