



PRIMARY WORD

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Head Teacher - Neil Tyler

Events for week beginning 20th February 2023

Weekday	Time	Event	Venue	Taken By
<u>School Re-Opens</u>				
Monday	12.15 - 13.15 15.30 - 16.30	YR4&5 Home Learning Club Freestyle Soccer	Miss de Rossi's Class Field	Miss de Rossi Mr Jones
Tuesday	10.00 - 12.00 15.30 - 16.30 18.15 - 20.00	YR3&4 Gurdwara Visit Running Club Taekwon-do	Northampton Gurdwara Field Main Hall	Year 3&4 Teachers Mrs Devereux/Mrs Varrier/Miss Rigby Mr Bonfield
Wednesday	08.30 - 08.50 12.15 - 12.35 12.30 - 13.15 12.50 - 14.00	Selected YR3 Reading Club YR4 Worship Team YR6 Revision Club Woodwind	Library KS1 Activity Area Year 6 Classrooms Library	Mrs Marsh Mrs Stiles Mrs Burton Miss Gunn
Thursday	09.00 - 12.40 12.30 - 13.15 12.50 - 13.15 15.30 - 16.15 15.30 - 16.30 17.30 - 19.45	Guitar YR6 Revision Club Year 2 Choir KS2 Choir Freestyle Dodgeball Taekwon-do	Library Year 6 Classrooms Mrs Walter's Class Main Hall Playground Main Hall	Mr Smith Miss Longley Mrs Walter/Miss Fortnum Mrs Marsh/Mrs Varrier/Mrs Devereux Freestyle Mr Bonfield
Friday	08.30 - 08.50 12.45 - 15.00 15.30 - 16.30	Selected YR3 Reading Club Selected YR6 Swimming Freestyle Dodgeball	Library The Mounts Field	Mrs Marsh Miss Bond/Miss Hope Freestyle
Sunday	10.30 - 11.30	Brixworth Community Church - Informal Service	Main Hall	Rev Andy Lloyd Williams

Important Notices

Parents Evening

We will be holding our spring term parents evening on the following dates:

Monday 20th March

Wednesday 22nd March

A ParentMail will be sent out in the coming weeks to enable you to book your time slot.



Please note the menu for next term is now available to order via the website. The deadline for meal orders for the week commencing 20th February is **Wednesday 15th February at 11.59pm.**

School Council News



The school council would like to request, that instead of throwing away your used crisps packet, could you kindly collect them and bring them into school after half term. Olivia P, Year 6 has written the following explaining why:

"As a school, on behalf of the Hope Centre, we are collecting empty crisp packets which will be made into waterproof sleeping bags for the homeless. We have collected 321 bags so far and this will make two sleeping bags. A little bit can make a big difference."



Assembly Theme Week Commencing 20th February
Healthy Me & Lent

Celebration Assembly

Congratulations to the following children who have won awards for consistently upholding one or more of the school values.



Respect

Faith R

Aspiration

Lucas F
Maya H
Rosie B

Excellence

Lucas G
Rei D
Anaya B
Woodrow D

Inclusion

Mia W



Mrs Devereux, Miss Rigby and the sports leaders will be starting a 'walking bus' to school which will begin after half term.

If you wish to take part we will meet at the Library at 8.30am and walk along Brampton Way to school. Parents need to walk with their child unless they normally walk to school alone. This will be every Friday from 24th February.

We are trying to encourage children to be active for at least 60 minutes a day.

For the week 27th - 31st March, the walk will be completed every day for Sustrans Big Walk & Wheel.



Sammy and Elizabeth in year 5 had a wonderful two days away at the guitar residential. There were lots of guitar workshops across the two days and plenty of fun and games - including some Origami! They thoroughly enjoyed the food too.



Years 5 & 6 Synagogue Visit

Year's 5 & 6 R.E topic this term is Judaism. Last week they had a wonderful time visiting the Synagogue in Leicester, which is a part of the Leicester Hebrew Congregation. In support of the Religious Education curriculum, this visit was an integral part of the children's learning experience, where they had the chance to study the traditions and customs of the Jewish Faith.



I learnt that Jewish people read from right to left and not left to right. Also, that the women pray upstairs but men pray downstairs. The last thing I learnt was that whenever the Torah was being written if there was one mistake the person who was writing would have to start again. Another thing was that the Torah took around 1 year to write and if it was fully unscrolled it would reach from one end of a football pitch to another. I found it interesting that the woman prayed upstairs because they believe that women are more important than men. I also found it interesting that the prayer shawls have tassels on the end of each corner. Every single strand totals up to 613 which is the number of Jewish rules. The girls and boys under the age of 12 and 13 need to follow the 10 commandments.

- By Amelia R, Year 6

When I first walked into the Synagogue, I felt grateful that I could experience something like this. I enjoyed looking inside the Ark and seeing the golden plate to protect the Torah. I found the way they pray interesting because they pray quite a lot.

I learnt that when the Jewish people read they read back to front. I really enjoyed the Synagogue and it's definitely a place I would like to visit again.

- By Jude C, Year 6

I learnt that Judaism is an Abrahamic religion. I learnt that women sit on the balcony above the place where the men sit because they run the households. I learnt that during Shabbat, they drink wine from a silver goblet and share a special bread called challah. I found it interesting that no one is allowed to touch the Sefer Torah and that they have at least one light on at all times because the dark is viewed as a bad thing so they always keep one on. The rabbi reads the Sefer Torah by using a special silver pointer called a yad.

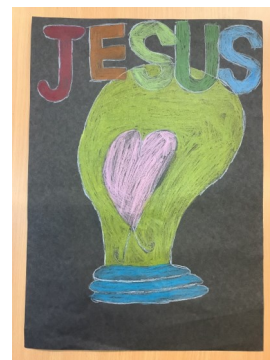
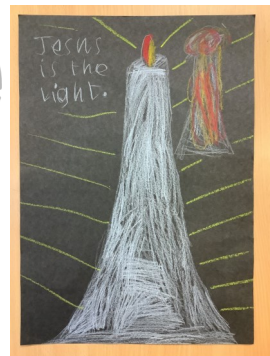
- Darcey Y, Year 6



Year 2 Candlemas Service

Last Thursday, we went to the church to celebrate Candlemas. Candlemas is when we celebrate Jesus being the Light of the World. People often put candles and lights in their windows to help remember that Jesus is the Light. We went to church and some children shared the poems they had written. Other people showed their art work and we sang This Little Light of Mine and Give Me Oil in my Lamp. My art work was stuck onto the candle that we left at the church for everyone to see.

- Lily W, Year 2



Sports News

Year 3 & 4 Athletics

There were 5 schools in the competition and it was held at Moulton School. The helpers were very kind and if you didn't know what to do they were there to help. The events were hurdles, sprint, obstacles and standing jump. The boys did some sports and the girls did another. After the last race they told us the results. We won with 170 points. We had a great time.

- By Joshua Y and Myla L

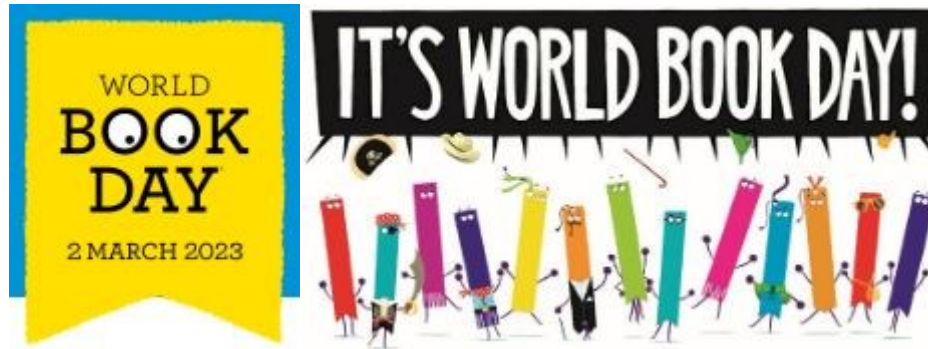


Dodgeball Competition

We travelled to Moulton Secondary School on a coach. As soon as we arrived we went into the sports hall. We did a dodgeball practice against each other before another school came in. As soon as everyone was there the leader told us the rules and we started. After we had all played, they announced the winner. Team A tied with Sywell in 1st place and Team B came 6th. Our school got an award for it.

- By Theo N & Ava H





Thursday 2nd March 2023

World Book Day is fast approaching. Due to rising costs for families, we have decided that this year we will not be dressing up for the day. Instead, as part of our whole school focus on the joy of reading, we would like to encourage children to celebrate the books that they love. We hope to do this by running a book swap. We invite children to bring up to 3 books into school on World Book Day that they have read/no longer want that they can then swap and bring a new book home.

The Book Fair

The Scholastic Book Company will be in school from Thursday 2nd March to Tuesday 7th March in the main hall. Before the Book Fair begins, each child will receive a book token which we are able to accept against any book purchased at the fair.

Payment:

There will be two desks to accept payment at the Book Fair. One will be for cash (we encourage you to please bring change if you can) and the other will be for online payments. If you are planning to pay online, **please make sure you bring your bank card with you as Apple Pay does not work and you will need your card details.**

The Book Fair will open from **3:15pm – 4:00pm Thursday – Tuesday**. We have decided to open the Book Fair to different year groups on different days. However, if you have a child in more than one year group, you can visit on either day. Therefore, the Book Fair will run as follows:

Thursday 2nd March – Foundation Stage and Key Stage 1

Friday 3rd March – Year 3 and 4.

Monday 6th March – Year 5 and 6.

Tuesday 7th March – Open to all. This is the final chance to purchase any books.

Entries by Wednesday 22nd February

Children's Mental Health Awareness Week

COMPETITION

If you could draw good mental health,
what would it look like?

Your entry can be:
photography, painting,
drawing, graphic art,
comics, collage, graffiti
art or sculpture.

Winning entries will
inspire willow sculptures
created by a local
artist to become part
of the landscape at two
of our country parks!

SIMPLY
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WITH US
AT SCHOOL



ABOUT MENTAL HEALTH

At National Online Safety, we believe in empowering parents, carers and trusted adults with the information to hold an informed conversation about online safety with their children, should they feel it is needed. This guide focuses on one of many issues which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

10 WAYS GAMING CAN SUPPORT POSITIVE OUTCOMES in Children and Young People

Gaming, of course, is phenomenally popular with children and young people. In 2021, for instance, more than three-quarters of teenagers played online games, with almost 70% of primary school aged children doing likewise. If enjoyed in moderation and supported by a healthy routine (staying hydrated, good sleep habits, taking breaks and so on), gaming can actually benefit a person's mental health. As long as we stay alert for potential risks, games can be much more than what we see on the surface: they can be a way to socialise, an avenue for creativity and a route to solving problems. Check out our top ten tips on how gaming online can sometimes work to your child's advantage ...

THE FEEL-GOOD FACTOR

Gaming is so popular because at the base level, it's enjoyable for the player. Succeeding in any game or contest releases dopamine in our brains: the 'feel-good' chemical that makes us happy or excited. Those emotions can be incredibly beneficial for mental wellbeing – as long as young players don't become reliant solely on playing video games to make themselves feel happy.

ACHIEVEMENT & PRIDE

A sense of achievement is incredibly important to all of us and can be particularly valuable to someone who's feeling unhappy or distracted. It's easy to get caught up in our thoughts, which can sometimes take a negative turn. So even achieving something small – like finishing a difficult level in a Mario or Sonic game – can feel like conquering Everest and give us renewed optimism.

SOCIAL SALVATION

Gaming can be an incredibly social activity. When playing online with trusted friends, what usually start out as chats specifically about the game can often develop into conversations about school and life. Even if they've had a bad day, simply knowing that a friend is there, on the other end of their headset, can provide young gamers with a sense of security and some welcome laughs.

TEAMWORK MAKES THE DREAM WORK

In many online games, teamwork is crucial to winning. Often, people who are struggling with their mood tend to feel like they fall or let others down a lot. Working as a team with trusted friends or family in a game can reinforce a young person's self-importance: striving for a common goal and succeeding together can remind them that they're an integral part of something bigger.

REAL-WORLD RELATABILITY

Because many major releases are shooting or action games, when some people hear "gaming" they think of guns, explosions and violence. What's less recognised is how many titles explore relatable issues such as overcoming anxiety or coping with grief. These games allow young players to understand their emotions more deeply and realise they aren't alone in how they might be feeling.

A DIGITAL COMFORT

Video games can provide a reliable constant. No matter what happens in school or between friends, playing a favourite game is something that youngsters can look forward to all day and can help them de-stress. Let's not forget, games are fun – and, when approached safely, an interactive activity in which the player has a degree of control over what happens next can feel immensely reassuring.

PROBLEM-SOLVING PRACTICE

It can be difficult for young people to handle the feeling that nothing is going right or that their problems are insurmountable. Gaming can help alleviate that by presenting challenges to be overcome, either solo or alongside trusted friends. Defeating a powerful monster or solving a tricky puzzle reminds young gamers that even the most daunting obstacles can be faced and conquered.

THE GREAT ESCAPISM

A certain amount of escapism is fabulous – allowing us to temporarily park some stress while exploring a world other than our own. For children, gaming can be like reading a novel or watching a film: a moment in the day when the fantastical becomes real, firing their imagination and immersing them in a story. Who wouldn't want to venture to the stars? Or battle monsters to save the planet?

TRIED & TRUSTED

There can be reassurance in repeating tasks. It often promotes a controlled outcome, which is ideal when life feels overwhelming or out of control. Replicating an experience, such as playing the same level of a game over and over to perfection, gives the player a sense of control and familiarity: it's like listening to a favourite song that always makes you feel happy or confident.

ENCOURAGING CREATIVITY

Inventiveness is a huge part of many modern games: in Minecraft and Roblox, for example, players regularly dream up amazing structures or new ways to play. Using our imagination to create something (whether digitally or physically) is massively beneficial for the brain; that's why Lego is sometimes used in the medical sector as both a stress reliever and a brain injury rehabilitation tool.

Meet Our Expert

Daniel Lipscombe is a writer who specialises in technology, video gaming, virtual reality and Web3. Author of 15 guidebooks for children on games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft, his work has also been published in the likes of PC Gamer, Kotaku, Pocket Gamer and VG247.



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#WakeUpWednesday

Source: https://www.ofcom.gov.uk/_data/assets/pdf_file/0024/234808/childrens-media-use-and-attitudes-report-2022.pdf



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LibraryPlus

Fairy Tale Half Term @ Brixworth Library

drop-in
free or 50p (donation)

Activity	Ages	Date	Time
Big Bad Wolf Challenge	0-12	Sat 11 Feb	11:00-13:00
Unicorn Bookmark Craft	0-12	Mon 13 Feb	12:00-16:00
Little Mermaid Craft	0-12	Tue 14 Feb	12:00-16:00
Explore a Story - mermaids	0-5	Tue 14 Feb	14:00-14:30
Bubble Bubble Pop Workshop	3-12	Tue 14 Feb	15:00-16:00
Rhyme Time	0-5	Wed 15 Feb	10:00-10:30
Rhyme Time	0-5	Wed 15 Feb	11:00-11:30
Crown and Wand Craft	0-12	Wed 15 Feb	12:00-16:00
Under Ones Fun - bubbles	0-1	Thu 16 Feb	10:30-12:00
Frog Prince Fly Catcher Craft	0-12	Thu 16 Feb	12:00-16:00
Pre-School Play	0-5	Fri 17 Feb	10:00-11:00
Prince Charming Sword Craft	0-12	Fri 17 Feb	12:00-16:00
Gingerbread Decorating	0-12	Sat 18 Feb	11:00-13:00



Bubble Workshop bookings

Booking is essential for Tuesday's Bubble Workshop. Scan the QR code or visit www.eventbrite.co.uk and search for: Brixworth Library.



West
Northamptonshire
Council

☎ 0300 126 7000 (option 6, then 3, ask for Brixworth Library)
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