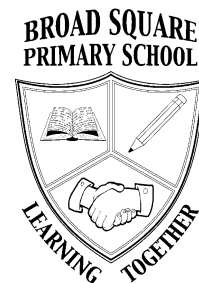




BROAD SQUARE PRIMARY SCHOOL
BROAD SQUARE
LIVERPOOL
L11 1BS



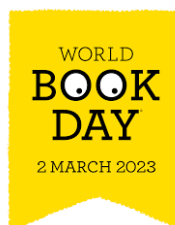
TELEPHONE No. 0151 226 1117
Website: www.broadsquareprimary.co.uk
Email: office@broadsquare.liverpool.sch.uk

Headteacher: Mrs. Charlotte Foden

Overall attendance	93.5%	
Early Years winning class	Well-done to class RB who had 94.6% attendance	
Years 1&2 winning class	Class 2M	97.9%
Years 3&4 winning class	Class 4B	96.9%
Years 5&6 winning class	Class 6R	96.9%

Dear parents and carers,

I cannot quite believe that we have reached the half way point in our school year; this term has gone by in a flash. As a school we have achieved so much; our children are working hard and being supported to ensure that they meet their individual targets. We have a lot to celebrate. In this letter I will also give some prior warning to some key dates that we have planned for next term.



World Book Day – Thursday 2nd March

As a school we work hard to promote and encourage children to read. We are celebrating World Book Day and will be completing lots of fun activities that promote a love for reading with our children. On **Thursday 2nd March** children are invited to come to school dressed as a book character. If children are less keen to wear fancy dress they could wear pyjamas, under the theme 'bedtime stories', they could wear a plain colour as one of our Monster Phonics Characters, or their uniforms. We encourage children to bring in their favourite book from home that day.



Enjoyment, Compassion, Excellence, Perseverance, Respect, Community, Responsibility



Get spotted reading

Over Half term we are encouraging children to **'Get Spotted Reading'**. Children can think of imaginative and interesting places to read their book. If parents, carers or family members could then take a picture and send it to school via the email (admin@broadsquare.liverpool.sch.uk), we will then share entries on our Twitter and display in classrooms. I wonder where I will get spotted reading this half term?

Parents evening

Year 6 are having a different parents evening to the rest of the school. This is so that teachers can provide timely feedback as we prepare our year 6 pupils for their SATS in May. Year 6 teachers will meet with parents and carers on **Thursday 22nd February**. **Nursery – Year 5** will hold their parents evening meetings on **Wednesday 29th March and Thursday 30th March**. Teachers will send out information about booking meeting closer to the time.

Educational trips

We have some class visits that are coming up – please make sure that parents and carers have completed the permission slips and made any outstanding payments. Year 4 have enjoyed their visit to Formby this week. Year 3 are set to visit the World Museum on 24th February and year 5 to Llandudno on 21st April.

Rainbow Day – Friday 24th February

February is LGBT+ history month, as we are a Rainbow Flag school, we will mark this. We are inviting children to come to school wearing their favourite colour or dressed in something that shows their personality. Mrs Foden will try her hardest not to wear black!!





Parent and carers writing sessions

We continue to work on building our relationships with parents and families. We are inviting different year groups in to do a short writing workshop with their children in the school hall. These sessions will start at 9:00am until 9:45am. We look forward to welcoming our families back into school.

Year 6	Wednesday 22 nd February
Year 5	Wednesday 1 st March
Year 4	Wednesday 8 th March
Year 2	Wednesday 22 nd March
Year 3	Wednesday 29 th March
Year 1	Wednesday 19 th April

*Reception and Nursery will be holding stay and play sessions this term and further information will be sent out to parents.

French word of the week



Linking in to year 4's trip to Formby Miss Evans would like to introduce our French word of the week to be '**la plage**' which means – **the beach**. Try to use this in a sentence.

Strike day

Tuesday 28th February as been named as a second-strike day by the National Education Union (NEU). I want to give prior warning that this could result in a second school closure. After half term I will complete another risk assessment to determine if we are able to safely open or not. I aim to inform parents and carers as soon as possible as I fully understand that you need to make arrangements for the care of your children. Thank you for your understanding and patience with this.

Key Dates

Thursday 23rd February – Year 6 Parents evening (different date to the rest of the school)

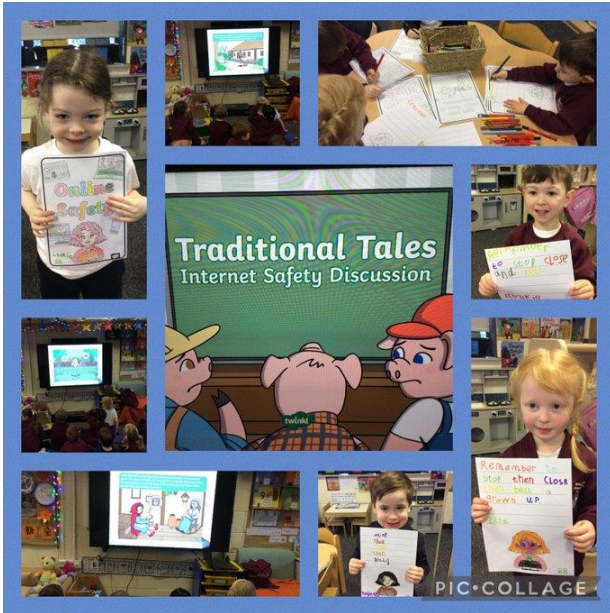
Friday 24th February – Rainbow Celebration Day. Here the children are invited to come to school in their own clothes. We encourage bright clothing to celebrate diversity.

Thursday 2nd March – World Book Day (fancy dress)

Wednesday 29th March and Thursday 30th March – Parents evening Nursery – Year 5

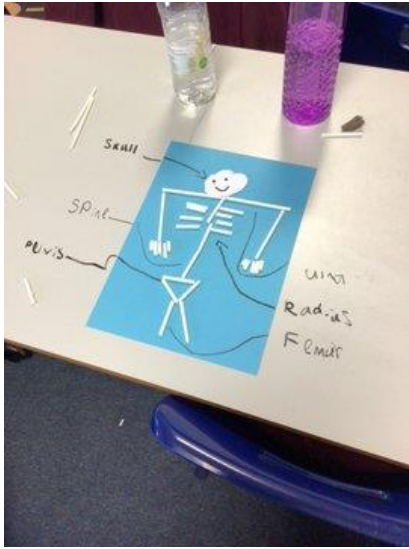


Good news

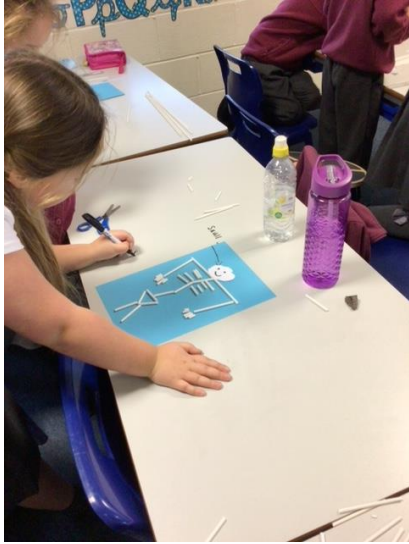


All children at Broad Square have been learning about how to keep safe online. This has been part of our work for Safer Internet Day.





Year 3 have been learning about Animals including humans in their science topic this term. They have looked closely at the human skeleton.



Our children had an assembly this week celebrating children's Mental Health Week. The theme this year is 'Let's Connect', the children engaged very well.





Finally, I would like to send all of our love and best wishes to Mrs Cantor as she leaves (not forever!!) school today to start her maternity leave. We look forward to hearing of her new arrival.



Also, we wish Miss Renwick and her fiancé all of our love and best wishes for their wedding over half term, we are sure that it will be a perfect day. So do not panic, we will not have a new teacher in year 6, just Miss Renwick with her new name.

On the final page of this newsletter is some information from the National Online Safety organisation.

I hope that all of our children and families have a wonderful half term, we look forward to welcoming our children back into school on Monday 20th February.

Thank you,

Mrs C. Foden
Head teacher



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. These 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 fail 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 fear "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

David Upcombe 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.



Liverpool Attendance Quality Mark



School Improvement Liverpool

