

Dear parents and carers,

The children participated in a variety of activities from Monday 6th February to Friday 10th February related to **Children's Mental Health Week**. Mrs Harle, the School's Mental Health & Wellbeing Lead launched the theme of 'Let's Connect' with the children in Collective Worship on Monday morning. After the launch on 06.02.23 all of the children had the opportunity to join in with a Yogabugs mindfulness activity on Tuesday 7th February. Many other activities were held throughout the week linked to the theme of 'Lets Connect'. Children in key stage 2 made individual strips explaining how

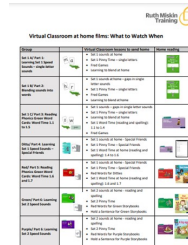
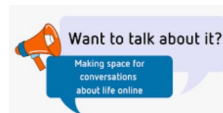


they connect with others and these were then joined to form a chain of connections and key stage 1 created people paper chains to show how they connect. Mrs Harle will be displaying these to show some of the ways that the **Lambourn Community Connect**. <https://www.childrensmentalhealthweek.org.uk/>

www.childrensmentalhealthweek.org.uk/

Read Write Inc in Action Sessions

Mrs Chacon-Alvarez, our Early Reading Lead at Lambourn launched a series of pop-in phonics sessions for parents during the week of the 6th February. It was pleasing to see many of the Year 1 and F2 parents engage with the opportunity to visit their children's classrooms Year 1 and F2 and see RWI Phonics in Action. It provided those who attended with the opportunity to learn about how we teach phonics and Early Reading at Lambourn and how they can support their children with phonics and reading at home. Staff will be sharing links with parents from Term 4 to enable parents & carers to access phonics films of the virtual classroom at home linked to the children's book colour. Miss Cupit and Mrs Chacon-Alvarez have attended further Leadership Training in February.

Safer Internet Day

On Tuesday 7th February the children were able to explore how to keep themselves safe online as part of our Computing Curriculum linked to **Safer Internet Day**. Mrs Findlay, our Computing Lead had supported staff with training and the use of a suite of resources to explore online safety with the children at an age appropriate level to support their digital wellbeing. There was a focus on a school community approach towards online critical thinking, staff explained what harmful online content is and ways it can present itself and they ensured the school community are aware of online reporting routes to keep them safe.

With best wishes

María

24th February 2023

Dates for your

Diary

Eat Them to Defeat Them 2023

Starts 20th February

International Mother Tongue Day

21st February

Dan the Skipping Man Day

Monday 27th February

World Book Day - Dress Up

Friday 3rd March

PTA Non-uniform Day

Friday 10th March

Consultation Evenings

14.03.23

16.03.23

3.45pm – 6.00pm

Term 4:

20th February – 31st March

Children return Term 5

17th April – 26th May

Earth Hour

25th March

(Easter Holidays)



Lambourn Primary's Y6 students take to the stage at

The Watermill Theatre

Lambourn School features prominently in the Excalibur Academies Trust Newsletter this term. Follow the link to read more <https://www.excalibur.org.uk/school-news/auto-draft-240849/>

Year 6 students at Lambourn C of E Primary School are taking part in The Watermill Schools Federation Project - The Watermill Theatre Newbury this year; the first time that the school have had this marvellous opportunity.

A big thank you to The Watermill Theatre for offering this opportunity, which it recognises as being important to nurture the young people in the community. Not only will it increase self confidence and support personal development, but it will prove particularly important as students transition into secondary school. A huge thank to Lambourn PTA and The School House Trust for their financial support that will enable the children to travel to The Watermill Theatre and participate in this marvellous experience.





Dan[™]
The Skipping Man

Team Dan the Skipping Man



We are delighted to tell you that a coach from Dan the Skipping Man will be visiting us on Monday 27th February. Dan the Skipping Man is a fully inclusive skipping concept that encourages children to lead a healthy lifestyle and improves both their physical and mental health. The coach will lead sessions that highlight the joy of skipping, as well as teach our children new and innovative tricks. It's going to be an incredibly fun day!

British-made, high-quality ropes

A rope has been purchased for every child to use during the skipping day and these will remain at school for the children to use daily in their break and lunch times. On the day, you will have the opportunity to purchase a rope, if you would like to, from the team from their pop-up shop which will be on the playground at school pick-up. Please note, they would prefer contactless payment if possible. You can also visit their website to purchase ropes: www.dantheskippingman.com.

You may be particularly interested in their incredible Solar Ropes, which magically change colour in the sun!

Rope prices: Key Stage 1 and 2 Speed Ropes £5, Key Stage 1 and 2 Solar Ropes £6, Adult Rope £7 and Double Dutch Ropes £14

Making the most of skipping

With Dan the Skipping Man, it's so much more than just the day. Their website is an amazing hub that supports their concept. As well as the shop, there's loads of great content on how to make the most of skipping and continue your child's journey. There's hints and tips, videos and links to their leading YouTube channel. We really encourage you to take a look at www.dantheskippingman.com.

Get social

As you would expect, they're all also active across social media. Just simply search for Dan the Skipping Man on YouTube, Facebook, Instagram and Twitter and follow them for all their latest news.

The excitement is building

These really are amazing days, and the teachers are incredibly excited too! We're certain that the team from Dan the Skipping Man will ensure we make the most of the opportunity and the children have a brilliant day.

We hope you as excited as we are.

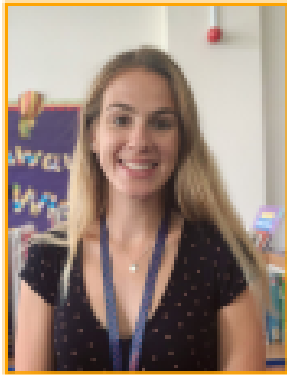
Watch this video to inspire the children: <https://www.dropbox.com/s/5bk507vb0hpn04q/Autumn%202021%20%28Sales%29%20DTSM%20day%20coming%20soon%20video.mp4?dl=0>

Case Studies:

Primary Spotlight



EAT Primary School Lead: Libby Harle



If you're working at one of Excalibur primary schools – especially with a focus on Science, the chances are you will have come across Libby Harle, Excalibur's new Primary Science Lead. Despite working just half a day a week within this capacity, Libby has been making waves visiting schools, holding networking meetings, sharing resources and expertise, and generally bringing this core subject back into the spotlight and, in doing so, reigniting children's passion for the subject.

Arriving as an NQT and now in her fifth year at Lambourn C of E Primary School, Libby is also thoroughly enjoying her other roles as a Key Stage 2 lead and Year 3 teacher. Heavily invested in the school, Libby is determined to "show the world how amazing Lambourn is" and describes the team as "one big family".

She explains that there has been a big focus on teaching of substantive knowledge in recent years, meaning the disciplinary knowledge or 'working scientifically' has lost its way. Whilst the theory of "understanding the nature, process and methods of science" is undoubtedly essential, Libby also wants children to be empowered by discovering it for themselves and finding their own knowledge, teachers being key to facilitating this.

So how has she gone about this? Since September Libby has completed a review of science in all the Trust's primary schools, involving individual visits and speaking with leads and children, in addition to studying curriculums and books. This wasn't with a view to criticising, more a fact finding mission to see strengths and weaknesses of science throughout the Trust. It was at this stage, it became clear that working scientifically needed bringing back to the forefront of science lessons, something common up and down the country.

Libby then commissioned a highly experienced practitioner Sarah Earle leading on Teacher Assessment in Primary Science (TAPS), to pose the question of how EAT assesses Working Scientifically. As a result, Sarah is empowering and equipping individuals to identify what will work for their own school by picking and choosing the right resources and techniques. Injecting enthusiasm is key!

Primaries are also increasing their presence in science as a core subject by running competitions, celebrating British Science Week and studying famous scientists.

Libby explains further "By bringing science leads together and in conjunction with Sarah's expert knowledge, we are making huge steps in the way we are delivering the subject to the children in our Trust. This also impacts those in Key Stage 3 as the involvement of secondary leads has deepened the understanding of what is taught in Year 6 before the transition to secondary school."

[Continued...](#)

Case Studies:

Primary Spotlight



"The opportunity this Trust-wide role has given me is invaluable. Despite being a young teacher, I have had the courage and confidence to successfully apply for a position on SLT at Lambourn. I am also massively benefiting from the knowledge gained by visiting the schools across the Trust by implementing elements of these within my own school. Above all, my passion for instilling awe and wonder into the lives of hundreds of children is immeasurable."

Principal's Awards

Congratulations to all the children who received Principal's Awards this week. We are all very impressed with the following children's quality of work and commitment to their learning.



Everyone else, remember never, never, never give up!

F2 Elodie & Harvey

Year 1 Lola & Arav

Year 2 Isla & Harry

Year 3 Noah & Sienna

Year 4 Kiera & Harrison

Year 5 Theo & Sydney

Year 6 Archie & Louise

LOVE, INTEGRITY, GRIT, HOPE and TRUST

Digital Wellbeing at School

Digital wellbeing can relate to how the use of digital technology including personal devices, social media and other apps can affect an individual's life. It can be affected by many things, such as how long we spend on devices, how we behave online, how we interact with others, how others interact with us, what we expose ourselves to, what we're influenced by and how we use technology to achieve desired outcomes. Much like general wellbeing, it can contribute to other areas such as our overall physical and mental health.



Supporting Digital Wellbeing


Children and young people may be introduced to technology from a very young age so it's important to know what can support them with their digital wellbeing. This can include:

- 1 Effective time away from devices
 - 2 Healthy and appropriate expression online
 - 3 Positive influences and interactions
 - 4 Critical thinking around information and online harm
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Poor Digital Wellbeing

There are still behaviours in children and young people that can contribute towards poor digital wellbeing. Some of these include:

- 1 An over-reliance on technology
 - 2 Exposure to abuse or online harm
 - 3 Poor online/ offline balance
 - 4 Negative influences or social interaction
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What Can Schools Do?

Digital wellbeing plays an important part in the overall health of your school community. Understanding how technology, apps, online platforms and other spaces can affect students, staff and parents is hard, but consider the following ways to support digital wellbeing at school.

- 1 Encourage appropriate breaks away from devices
 - 2 Create safe spaces for individuals to talk through concerns
 - 3 Encourage the use of parental controls and filtering options for apps where necessary
 - 4 Appropriate offline activities in school
 - 5 Have staff maintain a good understanding of trends and popular apps
 - 6 Develop a school community approach towards online critical thinking
 - 7 Explain what harmful online content is and ways it can present itself
 - 8 Making the community aware of online reporting routes
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To find out more about Digital Wellbeing visit the SWGFL hub:
swgfl.org.uk/topics/digital-wellbeing/

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



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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

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