

St Martin's Newsletter



AUTUMN TERM - Friday 6th October

Mrs Connolly

We have set up a memorial for Mrs Connolly in aid of Warrington Animal Welfare as this was a cause very close to her heart. If any of you would like to make a donation here is the link:
https://www.justgiving.com/page/mrs-connolly-memorial?utm_medium=fundraising&utm_content=page%2Fmrs-connolly-memorial&utm_source=copyLink&utm_campaign=pfp-share



St Martin's Stars

Well done to everyone who got a certificate this week.

Purple Tie certificates are given for children who embody our rules of being Kind Respectful and Responsible.

Year R – Theodore F

Alexandra C

Year 1 – Addison H & Blake B

Corbyn S

Year 2 – David B & Benji C

Skyla-Marie J

Year 3 – Tyler J & Imogen T

Chimmy I

Year 4 – Luca P & Heidi W

Eliza B

Year 5 – Harrison C & Olivia S

Isaac H

Year 6 – Phoebe-Rose M & Ben A

Maya P

Year 3 Residential

A reminder that Y3 are on a residential trip on Monday 9th October where we will be spending the night at Burwardsley. Please try to be on time on Monday so as not to delay the coach. Parents are welcome to wave the children off – we will be picked up at the top of Aldersgate by the community centre at 9:45am.

Online Safety

This week's safety advice is about Among us and is attached with this newsletter.

World Mental Health Day

On Tuesday 10th October it is World Mental Health Day. The children should come to school wearing something yellow e.g. yellow socks, hair bow, badge, ribbon etc. They will have a special assembly from the Mental Health support team.



Attendance

There has been a decrease from previous weeks, school really needs the support of the parents in improving attendance across the school. Please only keep your child off school if completely necessary.

Attendance

Year R - 86% 2 Lates

Year 1 - 90%

Year 2 - 88%

Year 3 - 95%

Year 4 - 90%

Year 5 - 95% 3 Lates

Year 6 - 93%

Only 2 classes with less than 10 lates

Well done to year 3, this weeks Dojo Champs

Anyone who comes into school after 8:50am is marked as late. Please try to be an attendance



Assembly

Next week it will be Year 5 assembly. This will take place on Friday and parents/carers are welcome to come along.

Parent's Evening

Parents evening is from 1.45pm-6pm on Wednesday 18th October. The booking system is now open.

What Parents & Carers Need to Know about

AMONG US

A multiplayer 'social deduction' game set in outer space, Among Us enjoyed a surge in popularity in 2020, and has since maintained a dedicated fan-base (globally, around 60 million regular players each month) thanks to its unique nature, simple premise and ease of access across numerous platforms. The game's on-screen action revolves around danger, disguise and deception – and there are certain parallels to be drawn with some of the real-life risks that parents and carers of young Among Us players need to be aware of.



WHAT ARE THE RISKS?

SENSITIVE PREMISE

In Among Us, up to three players are secretly assigned to be alien imposters, tasked with murdering their colleagues while the survivors try to unmask them. While the concept's not far removed from traditional games like Wink Murder or TV shows such as *The Traitors*, some parents may feel uncomfortable about their child playing a video game in which deception and killing are prioritised.

VIRTUAL VIOLENCE

The on-screen death of characters may be fundamental to the gameplay of Among Us, but the majority of the animations depicting this are deliberately cartoonish and only appear very briefly. However, it is worth bearing in mind that the game has a PEGI age rating of 7 – meaning that certain elements (however heavily stylised they may be) could still upset some younger players.

CHAT BETWEEN PLAYERS

With up to 15 people participating in each game online, a large part of Among Us' appeal is speculating with fellow players who the imposters might be and making accusations. This dialogue through the in-game text chat can occasionally become heated – and could, of course, involve your child being put into contact with people (including adults) who they don't know in real life.

GOING OFF PLATFORM

While Among Us provides basic ways to communicate, many gamers prefer to use external services such as Discord: a popular app which offers voice and video chat functions. These undeniably make cooperation easier, but also create a potential route for children to hear inappropriate language – or for strangers to message them privately in an environment which isn't regulated by the game itself.

IN-GAME PURCHASES

Among Us is free to download on mobile devices, and costs less than £5 to obtain on console and PC. A related longer-term pitfall, though, is that the game also includes options to pay for upgrades such as removing ads on the mobile version or adding cosmetic touches to characters (such as different costumes). It's certainly possible that a child could spend a significant sum without realising it.



Advice for Parents & Carers

CONSIDER SOFTER ALTERNATIVES

Although Among Us is hugely popular with young gamers, it's possible that some children might find the murder themes unsettling. If so, plenty of similar social deduction games are available (in both digital and traditional board game formats) which downplay the potentially grislier elements: some centre around undercover spies, for instance, and there's even a Marvel superhero-themed variant.

CHAT ABOUT CHATTING

You might feel it's prudent to talk to your child about the risks associated with voice chat while gaming, explaining in particular that strangers online aren't always who they claim to be. Keeping the conversation relaxed will reinforce your child's confidence that they can always come to you with any online concerns – not just about Among Us, but any potential future issues as well.

DISCUSS DISCORD

In general, Discord is an excellent app for keeping online communities together because of its use of dedicated individual servers, which allow comprehensive control over who can join – and who can't. Once you're familiar with the platform, you could set up a secure server for your child and their friends to communicate during games of Among Us, with no access for people they don't know.

AMONG US, AMONG FRIENDS

When your child and their friends get together, they can enjoy a private game of Among Us by choosing a 'local' lobby – that is, only people connected to the same WiFi (your home network, for example) can enter. This prevents any random online users – who may be total strangers – from joining and removes the need for voice chat, as the players are all physically in the same location.

STOP SURPRISE SPENDING

If you're concerned about the possibility of your child racking up an unexpected bill on Among Us' microtransactions, you could consider using a prepaid card with a set limit. Likewise, you could specify in the game's options that adult authorisation is required for every purchase – or you could make sure that no payment methods are enabled on the device that your child plays the game on.

Meet Our Expert

Lloyd Coombes is Editor in Chief of gaming and esports site GGRecon and has worked in the gaming media for around four years. A regular visitor to the App Store to try out new tools, he's also a parent who understands the value of online safety. Writing mainly about tech and fitness, his articles have been published on influential sites including IGN and TechRadar.

