



# Holt Community Primary School

## Newsletter Spring 3

### 3rd February 2019



20 children from Y1 and Y2 went to Cromer Academy on Monday for an afternoon of Tri-golf. They all had a great time and Holt Year 2 team won the Cluster trophy.



The year 5 and 6 rugby teams had a fabulous afternoon at Holt Rugby Club last week. There was some superb rugby on display with the year 6 team winning the North Norfolk Cluster trophy.



As part of their topic on Egypt year 3 have been making Egyptian collars and papyrus paper. Their work is on display in the corridor outside their classroom.

#### Dates for your diary

- 16th - 24th Feb - Half Term
- Tue 26th Feb - Class Photographs
- Wed 27th Feb - Y1/2 Class Assembly
- Thur 28th Feb - Y5/6 Class Assembly
- Wed 6th March - World Maths Day
- Thur 7th March - World Book Day
- Fri 15th March - Red Nose Day
- Wed 26th March - Year R Class Assembly
- Wed 3rd April - Y 3/4 Class Assembly
- 6th - 22nd April - Easter holiday
- Week beginning 13th May - Year 6 SATs
- 25th May - 2nd June - Half Term
- 25th July - Summer Holiday



The Infants celebrated Chinese New Year by making Chinese lanterns, lucky fish, Year of the Pig craft activities and tasting Chinese food.

# safer internet Day 2019



## 'Together for a better internet'

Safer Internet Day 2019 took place in the UK on Tuesday 5th February, with the slogan '**Together for a better internet**'. The aim of Safer Internet Day is to inspire a national conversation about using technology responsibly, respectfully, critically and creatively. Coordinated in the UK by the UK Safer Internet Centre the celebration sees hundreds of organisations get involved to help promote the safe, responsible and positive use of digital technology for children and young people. Find out more at [www.saferinternetday.org.uk](http://www.saferinternetday.org.uk).



## What are we doing at Holt Primary?

Through the year all the children learn about online safety as part of the **Computing** curriculum. Sometimes this is done through lessons about technology and how we safely use it. At other times it might be something that classes talk about during **Personal, Social, Health and Economic education (PSHE)** or **PATHS** along with other issues of personal safety.



Teachers and other staff are also available to talk to children about any issues they have. Much of the online safety curriculum we use at school comes from The Child Exploitation and Online Protection Centre (CEOP). Their website [thinkuknow.co.uk](http://thinkuknow.co.uk) contains regularly updated resources to support children, parents and schools to develop online safety skills.

The school's broadband connection and email service are provided by Udata and Google in conjunction with Norfolk County Council. Our highly effective filtering system, called Netsweeper, is set to a very strict level and we have the ability to manually block any material which is missed; this is a very rare event.

## What can parents do?

Online safety, just like other kinds of safety, can be tricky to introduce to your children as it often means discussing imagined scenarios. Some websites can help by creating situations for you to talk about or in the case of younger children transposing the issue onto a situation they might already recognise.



Have a look at [thinkuknow.co.uk](http://thinkuknow.co.uk), [saferinternetday.org.uk](http://saferinternetday.org.uk) or [nspcc.org.uk](http://nspcc.org.uk) to start with or make your own web search but remember that as websites and the services they offer change so fast information can very quickly become out of date or incomplete.

Look for the CEOP button (shown here to the left) on websites that your children regularly use. This button can be used to report behaviour that you or your child are concerned by and also to get information about staying

safe online.



## Video Games

Video games are given age ratings in a similar way to films and TV programmes. The simple age ratings help you understand who a game is suitable for. Games are rated as either **3, 7, 12, 16 or 18** depending on the content of the games and these legally enforceable age limits apply to both physical and download purchases.

**These ratings refer to the content of the game, not its difficulty.**



It is your responsibility to protect your children from harm. Exposure to games that have been given a **16** or **18** rating brings with it a significant risk of harm. Even games with a lower rating such as **Roblox** or **Fortnite** that have a user generated content or chat element can leave children open to bullying or other inappropriate behaviour. We are starting to hear more evidence of this happening and we urge you to take an active role in managing your child's online gaming activity.

If you have any questions about anything in this newsletter or online safety matters please come and see us anytime.

**Mr Gleeson**