

Kindness and Co-operation	Thankfulness	Friendship and Sharing	Respect	Unity	Responsibility
Hope and Peace	Patience and Perseverance	Trust and Honesty	Happiness	Courage	



Newsletter

Friday 10th January

MESSAGE FROM THE HEAD

I hope that you have all enjoyed the Christmas break, stayed well and are settled into 2025. It has been lovely to welcome the children back this week and to see them focused in their learning so quickly is fab; productivity is good! Time is flying by and the Spring term will see continued drive on teaching and learning. We are in the process of uploading our Spring Term overviews to the website which will show you what the pupils are learning this term so watch out for those next week.

We have welcomed new children to Mulberries this week so we extend a warm welcome to them and their parents too. Please ask if you have any questions.

There will be a lot coming up this term so please do keep an eye on our calendar dates over the page. We have already had our Year 5 children take part in a school trip this term as they ventured to the STEM Centre on Wednesday and we have more exciting trips and visits planned this term.

I also want to share the happy news that Mr Neill is now the proud father to Taryn who was born at the start of January. We extend our huge congratulations to him and his wife and wish them all well - a lovely way to start the new year!

I hope you all have a good weekend.



January's Focus Value is Unity

Unity is:

- the state of being united or joined as a whole
- being together or at one with someone or something

Being united is the opposite of being divided. Unity is a word for togetherness or oneness.

The children show unity in school in various ways:

- Team sports. It's imperative that everyone on the team communicates well, supports one another and plays their part so that they play as a team and score goals. If a team is divided and its members don't get on and don't pass to one another, the team is unlikely to win.
- Group projects. We sometimes work in small teams on a particular project or presentation. This requires everyone to contribute and communicate. If people don't do their best or don't encourage one another, the project is unlikely to be as good as it could be.

For an assembly and display on our school value of Unity, Miss Hyde is gathering information on all the countries and languages shared in our school community. If you are not from the UK or speak another language, please can you complete this short survey. Thanks! I also sent this to parents and carers via Marvellous Me.

<https://forms.gle/5fEe1GiUgY3UMPVV9>



Maple Tree Primary School, Hawk Drive, Sandy, Bedfordshire, SG19 2WA

Tel: 01767 699806 Web: www.mapletreprimaryschool.com

Emails: office@mapletreprimaryschool.com or teacher@mapletreprimaryschool.com

Headteacher Awards

This week the awards are for... ..being respectful and kind to others!



Fir: Charlie	Yew: Lola	Aspen: Arthur
Rowan: Callum	Poplar: Annie	Juniper: Freya
Elder: Isla	Well done to you all!	★

This week's House Winners



Congratulations!

Celebrations and Weekly Wins!

DATES FOR THE DIARY

Fri 17th Jan – Year 4 first aid workshop
 Mon 3rd Feb – FoMT disco
 5th - 11th Feb – Children's mental health week
 Tue 11th Feb - Parents evening 4-6pm
 Thur 13th Feb - Parents evening 4-7pm
 Thur 13th Feb - Parent Forum
 Fri 14th Feb – FoMT non-uniform day
 Fri 14th Feb – Last day of half term

HALF TERM

Mon 24th Feb – First day of half term
 Tue 27th Feb – Maths parent workshop—6pm
 Thur 6th Mar – World Book Day
 Thur 20th March – Parent forum
 Tue 1st April – Rocksteady concert
 Thur 3rd April – Easter assembly (R+KS1)
 Fri 4th April – Last day of term

Term dates for 2024-2025 can be found [here](#).

Attendance Awards

Week beginning 7th January 2025

The best attendance award is presented to:
Juniper class this week!

Mulberries 91%	Fir (YR) 95%
Yew (Y1) 96%	Aspen (Y2) 96%
Rowan (Y3) 96%	Poplar (Y4) 97%
Juniper (Y5) 99% ★	Elder (Y6) 95%

Online Safety & Gaming

Gaming refers to playing electronic games, whether through consoles, computers, tablets, smartphones or other devices. Gaming remains one of the most popular forms of entertainment, attracting a wide range of age groups from all across the world. Gaming is always looking to develop, often improving on graphical features, accessibility and user engagement as years go by.



Unlike many other forms of media, gaming brings a sense of challenge to the player. Usually there is a degree of skill involved that players need to develop in order to progress. Depending on the type of game, it can also offer players a platform where they can be imaginative and explore their own creativity.

Some games have rich storylines and characters that are engaging and memorable. Many players also use it as an opportunity to compete and socialise with other users whether it be in person or online. More often than not though, people game, because it is fun!

Benefits of Gaming

- 1 Can develop critical and creative skills
- 2 Can bring educational benefit and awareness
- 3 Is available to most audiences and family members
- 4 Is an easy and accessible way to socialise with others



Considerations for Gaming

- 1 Have awareness of appropriate age restrictions
- 2 Parental awareness around purchasing
- 3 Active discussions around socialising safely
- 4 Reporting harmful or offensive content online

Socialising Online

A staple of gaming is the community that surrounds it. Groups and audiences can gather around a specific game, character or theme to build specific fan bases that can interact with each other. Young people may like to socialise online because:

- 1 It gives them a platform to be with friends outside of school
- 2 There is usually a competitive element at play, which can feel rewarding
- 3 It can build confidence and social skills which may not be attainable physically
- 4 It gives opportunity to young people who have difficulty socialising with friends and others



Reporting and Blocking

Gaming communities can range from supportive and educational, to toxic and harmful. In some instances, it can even lead towards more radical content being promoted. When faced with something or someone being harmful online, make sure young people know how to:

- 1 Report the player or piece of content
- 2 Mute or block the player
- 3 Manage their privacy settings or communication options
- 4 Speak with a trusted adult for support



To find out more about Gaming visit the SWGfL hub:
swgfl.org.uk/topics/gaming/

or scan the QR code



Further Support

Professionals Online Safety Helpline: saferinternet.org.uk/professionals-online-safety-helpline

Harmful Sexual Behaviour Support Service: swgfl.org.uk/harmful-sexual-behaviour-support-service/

Report Harmful Content:
reportharmfulcontent.com



NOMINET