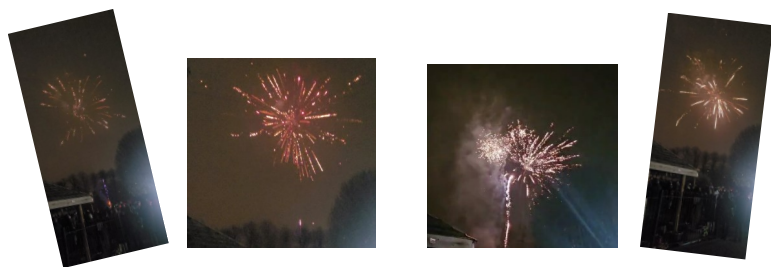


## Headteacher message



We had a fantastic evening on Friday. Our Fireworks display was a great success, bringing our Bond community together. Seeing the joy on the children's faces uplifted everyone's spirits. Thank you for your positive messages. I would like to say a huge thank you to our staff team and a very special thanks to Mr Lanigan who did a superb job managing the fireworks (he promises next year's fireworks will be even bigger) and Mrs Tye for organising the event with help from our amazing team of staff.

## Attendance



Classes with the highest attendance this week:

EYFS/KS1— Poppy : 97.1%

KS2— Orchid: 99.6%

Whole School Attendance: 95.6%

**Our whole school target is 96%**

A positive week for attendance. Well done to everyone!

## Wrap up warm

Please ensure that children are coming to school with jumpers/cardigans, coats, hats and gloves. All items must be clearly labelled



## Dates for your diary



**Tuesday 12th November**

Flu Vaccination catch up

**Wednesday 13th November**

Odd Socks Day

**Friday 15th November**

Year 4 22 Horizon Trip

Children in Need Dress-up Pudsey Day

**Week commencing Monday 24th November**

Parent's Evening

**Tuesday 26th November**

Sunflower class assembly

**Thursday 12th December**

Christmas Jumper Day and Christmas Dinner

**Tuesday 17th December**

Key stage 1 Christmas performance

**Wednesday 18th December**

Key Stage 2 Christmas Concert

Reception trip to Polka theatre

**Thursday 19th December**

Class Christmas parties

**Friday 20th December**

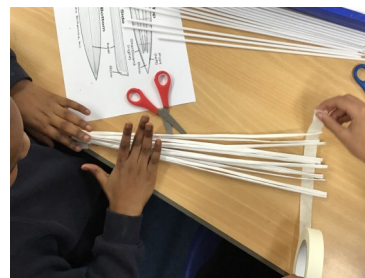
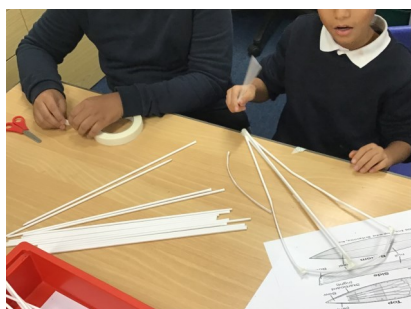
Last day of school—close at 1:30pm

# Rose class

This week in PSHE the children learned about mental health and how to look after it. Mental health includes our emotional, psychological, and social well-being. It affects how we think, feel, and act. It also helps determine how we handle stress, relate to others, and make healthy choices.



In art they had the task to create a hull of a boat with a minimum of materials (paper straws and masking tape). Inspired by a copy of a Longboat design the children enjoyed creating their maritime models.



# What Parents & Educators Need to Know about LEGO FORTNITE

Epic Games have recently introduced three new game modes to Fortnite: Rocket Racing, Fortnite Festival and, finally, Lego Fortnite: a survival game using official Lego characters. There are lots of great mechanics that encourage creativity in children, but – as with any online game – it's important to stay aware of the potential risks.

## WHAT ARE THE RISKS?

### MONETISATION

Lego Fortnite utilises a similar online item shop to the main Fortnite game. When this title was released, the makers introduced thousands of Lego versions of the original game's character skins. Owning an original Fortnite cosmetic means you also own the LEGO version at no extra cost, but the addition of these extra versions could potentially spark new interest in young players, making it more tempting to pay real money for these in-game accessories.

### ONLINE PLAY

LEGO Fortnite can be played online, as with the base game. While a player's LEGO world is private when it's first created, they can then invite anyone on their in-game friends list to play with them. If any strangers are on this friends list, they can be invited onto their server. Thankfully, Epic Games has implemented a solid reporting system, as well as tools to kick other players from the game.

### FEAR FACTOR

There is no explicit violence in Lego Fortnite, but there is a lot of combat. While the battles in Lego Fortnite remain very cartoonish and child friendly, a lot of the action unfolds inside dark caves, with spiders, skeletons or scary-looking monsters. The game can get a little spooky at times, which could potentially scare younger players.

### COMPLEX GAMEPLAY

Lego Fortnite is a survival game, though it's not as simple as something like Minecraft. There are lots of different crafting stations and loads of items to use or combine (including various rarities to seek out and harvest). The gathering and crafting elements of the game can get quite complicated and confusing, which could be a source of frustration for some younger players.

## Advice for Parents & Educators

### LEGO IS FRIENDLY

Much like real Lego, this game is incredibly inviting. It's friendly, fun and accessible: a younger player could still enjoy this title even if they'd never played Fortnite before. With sanitised violence, it's a far more family-friendly gaming experience all round – worth bearing in mind if you're concerned about children and young people being exposed to violent or frightening content.

### SET LITTLE CHALLENGES

As we've noted, the game is a lot more difficult than it may seem, which could be frustrating or upsetting for some younger players. While the game does a good job of setting realistic targets for players, it can still feel overwhelming. If parents suggest smaller challenges – such as building a house – children can flex their creativity, express themselves with their builds and feel a real sense of accomplishment.

### PLAY TOGETHER

Take some time to play the game together. Not only will that help with some of the complicated tasks, but it's also just a fun pastime. Playing with family members also reduces the potential for younger players to invite strangers to enjoy the game with – if any are on their friends list. Furthermore, playing with children will let you more effectively limit their time spent on the game. Instead of "switch it off", you can now say "let's play some more later!"

### MONITOR SPENDING

If a child has provided their parents' email address and been given consent to make in-game purchases, it's worth keeping an eye on how much gets spent on the in-game currency, V-Bucks. It's very tempting to buy character skins in LEGO form, as a way of expressing yourself and looking cool and unique. As you may know already, the average skin costs between £6-18, which can add up very quickly if not tracked and limited. Keep in mind that you can make it necessary to enter a PIN code to validate every purchase using the game's parental controls, and you can prevent the game from saving your payment information whenever you make a purchase. Furthermore, players under-13 automatically have their spending limited to \$100 (£78.55) per day.

### Meet Our Expert

Daniel Lipscombe is a writer specialising in technology, video gaming, virtual reality, augmented reality and Web3. He has also written 15 guidebooks for children, covering games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft. With work published by the likes of PC Gamer, Kotaku, Pocket Gamer and VG247, he has reviewed more than 50 games and products over the past year.



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