

WEEKLY BULLETIN Summer Friday 24th June 2022



- 6th July Mini Monox Ponies visit
- 6th July Yr 5,6 & 7 Induction day
- 7th July Yr 11 Leavers Assembley
- 21st July Last day of Term

ATTENDANCE

Things are hotting up on the Top 5 forms leader board, with the same 5 classes battling for top stop.

Daley are leading the board yet again this week, with Parks hot on ther tail, climbing the board to 2nd place. Newton & Curie have dropped slightly but still in 3rd & 4th place repectivly.

Year groups attendance percentage.

Year 5 & 6 - 79%

Year 7 - 83%

Year 8 - 73%

Year 9 - 68%

Year 10 - 56%

Year 11 - 25%



Top 5 Form groups attendance percentage.

Daley - 92%

Parks - 91%

Newton - 89%

Curie - 85%

Woodman - 82.5%

Year 11 attendance has dropped this week due to study leave. We wish all our year 11's the best of luck with their final exams.

If your child is going to be absent please notify the school on the day by 9am.

This can be done from our new absence line or Via our Parent App



SCHOOL LUNCHES

Please see the lunch menu for the next week, W/C 27th June 2022. If your child would like a hot dinner please let your classroom staff know in advance. Dinners are charged at £2.45 per day, unless you are entitled to Free School Meals Lunches are to be paid for in cash, this can be either passed to your Teacher, TA, or the school office.



IMPORTANT

If your child has allergies please notify the school office.







What parents need to know about esports

Some 73 million people watched the League of Legends 2021 World Championship Final – which, for context, is around three-quarters of the total audience for that year's NFL Super Bowl. So esports is demonstrably growing in popularity and credibility – in fact, video gaming will feature in next month's Commonwealth Games as a pilot scheme, with a view to becoming a full medal event for 2026.

If we're to see future generations of youngsters being encouraged to become esports competitors (instead of, say, footballers, swimmers or cricketers), then parents, carers and teachers will be required to become familiar with the possible pitfalls. Our #WakeUpWednesday guide this week brings you the need-to-know basics of professional esports.

British Esports describes 'esports' as "competitive gaming, human-v-human, usually with a spectator element to it". In recent years, the esports industry has grown significantly – and is expected to reach an overall worth of \$1.2 billion, with around 30 million monthly viewers, by the end of 2022. This rapid evolution has presented even more opportunities ... but, of course, opportunities usually come with a risk. Here, we've highlighted some of the potential hazards within the esports industry and suggested ways to help young people stay safe so they can make the most of this exciting space.

In the guide, you'll find tips on a number of potential risks such as in-game purchases, inappropriate content and possible



What Parents & Carers Need to Know about 🔑

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WHAT ARE THE RISKS?

MICROTRANSACTIONS

Microtransactions are in-game purchases that unlock new features or give players special abilities, characters or content. These can cost anything from 99p to £99 (and sometimes more!). The topic of microtransactions in gaming is heavily scrutinised – with cosmetics, pay-to-win features and loot boxes all being a source of contention for gamers and governing bodies in recent years.

MENTAL HEALTH

Studies show that esports competitors face the same level of mental health issues as athletes from traditional sports, along with some specific additional demands. Like mainstream professional sport, esports is an incredibly tough industry – requiring countless hours of practice. Competing at the highest level can lead to pressures such as handling setbacks, stressful situations and facing criticism.

INAPPROPRIATE CONTENT & BEHAVIOUR

CENSORED Only 22% of gamers globally are aged between 10 and 20 – meaning the majority are adults, who might not always act or talk in a way that's appropriate for children. Like traditional sport, esports has many athletes and 'personalities' to look up to. However, it's important that your child stays aware of how influenced they are by the people they follow, and whether the athlete is age appropriate.

TROLLS & TOXICITY

An internet troll is someone who tries to offend people and cause trouble by posting derogatory comments. Toxicity, as in the real world, refers to negative behaviours like harassment, verbal abuse and inappropriate conduct, which all impact on wellbeing. Trolls and toxicity are an issue within esports, perhaps due to its pressurised, extremely competitive and high-stakes nature.

POSSIBLE EXPLOITATION

The revenue in esports is potentially vast. Organisations often look to professionals and content creators to help grow their brand, in exchange for the organisation's backing, a salary, and marketing and sponsorship benefits. However, the industry is still in its infancy – and so is its regulation. In some countries, esports isn't regulated at all, so things can get sticky if players don't know what they're doing or who they're working with.

PHYSICAL EFFECTS

The common perception of esports involves a sedentary lifestyle, an unhealthy diet and very little physical activity – which has obvious health implications. It's certainly true that players sit at their desk for hours, looking into bright screens and not getting regular exercise. Some professional esports players have nutritionists, personal trainers and dieticians specifically to protect their health.

Advice for Parents & Carers

ENCOURAGE BALANCE

Dedicating oneself intensely to any activity – including esports – can be harmful, both mentally and physically. Make sure your child's gaming routine is balanced with exercise, regular breaks, healthy foo and plenty of water. If your child spends long hours gaming, using a chair with the proper supports and taking the time to practise good posture will help protect their lower back, neck and wrists.

UNDERSTAND GAMING

Chat to your child about the games they play; ask to watch or even take part to get an idea of how appropriate they are. This will give you an awareness of the phrases esports players and content creators use, helping you understand young gamers' slang, if you find some of the games unsuitable, talk to your child about why. You can also explore age-specific settings on apps like YouTube and Twitch.

GET EXPERT HELP

If your child does start on the road to becoming a professional, get in touch with an esports-specific agency who are experienced in industry terminology and loopholes. Do due diligence on any team or organisation offering your child a contract: a key point is how long your child would be contracted to them – the esports industry changes quickly, so there might be better and more secure offers out there.

BLOCK TOXIC USERS

Monitoring in-game chats, or disabling them altogether (either through the console or in the game itself), is a comprehensive way to avoid negative experiences and reduce the risk of toxic messaging. Your child also has options to block messages from particular players and only interact with their friends; this can also help to prevent them from encountering the blocked users in future games.

Meet Our Expert

Nathan David is an experienced gamer, teacher and athlete. He is Course Leader for the BTEC Esports programme at Salisbury Sixth Form College. Nathan has more than 10 years' experience working in schools and colleges, and holds a Masters degree in Sport Psychology.



















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Café - Projects - Events Support - Counselling

Opening Times

Monday to Friday 11 am - 2pm, 2pm - 5pm, 5pm - 8pm

Saturday & Sunday 2pm - 5pm

Drop in cafécreate@wirral.gov.uk Tel : 0808 196 4147 zillowirral.co.uk/cafecreate

Pilgrim Street
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