Our Lady & St John's Newsletter

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Volume 7 Issue 13

22nd April 2025

Dear Parents,

Happy Easter to you all!

It was lovely welcoming all the children back to school on Tuesday. Children can wear either winter or summer uniform until half term. Please remember to label uniform and ensure girls have socks in their PE bags if they are still wearing tights.

We started our term by celebrating mass on Thursday. Thank you to Year 5 who led the readings, to the pupils who were altar servers (all 9 of them!) and to Mrs. O'Connor for our music. It was a lovely way to start our final term of the year. We are looking forward to a busy term with lots of activities. The new schedule for after-school clubs and specialist clubs is up and running. Please contact the school office for further information.

Have a lovely weekend,

Mrs. Cunningham



We continue to pray in thanksgiving to God for the leadership of Pope Francis, following the news of his death on Monday 21st April. His funeral will take place at 9am (UK time) on Saturday 26th April 2025.

Important Dates: April /May

Monday 28th April
9:00 Y6 Kingswood meeting for parents
Wednesday 30th April
8:30 School Council meeting
Thursday 1st May
- EYFS cake sale

Friday 2nd May
- INSET DAY

Sunday 4th May
- 1st Holy Communion

Monday 5th May
- Bank holiday

Wednesday 7th May
- Class photos

Friday 9th May
8:50 Yr5 assembly
Sunday 11th May
- 1st Holy Communion

Monday 12th May
- Y6 SATS begin

6:00 GB meeting
Tuesday 13th May
- Y3 trip to Gunnersbury Park

Friday 16th May
- Y6 residential trip

Monday 19th May
- Y6 residential trip returns
- Walk to school week

Thursday 22nd May
- Science projects begin for Key stage 2

Friday 23rd May
8:50 Y4 assembly
- End of half term

We are a PEANUT & NUT FREE SCHOOL

Due to severe allergies of some pupils and staff, please ensure no nut or peanut products are brought into school.



Safeguarding

The wellbeing of our children is of paramount
Importance to all staff.
Should any parent have a concern regarding a child's wellbeing, please inform the school's designated
safeguarding officer:
Mrs Cunningham or in her absence the deputy safeguarding
officer Mrs Sheehan. In cases where school staff have concerns, they have a statutory duty to discuss the issue with their line manager, Mrs Cunningham to seek further advice.

School lunches

We started the new summer menu with our new catering firm, Olive dining.

Today's dessert was an orange fruit ice-lolly.

The pupils were all delighted, especially as it was warm enough for them to eat them outside!









To all our parents,
grandparents and carers.

We really need your help.

With the increasing demands on the curriculum, we are finding it more and more difficult to provide 1-1 reading for our children.

Although this is not an expectation of the curriculum, it is something that we have always valued in the hope that it provides children with a love of reading from an early age.

So, if you can spare an hour or two every week (or more) to hear children read, please let me know, we would be eternally grateful.

This support is invaluable to both the teachers and the children.

Thank you in advance
Mrs Sheehan

Homework club

Mrs. Sheehan & the School council will be running a homework club for the juniors in the ICT suite.

Monday & Tuesdays

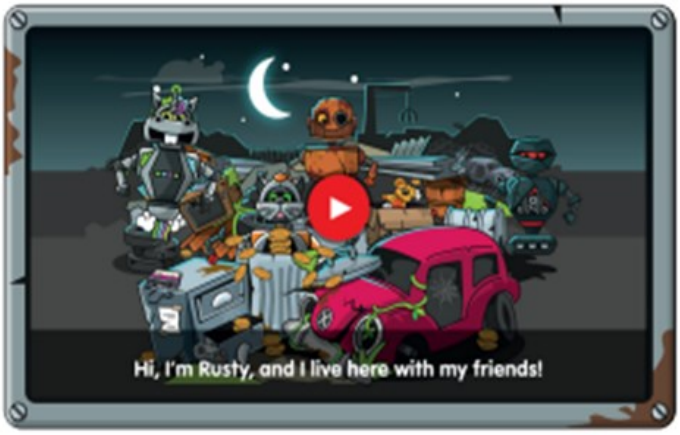
12:15-1:00

HOW THE GAME WORKS

Numbots

BEFORE THE GAME

Children are welcomed to the game with an opening video, where they are introduced to the central character, "Rusty". In the video, Rusty asks for help in his quest to find new parts to upgrade him to a diamond robot, so he can "shine inside and out, like a Diamond". Next, the child will be able to choose a bot name they will play under, as well as their own robot character.



PLAYING THE GAME: STORY MODE

The game starts in 'Story Mode'. There are 18 stages - from Rust to Diamond - and each stage is made up of a number of levels. Players start at Rust level 1 and, to unlock the next level, they need to earn at least 2 out of 3 stars.

To earn the 2 or 3 stars required to pass the level, children must demonstrate a level of fluency when answering the questions. This means they must be accurate and timely with their answers; if children get 0 or 1 stars they need to answer more quickly. The game ensures that learners don't move on to the next level until they show they are prepared for it.

Story Mode starts with very basic maths (subitising numbers) and progresses steadily and rigorously to addition and subtraction of double-digit numbers.



PLAYING THE GAME: CHALLENGE MODE

When players complete Stage 3 (Tin): Level 35 in Story Mode, they will unlock Challenge Mode. Here they can race the clock to test themselves on how many questions they can answer correctly in one minute. There are 20 different challenges to choose from; each challenge testing a different skill, for example number bonds to 10, adding single digits or subtracting double digits.



HOW THE GAME WORKS

Numbots

THE CUSTOM SHACK

For every maths question answered correctly, the child will receive coins to spend in the Custom Shack. Here, they are able to purchase new parts to upgrade and personalise their own robot character. As well as earning coins, children are kept motivated throughout their NumBots journey by collecting badges and winning trophies to reward their achievements.



SUPPORTING YOUR CHILD

We recommend children get 3 minutes a day four or five times a week. There will be times when they need your help understanding what to do (to help with that, there is an info slide before each level begins) or even with typing in the answers. They may need encouragement from time to time and they may benefit from being reminded that making mistakes is something perfectly natural.

They could also reach a point in the maths that is beyond their reach for now; if it feels like they've reached a blocker, we'd recommended returning to earlier levels and trying to complete them with 3 stars. If they are regularly struggling to achieve 2 stars, it may be worth speaking to their teacher abour possible strategies and asking them to change the Story Controls for your child, which will give them longer to pass each level.

