

# Friars, Robert Browning, Snowsfields and Tower Bridge Primary Schools

We learn and succeed together



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Find us at: [www.bridgesfederation.org.uk](http://www.bridgesfederation.org.uk)

## Newsletter 10th June 2022

Dear Parents,

We have all been so happy to welcome back the children to school after what was a very busy Jubilee half term break!

The children are continuing to go on outings across the federation and are also experiencing fantastic learning in our schools. Please take a look on twitter and our school pages below for some lovely photos.

We are in the process of planning some graduation events for Year 6 and Early Years. Please keep checking back at the dates for your diary box below.

Have a restful weekend!

### Term Dates 2021 - 2022

#### Summer term

Wednesday 20th April 2022 – Friday 27th May 2022

*Half Term: 30th May 2022 – 3rd June 2022*

Monday 6th June – Wednesday 20th July 2022

### Dates For Your Diary

**Events** happening across the Federation this term to look out for:

Sports Day and Race for Life - **1st July 2022**

Summer Fair - **12th July 2022**

EYFS Graduation - **TBC**

Year 6 Leavers Assembly - **TBC**

Year 6 Production - **TBC**

### Nursery Places - September 2022

We are taking applications for children whose birthdays are from 1/9/2018 to 31/8/2019 for places in our nursery classes for September 2022. Please enquire at your school office for an application form. Our nursery places are for Monday, Tuesday and Wednesday 8:45am-3:30pm with a staggered start.

### Pre-loved Uniform Swap Shop

As part of our plan to reduce our impact on the environment, preloved uniform will be available for all families. We will hold a swap shop on the last week of every half term.

Please consider using preloved uniform rather than buying new and donate your child's pre-loved uniform to the school office.

Thank you.

### Robert Browning, Snowsfields and Tower Bridge SCHOLARPACK APP

Do you have access to the scholarpack App? If not, please contact your school office for an access code. **From 1st April 2022 we will only be using the App to communicate with parents, we will no longer be sending texts.** If you need help to download and access the app, please come and speak to a member of the office team who will be happy to assist.

## Term Dates - Planning Ahead

2022 - 2023

### **Autumn term**

Monday 5 September 2022 - Friday 21 October 2022

Half Term Monday 24 October 2022 - Friday 28 October 2022

Monday 31 October 2022 - Friday 16 December 2022

### **Spring term**

Wednesday 4 January 2023 - Friday 10 February 2023

Half Term Monday 13 February 2023 - Friday 17 February 2023

Monday 20 February 2023 – Friday 31 March 2023

### **Summer term**

Tuesday 18 April 2023 - Friday 26 May 2023

Half Term Monday 29 May 2023 - Friday 2 June 2023

Monday 5 June 2023 - Friday 21 July 2023

## **Routes 2 Success - Invitation for year 6 parents**

You are invited to attend the next Parent Forum session held by [Communities Empowerment Network](#) (CEN) and [Action for Race Equality](#) (ARE) which will take place on **Monday 27th June at 6:30pm** on Zoom.

The session will be on the topic of: '**Understanding the ADHD teenage brain**' and will feature guest speaker **Maggie Owolade**, Founder and Director of Arcs ADHD and Related Conditions Support Service who will be offering advice on **how to support your ADHD child at school**.

**Please email** the return slip below to:

[phoebe@actionforraceequality.org.uk](mailto:phoebe@actionforraceequality.org.uk)

in order to be contacted with the Zoom joining link.



Return slip: Please send to [phoebe@actionforraceequality.org.uk](mailto:phoebe@actionforraceequality.org.uk)

<b>I am interested in attending the next CEN Parent Forum session and hearing about the other parent support CEN offers. Please contact me.</b>				
Parent name:				
Telephone number:				
How would you prefer to be contacted? Please tick	Phone call		Text	
Email Address:				
<b>School details:</b>				
School name:		Local authority/ borough:		
Child year group:				
<b>Availability preference for CEN Parent Forum sessions - please choose as many options as are applicable:</b>				
I am available during the MORNINGS				
I am available during the AFTERNOONS				
I am available during the EVENINGS				



Maria: I liked the show because it got darker as we went deeper under the water and I like learning about the ocean.

Tower Bridge Primary School

NATURAL HISTORY MUSEUM

Year 2 Trip

Muhammed: I really enjoyed the dinosaurs zone because I got to see my favourite dinosaur, the mosasaurus.



KS2 Unicorn Trip to see Marvin's Binoculars at the Unicorn Theatre



Years 3, 4, 5 and 6 had a fabulous afternoon at the Unicorn Theatre on Wednesday watching 'Marvin's Binoculars'. The children were captivated by the actors and laughed throughout! One of the Year 6's even got a row to himself which he enjoyed calling his 'private booth'. Unfortunately, no popcorn was delivered to his seat! All of the children were enthusiastic and well-behaved; they represented their school, beautifully.

Wassim: On our trip, we laughed a lot because the girl roasted the teacher, David Attenborough and the park keeper.

Kiyrah: We sat on the front row so we could see everything that was happening. The boy lost his binoculars and the park leader lied!

Shakirah: I like how the main character was passionate about his hobby.

Lexi: I have been through what the main character went through, so it was nice because I felt like I wasn't the only person who had that experience.

Annalisa: It was moving and funny and also rude! I really enjoyed it and I was howling with laughter.

## Homework Project Winners

Every half term, children who complete a homework project have the chance to win a new reading book! Here are our winners from Summer Term, first half. We will draw again at the end of this term. Make sure you complete a homework project this half term to be in with a chance of winning!



Arthur: It was really good, especially the stories of the warden and how she confiscates things for life. But the boy telling her his story really touched her and she gave his binoculars back.



Orange Class had a brilliant trip to the Natural History Museum on Wednesday.



They also stopped off at the Houses of Parliament!



Blue Class (Y5) enjoyed their trip to the Museum of London on Tuesday. This is part of their work about Victorian London.

A group of Year 6 children enjoyed taking part in a 3v3 Basketball tournament on Wednesday- they played really well and reached the finals! Congratulations!



**A group of 8 children went to Surrey Docks Watersports Centre for an afternoon of sailing. They had a brilliant time!**







# Snowsfields Primary School



Yellow Class and their parents were fortunate enough to be invited to see 'Marvin's Binoculars' at the Unicorn Theater for 'press night'. They all thought the show was amazing!



Orange class visited the Natural History Museum this week. We think the dinosaur exhibition was their favourite!



Rainbow class have been having a brilliant time, they had their jubilee party on the last day of term, they released their butterflies and they have been learning about the water cycle this week.



Butterfly and Caterpillar classes have so many amazing creatures living in their classrooms. The stick insects returned from their half term break and the butterflies went off to find a new home.







# Friars Primary School



On Tuesday some of our children were lucky enough to go to Surrey Docks Water Centre to do some sailing. They had a great time.



On Thursday all our Early Years and Key Stage One children took part in a drama workshop with Perform. We helped Super Girl save the planet and learn about reducing, reusing and recycling



In Nursery we are learning about pirates. We have made our own pirate costumes.



We are taking part in a project to help create a mosaic for Station Approach at London Bridge. This week was Year Five and Year Six turn to help.



This week Year One and Year Three started a ballet project with the Central School of Ballet. They learnt about the different positions and turns in ballet.







R - Resilience & Responsibility Encouraged

Reading Raffle Winners!



Our Value this week is: Creativity

Reading Raffle Winners!



D - Determined to achieve

Reading Raffle Winners!



Our super stars at Friars!



Our value this week is responsibility.



	Absence	Lates	Total Points
Year 1	20	31	50
Year 2	16 1/2	21	225
Year 3	11	18	400
Year 4	14 1/2	5	550
Year 5	5	12	300
Year 6	5	15	625

**Overall whole school attendance for week beginning: 23/05/2022: 90.20%**

**1st Place Attendance: Y6  
1st Place Punctuality: Y4**



**Overall whole school attendance for week beginning: 23/05/2022: 92.31%**

**1st Place Attendance: Y1  
1st Place Punctuality: Y3**

	Absence	Lates	Total Points
Year 1	3	6	98.13%
Year 2	25	2	90.38%
Year 3	13	0	95.00%
Year 4	15	2	93.18%
Year 5	20	2	92.31%
Year 6	23	2	91.79%



	Absence	Lates	Total Points
Year 1	38	2	150
Year 2	9	9	425
Year 3	8	15	275
Year 4	21	5	350
Year 5	19	5	325
Year 6	30	3	575

**Overall whole school attendance for week beginning: 23/05/2022: 92.45%**

**1st Place Attendance: Y3  
1st Place Punctuality: Y1**



**Overall whole school attendance for week beginning: 23/05/2022: 95.14%**

**1st Place Attendance: Y5  
1st Place Punctuality: Y4**

	Absence	Lates	Total Points
Year 1	9	8	300
Year 2	30	12	375
Year 3	22	13	100
Year 4	3	5	825
Year 5	1	5	525
Year 6	19	9	850





## AUTISM SUPPORT TEAM

### COFFEE MORNING WITH "MR B"

**DATE:** Tuesday 14<sup>th</sup> June 2022

**TIME:** 9:15am – 11:15am

**LOCATION:**

Charles Dickens Primary School  
Toulmin St, London  
London  
SE1 1AF

Join us for an informal and friendly coffee morning!

This is an opportunity for parents of children with Autistic Spectrum Disorder(ASD) to ask questions about the diagnosis, to discuss practical strategies for meeting the needs of your children, to meet other parents, to share information and experiences, or simply just to listen.

In accordance with the Covid 19 precautionary measures, we have a limited number of spaces, so please do register your interest to attend, via email or phone to secure your place.

This will also avoid any disappointment.

Please arrive ten minutes before the event to sign in.

Looking forward to meeting you!

For more information  
and to book contact:

[Blagoje.Vucinic@southwark.gov.uk](mailto:Blagoje.Vucinic@southwark.gov.uk)

You can book your place by completing  
the form below:

<https://forms.office.com/r/TzbkLcJHhj>





# 5 to 11 year olds can get COVID-19 vaccinations



Two doses give strong and long-lasting protection.

Vaccines protect children against serious infection and can reduce disruption to family life, school and holidays.

Find out more and book today: [www.nhsselvax.com](http://www.nhsselvax.com)

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*fantastic food*

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**Become part of our fantastic team**

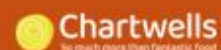
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across our Primary Schools in the following  
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Hackney  
Tower Hamlets  
Essex  
Newham  
South London

Contact:

Pauline Wallace 07887653317





THE PE & SCHOOL SPORTS NETWORK

# GIRLS SUMMER ACTIVITY CAMP

FOOTBALL ENDBALL/BENCHBALL YOGA  
CRICKET/ROUNDERS BASKETBALL DANCE  
MULTISKILLS TRAMPOLINING  
CAPOEIRA TENNIS

09:30 - 15:30

25TH JUL - 29TH JUL

**£20.00 PER DAY**

**OR BOOK FIVE DAYS FOR £80.00**

LIMITED SPACES AVAILABLE. ADVANCED BOOKING IS ADVISED.

## HOW TO BOOK:

EMAIL: GEORGE@LPESSA.ORG.UK

TEL: 0807 287 3328 EXT: 4006

WEBSITE: WWW.LPESSA.ORG.UK

## HOW TO PAY:

BANK TRANSFER OR CREDIT

(PAYMENT DETAILS WILL BE SENT TO  
YOU ONCE REQUEST EMAIL HAS BEEN  
RECEIVED)



# What Parents & Carers Need to Know about THE METAVERSE

AGE RATING  
Varies per  
metaverse  
platform

## WHAT ARE THE RISKS?

### UNSAFE AREAS

Many metaverse platforms feature little to no moderation. This is due to the decentralised nature of the metaverse - as there is no one company overseeing the platform, users can create and build with freedom. This can be a minefield for younger users as adult material or sensitive topics can feature on a parcel of land seen by everyone.

### VOICE COMMUNICATION

The freedom found within creation is also found in communication. Most metaverses use proximity VoIP communication (Voice Over Internet Protocol) and users can approach any other user to start a conversation. It is necessary for avatars to be quite close to another in order to talk and once they are, anything can be said. While a chat box can be moderated, voice chat cannot.

### ANONYMITY

As with almost every other form of online interactions, anonymity features heavily within the metaverse. The concept for the metaverse is to live any type of life digitally. This could mean that 'bad actors' (those with malicious intent) can take advantage of others with ease. Reporting and monitoring these users is becoming easier on the more popular platforms, but others struggle to police these situations.

'Metaverse' is a relatively new term to many, however the concept has been around for some time. Videogames, for example, use many aspects of the metaverse: avatars, digital currency, mini-games, and open communication. A metaverse can also take many forms; Fortnite can be seen as a metaverse, as is Roblox. Put simply, a metaverse is an online environment where people interact, play games and express themselves. Away from traditional videogames, there are newer and more 'dedicated' metaverses such as Decentraland, The Sandbox and Somnium Space which are akin to Second Life.

### VIRTUAL REALITY

Not all metaverse platforms are VR enabled, in fact less than 10% feature VR interactivity. However, it's always worth monitoring the amount of time younger users spend in virtual reality. A VR metaverse offers greatly to VR gaming in user interaction. Approaching each other in a VR metaverse attempts to represent 'reality' and can result in a greater impact if experiences are negative.

### PSYCHOLOGICAL IMPACT

Whether in virtual reality or not, interactions and experiences in the metaverse can often carry more weight because they mimic 'real life'. Oftentimes, due to the freedom in avatar creation, younger users may open themselves up to bullying, prejudice or an unrealistic idea of reality. For instance, female-orientated avatars may find themselves targeted by bullies or inappropriate users.

## Advice for Parents & Carers

### TRY IT OUT FIRST

This may sound like an obvious tip, but by entering the metaverse and exploring on your own, you'll be able to see what your child might. You can explore the busier areas and even the quiet sections to see what users are building or advertising. You'll also learn first-hand how users communicate with each other. Many metaverse platforms will feature an entry area which showcases the busiest areas. Check them all out and see what's happening.

### CREATE AN AVATAR TOGETHER

If you decide on allowing your child into the metaverse, set up their initial avatar together. This way you can ensure the avatar is age-appropriate and keeps their identity private. You can also advise on aspects which may result in attracting bullies or unwanted attention. It will also allow you to see which avatar items cost money, and talk to your child about in-game spending.

### LEARN ABOUT NFTS, WALLETS AND CRYPTO

With the metaverse comes Web3 technologies such as NFTs, cryptocurrency and wallets in which to store them. If you have a crypto wallet, do not connect it to your child's metaverse. One simple click could result in loss of cryptocurrency. If you are unsure what these technologies are, try to research them as these terms will appear in the metaverse.

### START WITH THE FAMILIAR

There are already metaverse experiences with children in mind; explain to your child what a metaverse is and have them recognise similarities between these and games like Roblox, Fortnite and Minecraft. Unfortunately, there is no 'child safe' metaverse option as yet, though Epic Games and LEGO are currently developing a family safe metaverse.

### Meet Our Expert

Samuel Upcombe is a father to two girls, aged 14 and 12. Before he began his Web3 metaverse journey, he worked as a videogame journalist and author for a decade, reviewing games, talking to creators and writing about videogame trends. He has also written three guide books about Fortnite, Minecraft, Roblox, Apex Legends and Valorant for HarperCollins and Barnes & Noble.



National  
Online  
Safety

#WakeUpWednesday



# What Parents & Carers Need to Know about VIRTUAL REALITY

## WHAT ARE THE RISKS?

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.

### 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.

### 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.

### 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 falling 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.

### 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 Drahom is the editor of VR (extended reality) and Web3 specialist site [games2.com](http://games2.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 hackathons.



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