

Parent Bulletin

27th September 2024

A big thank you to all the parents and families who attended our Year 7 Meet the Tutor Evening this week. It was wonderful to see so many of you, and we hope you found the event helpful in building connections and learning about how your child is settling in.

We're also excited to remind you that the **Scholastic Book Fair** is still with us until 1st October. It's a fantastic opportunity for students to pick up some new reading material. Details on how to purchase books have been sent home via Class Charts.

Looking ahead, we have three important events next week:

- 30th September - The Zanzibar Trip Information Event (for Years 7 and 8)
- 2nd October - The Duke of Edinburgh Information Evening - 5:30pm - 6:00pm (virtual)
- 3rd October - Activities Week 2025 Launch - 5:30pm - 6:30pm (virtual)

The Zanzibar event will take place in the library. To attend, please remember to register using the link provided at the bottom of the letter sent out via Class Charts.

Also, a reminder that our Chromebook Portal is open until **10th October** for anyone who has not yet signed up for a chromebook. More details can be found on our website, or feel free to contact the school directly for more information.

Take care and stay safe,

Team Trafalgar



Key Dates

Autumn 2024

- Monday 30th September** - Zanzibar Trip Info Event - 6:00pm
- Wednesday 2nd October** - DofE Bronze Award Info Evening (virtual)
- Thursday 3rd October** - Activities Week 2025 Launch Event (virtual)
- Thursday 10th October** - Open Evening - 6-8pm

Uniform & Equipment

Please ensure your children have the correct uniform & equipment with them each day. If you require any support, contact your child's form tutor. Please ensure students have a bag. You can find full details of what they need [here](#).



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A Successful Year 7 Meet the Tutor Evening!

This week, we had the pleasure of welcoming our Year 7 parents and guardians to the **Meet the Tutor Evening** - an important and exciting event marking the start of our partnership in your child's educational journey at Trafalgar School.

The evening provided an invaluable opportunity for parents and carers to meet with their child's tutor, who plays a key role in supporting their wellbeing and academic progress. Tutors had the chance to update parents on how students have been settling in over the past few weeks, both academically and socially. Discussions ranged from understanding students' daily routines and expectations to how they can best be supported in their transition from primary school to secondary school life.

We were delighted to see such a strong turnout and the high level of engagement from families. These early meetings are essential in helping to establish the foundation for positive home-school communication, which we know plays a pivotal role in your child's success and overall happiness at school.

We are very proud of how well our Year 7 students have adjusted to their new environment. Their enthusiasm, curiosity, and energy has been clear to see, and we are confident that they will continue to thrive throughout the year. The support from home, as demonstrated by the overwhelming response to this event, is key to ensuring they get the most out of this crucial time in their education.



Thank you once again to all the parents and guardians who attended. If you were unable to make the event, rest assured that your child's tutor will be in touch to offer the same support and information.

We look forward to continuing this strong collaboration between home and school as we work together to ensure a smooth and successful journey through Year 7 for all our students.



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Sports Update

Sports Leaders Application

Join Our Team as a Sports Leader!

Are you passionate about sports? Do you want to inspire others and develop your leadership skills? This is your chance!

We're looking for enthusiastic students to become Sports Leaders at Trafalgar School. As a Sports Leader, you will:

- Lead and organise sports activities for your peers
- Help coach and mentor younger students.
- Develop teamwork, leadership, and communication skills
- Earn valuable experience that looks great on your CV or college applications
- Promote a healthy and active lifestyle within our school community



Who Can Apply?

- Any student in Year 7-10 with an interest in sports and a desire to lead
- You don't need to be the best athlete—just someone with energy, positivity, and a willingness to learn

How to Apply:

- Pick up an application form from the PE office or ask your PE teacher
- Submit your application by Friday 4th October 2024

Become a Sports Leader and make a real difference!

Be active. Be a leader. Be YOU.

For more information, speak to Miss North or Miss Potter.

Fixtures Update

Netball - Boys and girls welcome for all. We will start at 3:30pm and finish by 4:30pm.

Tuesday 8 th October	Year 10/11
Tuesday 15 th October	Year 8/9
Tuesday 22 nd October	Year 7

Boys Football

Year 9 Hampshire Cup	Monday 30 th September @ Costello School Basingstoke
Year 8 Hampshire Cup	Monday 14 th October @ Cams Hill
Year 7	Wednesday 2 nd October @ Kings School Winchester
Year 8	TBC

Girls Football

Year 7&8 league game @ TPA	date TBC
Year 7&8 league game @ ALNS	date TBC



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PARENTING GAMERS



Moving from policing to parenting your gaming kids: how to engage and guide

With concerns about escalating screen-time, the impact of violence, unexpected costs and interloping strangers it can be tempting to lock down video games to limit their negative impact. While some sensible boundaries are helpful, they are only a short term solution for how we guide children towards gaming health. Like other areas of childhood, parents and carers can have a powerful steering presence by engaging and participating in the video games their children play. This not only reduces risks because they are aware of the kinds of activities, interactions and costs involved but makes video games a part of family life. Along with building dens, climbing trees, cooking and family walks, playing games with children enables parents to guide the quality of content being played. This may start with sharing the games children are currently playing, understanding why they love it and celebrating successes. But with a little research, this can grow into suggesting other games to play and higher ambitions for what kids get out of playing long-standing favourites.



National Online Safety®

A New Media For Everyone

Video games are a new kind of media. Because they are new we don't entirely understand their potential yet. They've become hugely popular and commercially successful as blockbuster entertainment for children and teenagers. However, like books, films and music, the real range of video games on offer is much broader than this.

There are games about every topic you could imagine, and aimed at a wide range of ages and perspectives. Whether it's sharing a family's heartbreaking story in *That Dragon, Cancer*, stepping into the shoes of a Syrian migrant in *Bury Me, My Love*, or taking the hand of your child and soaring over the clouds in *Sky: Children of Light*, games take us places in unique ways. It's no surprise, then, that Newzoo figures show that in 2018 40% of men and 32% of women play games. And Entertainment Software Association (ESA) data showed that the average age for US gamers is 34 for women and 32 for men.

If you want to turbocharge your care of a child who loves playing video games, the best thing to do is to find games you want to play yourself. This can sound like strange advice until we consider how hard it would be caring for a child who loves books without reading ourselves or guiding a child who loves music without sharing our favourite songs.

Video Game Diet

Gaining an understanding of what video games are, what they are like to play and the different experiences on offer, enables you to encourage a varied gaming diet. Similar to how we don't worry about plate-time but what's on the plate, we can differentiate between different types of screen experience.

Playing *Fortnite* offers exuberant excitement and connection to friends. Playing *Mario Kart* connects us to the players sitting next to us. *Roblox* can be a place for children to play at having a job or surviving a storm. *Minecraft* can be a tranquil escape from a busy day at school. *Alto's Adventure* can be a way to calm anxiety or jangling nerves.

Parents and carers can expand these experiences. *Kingdoms Two Crowns*, *Reigns* and *Life is Strange* teach players to trust their instincts in game-worlds built to encourage risk and hunch taking. *Florence*, *Abzu*, *Journey* and *Brothers Tale of Two Sons* are a gentle way for children to learn about their own emotional responses to challenging situations as well as appreciating how people experiencing them first hand may feel. *Eco* and *One Hour, One Life* encourage the altruism of building something that other players benefit from.

Creators Not Consumers

Ambition for their future means parents and carers support activities where children are excelling. While this is familiar territory when a child is brilliant at an instrument or learning a foreign language, it's easy to miss the need for our enthusiasm when it comes to video games. Along with the general connection and good feelings that come from a parent or carer celebrating success in an activity that a child enjoys comes the imperative that they could go further than they realise themselves. The rise in competitive video games can sound peculiar but requires great skill, draws large audiences and comes with high prize money for professional players. Beyond this, parents can guide children towards other careers in video games which need diverse creative, technical and social skills. A simple and effective way to do this is to encourage children to create as well as consume games. This can start as simple customisation of the games that allow you to design maps and characters. Then there are games like *Mario Maker* on Wii U, 3DS and Switch where you can design and share levels for other players. *Dreams* on the PlayStation 4 takes this further with an accessible game creator that's also really powerful.

Finding Games You Want Children To Play

Parenting rather than policing video games equips children to build good habits and a healthy relationship with digital media for when they leave home and parents aren't around to enforce the rules. One challenge can be finding the kinds of games you want your children to play. There are good resources to help you with this. Many of the examples here come from my upcoming *Taming Gaming* book: <https://unbound.com/books/taming-gaming/>. There are also websites that provide video game suggestions like *AskAboutGames* <https://www.askaboutgames.com>. Also, there are good Twitter accounts that help, like *Wholesome Games* (@wholesomegames) and *Non-Violent Game Of The Day* (@NVGOTD).

You can also use the VSC Rating Board (<https://videostandards.org.uk/RatingBoard/>) website and PEGI app to search for games of different ratings.



Meet our expert

Andy Robertson is a parent of three children and journalist who writes for national newspapers and broadcast television. His *Taming Gaming* book helps parents guide children to healthy play.

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