

# East Ardsley Primary Academy Newsletter

28/1/2022

Menu No. 1



Congratulations to Class 12 who have 96% attendance this week - you were our attendance stars.

## What we have been up to this week:

The highlight of this week has been the Year 6 residential visit to Robinwood. Sadly we didn't get to take all the children and staff we planned to thanks to covid, but we managed to take everyone possible and the children and staff had a fantastic time.

The children have spent three fun packed days trying a range of activities such as climbing, canoeing and obstacle courses, as well as learning to live together in dormitories and to work together as a team.

As always, their behaviour has been exemplary, and the centre staff have all remarked on how polite and friendly the children from our school are. Thanks to the staff both at Robinwood and those from our school who made it such a special event for all the children. We've all come back exhausted but exhilarated.

At school we continue to be massively affected by staff absence due to covid, both staff off because they have covid, but also those off because they have children of their own with covid. Our staff have been amazing, trying to ensure they are keeping on top of everything despite the high absences, but obviously it means that they may not be able to respond to posts on Tapestry or emails and phonecalls as quickly as they would normally. Please bear with us as we work our way through this. Whilst we have been trying to avoid supply staff where possible, there will be a lot of supply in school next week, especially with the younger children.

Obviously disruption on this scale does impact on the behaviour of the children and it may be that your child is a little unsettled. We are trying to keep them with staff they know and trust as much as possible and the supply staff we have in school are known to the children wherever they are available.

Work is still going on to Tapestry for any children who are not in school because of covid. Please remember there is no expectation that poorly children complete work, but it is there for when they start to feel better.

Year 1 children had their hearing checks this week. Whilst it wasn't expected—we thought they were coming in February—we managed to fit it in and they were able to test the hearing of all the children who were in school.

Ms Talbot

## Dates for your Diary:

15.2.22	Year 5 Trip
18.2.22	School closes
28.2.22	School opens
3.3.22	World Book Day
9.3.22	Year 2 Trip
14.3.22	Assessment Week
17.3.22	Year 1 Trip
18.3.22	PTFA Dress Down Day
21.3.22	Mother's Day Gift Shop
29.3.22	Parents' Evening
30.3.21	Group Photographs
31.3.22	Parents' Evening
1.4.21	School closes
19.4.21	School opens
2.5.22	School closed (Bank Holiday)
9.5.22	Year 6 SATs Week
29.5.22	School closes
6.6.22	School opens
6.6.22	Year 1 Phonics Screening
13.6.22	Father's Day Craft Shop
13.6.22	Year 4 Times Tables Check
20.6.22	Assessment Week
21.6.22	Morley Sports Day
22.7.22	School closes

**robinwood**  
we make  
a really positive  
**DIFFERENCE**  
developing children

## **U11s Girls' Football Tournament - Champions!!**

What a fantastic start to the New Year!! On Monday, the U11s Girls' Football team represented the school in the MSSA Autumn Tournament. Eight teams were entered and split into two leagues and played games, twelve minutes long. We were in league one with Birchfield, Westerton A and Asquith Primary.

Our first game against Birchfield got off to a shaky start. As the team were playing together for the first time, even with Kayzia scoring a cracking opener, the girls struggled to get control of the game and ended with a 3-1 loss. They were obviously a little upset with the score but I had to remind them that it was early days and there were plenty more games for them to gel as a team. I couldn't have spoken truer words, as from the next game, against local rivals, Westerton A, the girls just came alive!! Lucy and Kayzia were a goal scoring dream team! A hat-trick from each of them along with some fantastic defending from Molly and Keanna and few amazing saves from Georgie, and we had our first 6-0 win!!

The next match was against Asquith and this time the girls were 'on fire'!!

Within seconds of kick off, Maisie made a quick run down the field and knocked the ball into the back of the net! Another two each from Lucy and Kayzia, and a blundering own goal from Asquith, and we had another, superb 6-0 win!! Georgie made some superb saves in goal and was assisted by some brilliant defending throughout from Molly and Jessica.

As the results came in from both fixtures, we had finished in second place in our league behind Birchfield and were to play league two winners, Gildersome Primary in the semi-finals. Another fantastic twelve minutes of brilliant football was played and the girls soared into the final, with a 3-1 win. Goals from Lucy, Maisie and a wonderful corner kick from Frankie ended up being deflected into the net as it slipped through their keeper's fingers! Pure magic to watch!

Ironically, the final was, once again, against Birchfield, as they had won all their previous games. This match was a lot different from the first one, as the girls had gelled brilliantly and were definitely a force to be reckoned with. The ball was end to end with lots of shots on target by both teams. We were elated when finally one went in from Kayzia, within the last minutes of the game. When the whistle blew it was so fantastic to see the looks on all the girls' faces, absolutely priceless!!

What an absolute joy it was to see these girls grow, gel as a team and progress as the evening went on. I am so proud of them all. A huge well done to all the girls and our first trophy on the way for the 2021-22 season!!

Our champions are: Molly Patchett, Jessica Mellor, Georgie Ream, Keanna Ward, Francesca Crowther, Maisie Walker and 'Players of the Tournament', Kayzia Ward and Lucy Ream. Mrs Fletcher

**Helpful telephone numbers-** Leeds Anti - Social Behaviour Team: 0113 222 4402

Childline: 0800 11 11      Leeds Domestic Violence 24 hour helpline: 0113 2 460401

Out of hours service for ongoing noise 6.00 pm -3.30 am: 0113 395 0143

NSPCC: 0808 810 800      Leeds Domestic Violence 24 hour helpline: 0113 2460401

Home Start-Support and friendship for families 0113 244 2419 or email office@home-startleeds

## **A free online safety guide on horror games.**

Horror video games come in a such a variety that the genre can hard to define. The overlapping element is that these games are designed to scare or unsettle the player through gameplay, atmosphere, story, music, setting and 'jump scares'. The most common sub-genres are survival horror, action horror, psychological horror, jump-scare horror and reverse horror. These games originate from a range of developers, including smaller indie studios which release download-only titles (that is, they aren't physically sold in shops) and therefore aren't subject to age ratings.

In the guide, you'll find tips on a number of potential risks such as adult themes, psychological horror and violent content.



# What Parents & Carers Need to Know about HORROR GAMES

Horror video games come in a such a variety that the genre can hard to define. The overlapping element is that these games are designed to scare or unsettle the player through gameplay, atmosphere, story, music, setting and 'jump scares'. The most common sub-genres are survival horror, action horror, psychological horror, jump-scare horror and reverse horror. These games originate from a range of developers, including smaller indie studios which release download-only titles (that is, they aren't physically sold in shops) and therefore aren't subject to age ratings.

## WHAT ARE THE RISKS?

### ADULT THEMES

Horror games are typically made with adults in mind, which means by definition that they often feature adult themes. Outlast, for instance, is a popular horror game series including material such as nudity and extreme sadistic violence. Other games, like Five Nights at Freddy's and its sequels, have a back-story that doesn't actually appear on screen but still hints at explicit adult themes.

### VIOLENT CONTENT

Not all horror games contain graphic violence (titles like Five Nights at Freddy's and Phasmophobia prefer a spookier, suspenseful aesthetic) but many do portray extreme brutality very realistically. Until Dawn and the hugely popular Resident Evil and Outlast franchises, for instance, feature incredibly graphic violence. The safest course of action is to thoroughly research a game in advance.

### ONLINE INTERACTION

Some horror games are played cooperatively with others online. Phasmophobia is one of the most popular titles in this category, and while it doesn't feature an excessive amount of gore, it does place a strong emphasis on online interaction – often with strangers. Deed by Daylight is another game in which frequent and prolonged online communication with other players is an advantage.

### PSYCHOLOGICAL HORROR

Rather than simply lading on the blood and gore, psychological horror games try to scare the player through subtler mental and emotional means. For this reason, this type of game (notable examples include Alien: Isolation, The Medium and the Amnesia series) can have a longer-lasting effect on players; some occasionally 'break the fourth wall' – interacting directly with the player as if they were real.

### LONG-TERM FEAR FACTOR

Horror games are designed to be scary; most players accept this fact in advance. They can, however, include content which leaves an unwanted lasting impression. By focusing on our fears and concerns to elicit an emotional reaction, horror games can be triggering in unexpected ways for some players. It's difficult to predict when – and how – a game might have long-term effects on an individual's mental wellbeing.

## Advice for Parents & Carers

### BEWARE OF JUMP SCARES

Jump scares in video games are often no worse than they are in movies. If a young person doesn't cope well with being suddenly startled by something in a film or on TV, they probably won't be able to handle horror games featuring jump scares. Some games (such as Five Nights at Freddy's) are built entirely around this technique and aren't suitable for younger children or those who are easily frightened.

### RESEARCH THE GAME

It's best to look into a horror game thoroughly if your child expresses an interest in playing it. Many indie horror titles are download only and therefore aren't required to come with an age rating – so you'll need to do some background reading and judge the game's content for yourself. Check out the game's web pages, read any wikis about it (including fan ones) and watch videos of the gameplay.

### ENCOURAGE BREAKS

It's easy to lose track of time when gaming, and horror games are no exception. A short break every hour or so is important to rest the eyes and relieve the posture – especially if traumatic situations in the game have built up tension and stress. For horror gamers, breaks also give the added benefit of feeling more relaxed afterwards, which can mean a scarier gaming session when they resume!

### IF IN DOUBT, SWAP IT OUT

If your child finds a horror game to play, but after doing some research you decide it doesn't look like the right one for them, swap it out! There are a lot of horror titles to choose from, and some will be more appropriate than others. Work together with your child to find a suitable game for them. Remember, horror games don't have to be gore-spattered and graphic to be enjoyably scary!

### STAY RECEPTIVE

Maintaining good communication with your child is vital for safe gaming. If they see something in a horror game that disturbs them in ways they didn't expect, then they should feel comfortable opening up to you about it. Try not to simply laugh it off or make light of it, and always make time to listen. It's a useful reminder that they can talk to you about any type of problem they have in the future.

### Meet Our Expert

Clare Gokwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2018, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.



**National Online Safety**  
#WakeUpWednesday