



## Newsletter 11



Children's Mental Health Week has been our focus in school this week and it has been wonderful to see the children and staff engaged in activities and discussions centred on their well-being and emotional health. Throughout the week, classes have held Google Meets where they have shared their passions and talents and have in keeping with the theme of the week "expressed themselves".

Our school Facebook page has shared a range of resources and reminders about the importance of looking after our mental health and there will also be photographs from this week shared on the school website and google classroom pages. The best thing we can do to look after our mental health is to talk and listen to each other – the old saying of "a problem shared is a problem halved" really does go a long way.

### Remote Learning Offer

We have listened to what you have feedback to us about our remote learning offer.

You said;

- ❖ I am concerned about the amount of time on screen that my child is spending
- ❖ I am worried about the effect on my child's eye sight
- ❖ My child loves seeing his/her teacher on Google Meets and enjoys that contact and connection
- ❖ I would like my child to read a real book not always an online one
- ❖ There is a lot of work to get through and we worry about handing it all in on time.

We have listened and from next week will;

- Each class will designate a day as a **Screen Free Day**. The emphasis will be on practical activities that can be enjoyed without the need to sit at a screen.
- Children can, by arrangement, come and collect a reading book from school so that they enjoy physically holding and reading a book.
- We will still offer quality learning activities but will aim to manage it more effectively.
- We will aim to be as connected with the children as we can be – we miss them too!

Please, keep talking to us and letting us know if there are any concerns. We also love to hear about the things that you like – it keeps us all feeling upbeat!

Screen Free Days **	
Class	Day
Nursery - Inkpen	Monday
Reception - Mckee	Friday
Year 1 - Donaldson	Friday
Year 2 - Grey	Tuesday morning/ Friday afternoon
Year 3 - Zephaniah	Wednesday
Year 4 - Horowitz	Wednesday
Year 4 - Rauf	Tuesday
Year 5 - Rundell	Tuesday afternoon/ Friday afternoon
Year 6 - Tan	Thursday afternoon/ Friday afternoon

**\*\*some of the activities may take the form of Joe Wickes PE or Charanga Music so use of a screen may be required to follow the activity for a limited time.**



**Congratulations to Hussein and his family in Nursery. Hussein has become a big brother to the new baby boy in his family.**

### COVID19 Update

If your child is showing COVID symptoms or isolating after being in contact with someone who is positive, please remember to let the school office know.

Please email [office@springgrove.hounslow.sch.uk](mailto:office@springgrove.hounslow.sch.uk) or call 020 8560 0965.

## Family Maths Challenge

Thank you so much for your amazing snowflakes. They were all so wonderful to see. We have so many creative families in our school. A special well done goes to Amelia Khan, Mario and Antonia Niculae, Ayaan Juneja for the amazing video with an amazing sound, Daniel Marek, Vishnu and Nimesha Tukumala Naren. It was great to see families submitting work together.

This week I thought I should give another creative activity as it is children's mental health week. I have attached a link to make an ice cream cone using origami. I chose this particular clip as it uses a lot of mathematical vocabulary, perhaps you could make a list of these words while watching the clip.

<https://www.youtube.com/watch?v=ybmxJVe2QpA>

The size of the paper they have suggested is the same as a standard post it note, however I found this size quite fiddly but this could be because I have adult size hands.

Enjoy this activity, I was thinking about the summer and more daylight when making mine. I can't wait to see your creations. *Mrs Jasavala*

# NEWSLETTER 11

## Celebration Awards

Friday 5<sup>th</sup> February 2021

Class	Name	Reason
<b>Nursery - Inkpen</b>	<b>Vir</b>	For his great enthusiasm for all the activities on Google classroom and always completing them to the best of his ability.
	<b>Mahira</b>	For absolutely fabulous dancing, engaging so well in the happy movers always trying her hardest in all activities set.
<b>Reception - Mckee</b>	<b>Ayla</b>	For completing every single task set with such enthusiasm.
	<b>Zain</b>	For working on all the activities in school and then working on Google classroom activities at home.
<b>Year 1 - Donaldson</b>	<b>Cameron, Presiyana and Abigail</b>	Brilliant reading.
	<b>Ethan</b>	Inspiring work all week! From cake making to karate and everything in between!
	<b>Charlie</b>	Using phonic sounds.
<b>Year 2 - Grey</b>	<b>Alia</b>	Always having a go at every bit of work and being really good at asking for help when she needs it.
	<b>Liam</b>	For being a remote learning superstar and putting in incredible effort from home.
<b>Year 3 - Zephaniah</b>	<b>Naomi</b>	For putting her hand up more and more during our google meets. She is really making lovely contributions to the lesson.
	<b>Mokshagna</b>	He is creating some really lovely pieces of work, he is always online and ready to go for every google meet as well as being an active participant of discussions.
<b>Year 4 - Horowitz</b>	<b>Max</b>	For showing more keen interest in his tasks and presenting lovely work on Google Classroom.
	<b>Anjani</b>	Becoming a more enthusiastic participant on Google Classroom and handing in a higher standard of work.
	<b>Eeshal</b>	Always a keen worker and has been presenting a great deal of quality work on Google Classroom.
<b>Year 4 - Rauf</b>	<b>Skyla</b>	For her creative and imaginative writing.
	<b>Almas</b>	For his great work he is doing at school especially with his English work, reading and art.
	<b>Malachi</b>	For his fantastic creative writing and responding to teacher comments.
<b>Year 5 - Rundell</b>	<b>Zain</b>	For working hard and persevering with his writing to achieve a high standard.
	<b>Tiffany</b>	For improved effort and attitude.
<b>Year 6 - Tan</b>	<b>Khai</b>	For writing an excellent poem about Lockdown this week in English.
	<b>Daisy</b>	For fabulous effort and enthusiasm during our Google Meet sessions.
	<b>Salah</b>	For starting to show his full potential in writing tasks and always submitting excellent work in Maths.
<b>Year 6 - Tan</b>	<b>Mario and Laurentiu</b>	Welcome to Year 6 and well done for making an effort to socialise through our Class Google Meets and

**Safer Internet Day (SID) is on Tuesday, 9 February 2021**

**Helpful guide to understand the age related restrictions on some of these gaming and social sites .**



TikTok is a video-sharing social media app available on iOS and Android which lets users create, share, and view user created videos in a similar manner to Facebook, Instagram and Snapchat. Its main draw, however, is that users can record and upload bite-sized looping videos of themselves lip-syncing and dancing to popular music or soundbites, often for comedic effect, which can then be further enhanced with filters, emojis and stickers. TikTok has been designed with the young user in mind and has a very addictive appeal. At the beginning of 2019 it skyrocketed in popularity and has featured near the top of download charts ever since. Estimates suggest that it now has anything between 500 million and over 1 billion monthly active users worldwide.



Fortnite: Chapter 2 has finally landed! With a whole host of new in-game features including a brand-new map, more water-based activities, upgraded character skins and a more streamlined arsenal of weapons, this Fortnite is promising to be the best yet. Almost all of the changes are cosmetic which means the concept of the game remains the same, with players still aiming to be the last man standing. Players will no doubt find the game much more enjoyable with so much more to explore. For parents and carers however, it pays to remain vigilant.



According to the Roblox website, 'Roblox is the world's largest interactive social platform for play. For those of you not so familiar with the game, it is a multi-player online gaming platform which allows children to play and create a variety of games in a 3D world. Roblox is free to play and available on all modern smartphones, tablets, desktops, Xbox One, Oculus Rift, and HTC Vive.



WhatsApp is one of the most popular messaging apps in the world, with more than 1.5 billion people in more than 180 countries using it to send and receive text, photos, videos and documents, as well as make voice and video calls through an internet or Wi-Fi connection. The free app offers end-to-end encryption, which means that messages can only be read by the sender and the recipient in one-to-one chats, or all members if it is a group chat. Not even WhatsApp can read them.



Facebook is an online social media platform that has over 2 billion users across the globe. It was initially for university students but soon expanded out and since 2006, anyone over the age of 13 is able to join the platform. It is available on all devices from your desktop and laptop computer to smartphones and tablets. Users can add photos and videos, update their status, interact with others and catch up with the latest news. Despite requiring users to be over 13, there are no age verification measures and children can easily create an account. It's therefore important that parents familiarise themselves with the main features of the platform to ensure their young ones remain safe if and when they use it.



YouTube is an online platform - owned by Google - where anyone can upload & watch video content. All different types of information, advice & entertainment are uploaded & billions of people tune in to watch, rate & comment on it. As a parent, it's important you understand exactly what content your children might be seeing.

**Recommended Gaming / Social Apps for KS2 Children**



Among Us is one of the most popular games of 2020. A space-themed 'social deduction game' where 4-10 players take on the guise of Crewmates, who must complete various tasks around their spaceship, while randomly selected Imposters must try their hardest to sabotage the others' efforts. The Imposters have to remain undetected through rounds of voting to win. While Among Us is a largely safe game, it's still prudent to be aware of any potential risks young ones might encounter when playing.



There's a very good chance you've heard of Minecraft. The block building phenomenon is, arguably, the most beloved video game of all time which has managed to maintain its popularity since its first release back in 2011. Nine years later, it still has a huge userbase of 112 million people playing the game every month. Accessible to those 7+, Minecraft can be a gateway into a world of learning and exploration which encourages players to use their imagination to build three-dimensional worlds with virtual building blocks. While Minecraft is considered relatively safe generally speaking, there are some safety precautions parents may want to consider before allowing their children loose on the game.