



'Knowing each child, growing each child, in God's love'

Friday 12th February 2021

Dear parents,

We have certainly had an extraordinary half term, which has come with many challenges. Our children have shown immense resilience and continue to make us all very proud. I hope that we will be able to welcome more children back to school next half term. The government are set to outline their plans for schools on 22nd February and I will update you as soon as we can, following the announcements.

Thank you to all of you for your continued support, helpful suggestions and positive messages. As a working parent who only has to experience remote learning at home for two days per week, I would like to offer my sincerest 'thank you' to those of you who are continuing to support your children's learning remotely. I know first-hand how much perseverance and patience is required in these circumstances and am so pleased with the levels of engagement you are able to encourage from your children. **New learning packs for after half term are available from school today from 12-4.30pm.**

Pupil and Parent Surveys

The governors and leadership team are always looking for ways to evaluate what the school is doing well and areas for improvement. We would be grateful if you would complete our parent and pupil surveys.

Pupil survey link: <u>https://www.surveymonkey.co.uk/r/ZHNRDJ8</u> Parent survey link: <u>https://www.surveymonkey.co.uk/r/Z6FJQX6</u>

Reading

Collins Connect Big Cat reading scheme have made their books available for free online throughout February. You can use the following information to access them: <u>https://connect.collins.co.uk/school/portal.aspx</u> Go to the teacher portal, login: parents@harpercollins.co.uk, password: Parents!21

Safer Internet Day and Online Safety

Children have been learning about online safety as part of Safer Internet Day this week. We have been using Digiduck stories for our younger children which teach internet safety messages through stories: <u>https://www.childnet.com/resources/digiduckstories</u>. Please see the Hertfordshire ESafety Newsletter for parents attached. I have highlighted the PEGI rating section



below for parents of older children. Did you know that Fortnite has a PEGI rating of 12? Did you know that the House Party App is for 12+ only?

What should parents be aware of?

PEGI age ratings don't consider communication features when assessing a game or app, meaning that a game with a 3+ PEGI rating might allow its users to speak to other players.

Being able to chat with other users can put children at risk of seeing or hearing something that might upset them.

What are PEGI ratings?

PEGI (Pan European Game Information) is a content rating system used in over 35 European countries that provides age recommendations for gaming content, which includes mobile apps. **How do PEGI rate games?**





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Before a game is released, game publishers answer a questionnaire about their product and answer questions on the presence of violence, sex, adult language and other audiovisual content that might be considered as unsuitable for different ages. Once PEGI review this, the game publisher can use the relevant age rating icon and content descriptor.

These ratings and descriptions below are taken from the **PEGI website**:

PEGI 3	The content of games with a PEGI 3 rating is considered suitable for all age groups. The game should not contain any sounds or pictures that are likely to frighten young children. A very mild form of violence (in a comical context or a childlike setting) is acceptable. No bad language should be heard.
PEGI 7	Game content with scenes or sounds that can possibly frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence) are acceptable for a game with a PEGI 7 rating.
PEGI 12	Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild. Gambling as it is normally carried out in real life in casinos or gambling halls can also be present (e.g. card games that in real life would be played for money).
PEGI 16	This rating is applied once the depiction of violence (or sexual activity) reaches a stage that looks the same as would be expected in real life. The use of bad language in games with a PEGI 16 rating can be more extreme, while games of chance, and the use of tobacco, alcohol or illegal drugs can also be present.
PEGI 18	The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence, apparently motiveless killing, or violence towards defenceless characters. The glamorisation of the use of illegal drugs and explicit sexual activity should also fall into this age category.

I hope you all have a restful half term.

Kínd regards, Mrs Brídgman