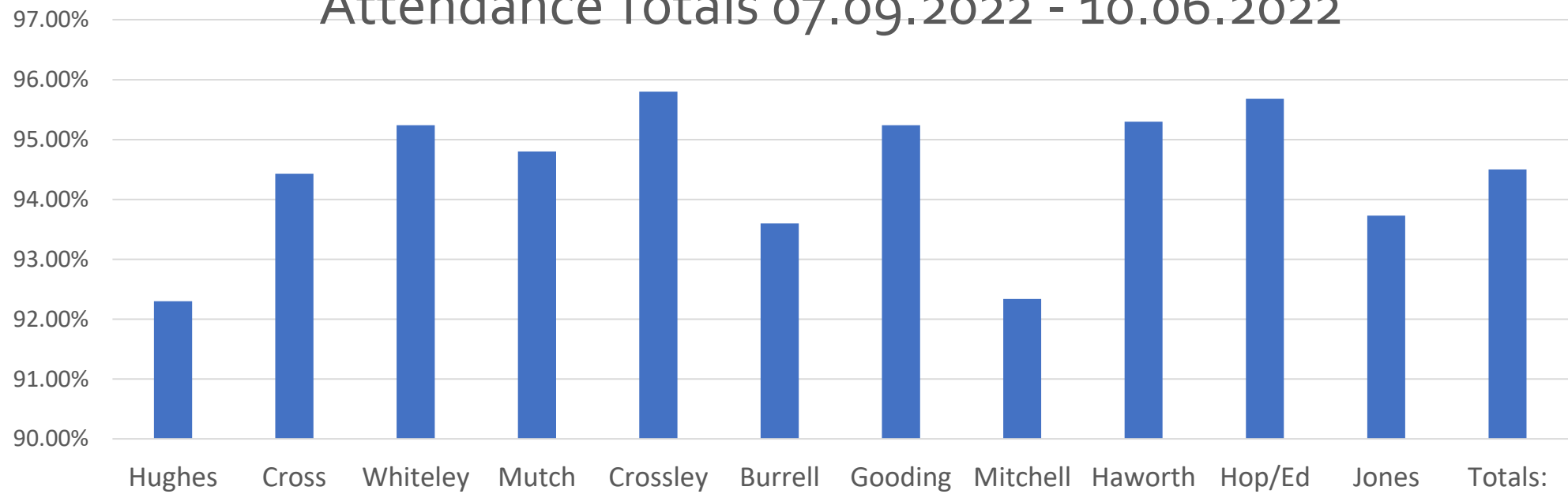




Attendance Totals 07.09.2022 - 10.06.2022

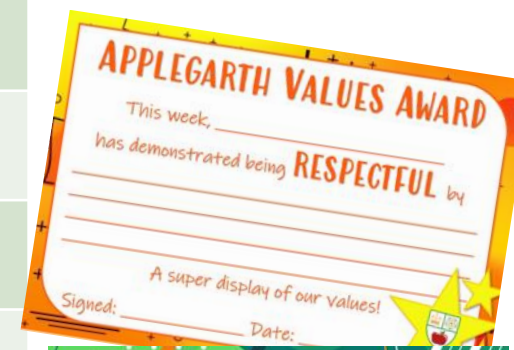


Stars of the Week

Class	Chosen by Teacher
Mrs Mitchell	Eddie G Meriem Z
Mrs M	Kobie L Ruby M



Class	Chosen by Teacher	Chosen by Class
Miss Gooding	All of Pelicans for their effort in the phonics check.	
Mrs S & Mrs H	Evie WG	Evie S
Mrs Crossley	Macy-Rae B	Finn S
Mr Whiteley	Jessica T	Freddie B
Mrs Cross	Mina B	Lottie-Leigh P
Mrs Jones	Esme H	Freddie T
Mrs Hughes	Oliver B	Scarlett I'A
Miss Mutch	Katie P	Callum M
Mrs H & Mr E	Joshua B	William C





STEM DAY 2022 – BRIDGES 🏗️ 9.6.2022
Today was STEM Day 2022 at Applegarth. After the success of last year and the marble runs we have embraced the challenge of designing...

Yesterday was Science Technology Engineering and Mathematics (STEM) Day 2022 at Applegarth. After the success of last year and the marble runs, we have embraced the challenge of designing and building bridges. All year groups found out different types of bridges. They learned about the engineer, Isambard Kingdom Brunel, and the legacy of his achievements in engineering. Each year group were given a different bridge to locate and learn: Reception had a local bridge; Year 1/2 had Tower Bridge and Humber Bridge; Year 3/4 Ponte Vecchio; and Year 5/6 Golden Gate and Brooklyn Bridge.



Islamic Faith Workshop

On Wednesday, Yesmien visited our school to talk to pupils about the Islamic faith. Pupils dressed in traditional clothing in a whole-school assembly and were introduced to the main aspects of the faith.

Year 3 and 4 had further workshops involving cooking, writing arabic, art and RE. Pupils were respectful, inquisitive and very mature throughout the day and were highly-enthused by the activities and the new knowledge they acquired.



Carers Plus Assembly

Today we welcomed Alison and Laura from Carers Plus. They spoke to Key Stage Two about what it means to be a carer, and how they might be able to identify as caring for a relative (be that a parent or sibling). Pupils were very engaged and gave thoughtful responses and were able to explain how to seek advice and help if they ever needed it.

You can find more information about Carers Plus and how to access support on the Pupil Mental Health and Wellbeing page on our website: <https://www.applegarth.n-yorks.sch.uk/pupils/mental-health-and-wellbeing/>



Our Safeguarding Team

At school we have five members of staff and a governor who make up our Safeguarding Leadership Team. Mr Peoples is our Designated Safeguarding Lead (DSL); he is the lead person responsible for child protection and safeguarding issues. Mrs Hopkin, Mr Edwards and Mrs Crossley are our Deputy Designated Safeguarding Leads (Deputy DSLs); a deputy DSL supports the DSL in their role safeguarding and child protection. Mrs Jo Burnside is our Safeguarding Link Governor. The role of the Safeguarding Governor is to support the DSL as well as regularly review, ask questions and make suggestions about our safeguarding policies and procedures and to report back to the governing body.

All staff at Applegarth know that safeguarding is EVERYONE'S responsibility.

You can also report any concerns you have to our welfare email: welfare@Applegarth.n-yorks.sch.uk

VIRTUAL REALITY

Virtual reality (VR for short) has existed for decades, but it's only in the last 10 years that the technology has really become publicly available. With VR's rapid rise as a gaming and educational medium, there are plenty of unknowns regarding its use – for adults and children alike. Is it safe? How long should someone use VR for? How expensive is it? What's clear is that VR is becoming ever more ubiquitous in everyday life: from companies using it for training to at-home fitness. Knowing what the technology is capable of is more useful than ever.

WHAT ARE THE RISKS?

PREMATURE EXPOSURE

13+

While VR has already found its way into schools worldwide – allowing teachers to take their class on digital field trips – most manufacturers advise an age restriction of 13. This safeguard is based on the idea that children's brains, eyes and bodies are still developing. With the technology still in its infancy, not enough research has been conducted as to how VR affects children in the longer term.

EYE STRAIN

One of the main worries about VR is that essentially having TV screens so close to your eyes could harm them with prolonged use. Lenses inside each headset have been specifically designed to trick the human eye into focusing to infinity (just as they would in the real world) to mitigate possible eye strain. Even so, longer VR sessions should be limited to adults only.

PHYSICAL ACCIDENTS

When used correctly, VR isn't dangerous as there are safety features built in. A common concern is that a child wearing a headset could bump into real-world objects while playing – so creating a clear, tidy gaming space is essential. Headsets also come with 'Guardian' or digital barrier systems that can be set up beforehand, indicating where walls and furniture are located so nobody trips over and hurts themselves.

SOCIAL VR

VR is more immersive than normal gaming and makes players feel very present in the moment. There are additional online safety fears, therefore, relating to trolling and abusive comments as players engage with each other in social VR spaces. Personal information shouldn't be given out and privacy and safety controls (who can see your real name, for example) need to be activated where possible.

MOTION SICKNESS

Children who are prone to travel sickness might encounter what's known as 'simulator sickness'. This is nausea caused by the eyes seeing images which tell the brain that the person is moving, while the rest of the body knows it is stationary. Most apps have features to reduce this discomfort, while some games simply don't feature locomotion to make for a more comfortable experience.

VIOLENT CONTENT

Among the growing range of VR games and apps, not all of them are appropriate for young players. Violent content can be far more visceral and disturbing in VR, so it's important to consider the age and maturity of your child before giving them access to this type of gameplay. As the majority of VR content is digital, online store access is easy – so careful curation is advised.

Advice for Parents & Carers

START OFF SLOWLY

Just like regular video games, if your child wants to try VR the best way to reduce risks is moderation. Keep their VR sessions to short stints – and for young adults new to the technology, build up their usage time gradually to let them get acquainted with it. If they feel any discomfort, remove the headset and try again at a later point.

NO SURPRISES

It's easy to get lost in the moment in VR – and possibly forget where you might be standing in the real world. A minimum 2m x 2m play area is recommended, with no plant pots or other delicate objects within reach of flailing arms. Take pets into account, too: don't let the cat or dog walk into the room, for example, because a VR player won't see them and could certainly trip. A child is far more likely to get over-enthusiastic in VR, posing a risk to themselves and anything in their path.

KEEP A WATCHING BRIEF

It may seem that a VR player is in their own world, but all VR headsets allow external viewing via a linked monitor or mobile phone. This is the best way to ensure whatever a child is playing is appropriate. More VR supervision tools are on the way, such as securing specific apps behind unlock patterns or sending an approval notification to the parent if their child wants to purchase a game.

ANTI-NAUSEA OPTIONS

It's wise to get used to VR while comfortably seated and progress to standing or 'room-scale' VR (where players physically walk around an area) later. Look at the in-app options first: switching between seated and standing adjusts the player's height, while a vignette or 'tunnel' darkens the peripheral vision to reduce nausea. Teleportation Mode and Snap Turning are also important options for enhancing comfort.

RESEARCH CONTENT

There will be information online about most games and apps, explaining what type of experience they provide. They'll list age ratings indicating how violent the gameplay might be; comfort, so you'll know the intensity of the experience; and how much access the game requires to personal information or features like the built-in microphone.

Event	Class or Phase	Venue	Date(s)/Time(s)
Pride Month	Whole School	Applegarth Primary School	1st June – 30th June
Sports Days (FAMILIES WELCOME!)	Reception and KS1 KS2	Applegarth Primary School Applegarth Primary School	Tuesday 21st June 9:30am – 11:30am Tuesday 28th June 9:30am – 11:30am
Choir Summer Concert	Choir Club	Applegarth Primary School	Thursday 30th June From 4:30pm
Non Uniform Day (donate a tombola prize)	Whole School	Applegarth Primary School	Friday 1st July
Careers Week	Whole School	Applegarth Primary School	Monday 4th July – Friday 8th July
Mr Renwick's World Cup	Whole School	Applegarth Primary School	Tuesday 5th July Year 1 & 2 from 9:30am Year 3 & 4 from 11:00am Year 5 and 6 from 1:30pm
Summer Fayre	Whole School	Applegarth Primary School (field)	Friday 8th July From 3:30pm – 5:00pm
End of Year Reports	Whole School	Applegarth Primary School	Friday 15th July
Deershed Festival (Art Award Project)	Year 5 and 6	Baldersby Park, Topcliffe	Thursday 21st July