



ST JOHN THE BAPTIST RC PRIMARY SCHOOL

A Voluntary Academy

(Romero Catholic Academy Trust)

Thames Ave, Burnley, Lancashire BB10 2PZ

email: office@stjohns.lancs.sch.uk

website: www.stjohnsrcprimary.co.uk

tel: 01282 438120

Headteacher: Mrs S Price

Head of School: Mrs H Bibby



Newsletter

Friday 17th June 2022

St John the Baptist Feast Day

Friday 24th June is the Feast Day of our school's patron saint. Each year group will be marking the day with activities and events in class. We will also be unveiling our new school motto that day.

Sunday's Gospel

'Then He took the five loaves and the two fish...He broke them and handed them to His disciples to distribute among the crowd.'
Luke 9:11-1

Uniform

As part of our work towards CAFOD's Live Simply Award, we are aiming to reuse and recycle as much as we can. Producing clothes uses a lot of natural resources and creates a significant amount of greenhouse gas emissions. By recycling clothing we are helping look after our planet and fulfilling the message of Laudato Si. In school, we have some high quality, pre-owned uniform available for no cost. Please contact Miss Cameron via the school office, if you are interested in any of our stock.

School Picnic

On Friday 24th June, we celebrate our annual school picnic. All classes will eat their lunch outside (weather permitting). The school kitchen will provide a packed lunch for those pupils who book a school dinner that day.

Times Table Rockstars

It is great to see so many children engaging with Times Tables Rockstars. Congratulations to Classes 5, 6 and 7 who had 100% participation this week. Keep it up! Most played this week: Class 3 - Kamelia, Class 4 - Adam, Class 5 - Neveah, Class 6 - Lucas H and Class 7 - Olivia. Our top performers this week are all in Class 5. Well done to Hannah, Reuben and Jessica H.

Prevent Strategy Workshop

The Prevent Strategy is the government scheme intended to reduce the threat to the UK from terrorism. Year 6 will be taking part in a workshop looking at these issues on Tuesday 21st June.

Sacramental Programme

The next meeting for parents and carers of children completing the Sacramental Programme is on Wednesday 23rd June at 7pm in St John's Parish Hall.

Reading Challenge

It is wonderful to announce another Platinum Award winner - Well done to George in Class 4 who has read and reviewed 200 books. Congratulations to our Gold Award winners; Zac in Class 7 and Isla in Class 4.

KS 2 School Games Day

On Friday 24th June, pupils in KS2 will take part in our annual School Games Intra-School Competition. The children will compete in their houses against the other houses. Each class will take part in a different sporting activity.

Online safety

Virtual Reality (VR) has existed for decades but is now more widely available. In the attached guide you will find tips on some potential risks including physical accidents and eye strain.

World Music Day

On Tuesday 20th June, we will be celebrating World Music Day. Each class will have an additional music session to look at the history of music and celebrate the importance of music in our lives.

Sports News

Well done to our Cricket Team who finished in bronze medal position in the tournament at Burnley Cricket Club. On Tuesday 21st June, some KS2 pupils will represent the school at an Inter School Sports Day at Barden Track. Some pupils from Classes 6 and 7 will be taking part in a Tennis Tournament on Wednesday 22nd June.

Faith Life

Attached is the link to the latest Ten Ten Parents Newsletter. This newsletter shares some of the content children will experience in school throughout June and suggests ways for you to engage with them about it. We hope and pray that you will find the content illuminating and helpful in your shared family faith journey.

<https://www.tentenresources.co.uk/parent-newsletter/>

Father David will be visiting school on Monday 20th June to speak to Year 6 about the Sacrament of the Sick.

This week's winners:

	Class Winners	Readers of the Week	Writers of the Week
Class 1	Lilly	Yusuf	Chloe
Class 2	Lacie	Anisha	Amaan
Class 3	Aaryaan	Daniel	Lyla
Class 4	Monica	Chiara	Isabella
Class 5	Ethan	John	Hannah
Class 6	Eddie	Conner	Dion
Class 7	Terence	Greta	Olivia

Faith Life Winner: Tommy (Class 4)

What Parents & Carers Need to Know about 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 often 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 so let them get accustomed 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.

Meet Our Expert

Peter Graham is the editor at XR (extended reality) and web3 specialist site game3.com and has been writing about VR, augmented reality and the immersive tech industry for more than seven years. He's served as a panel speaker and a judge at awards events and game backbones.



National Online Safety

#WakeUpWednesday