



Dear Parent/Guardian,

I would like to welcome everyone back to our Autumn term, in particular I would like to welcome our four new families and their children to The Grove School community.

We are very excited about our building work. We have the new sheds up and these are nearing completion. We will then be able to move resources and bikes into these so that the old shed can come down to make way for the wheelchair swing so that all of our learners can have access to a swing in school. We plan to put three new swing points in the hall when the work is complete so that more children can access their swing programme every day. The funds that you have helped raise will be supporting us to get this additional work done. The new hall will also enable better storage and therefore use of all our PE equipment.

During the October week we are going to be redecorating classrooms and the front of the school, we continue to try hard to ensure that the school is the best it can be, fresh and welcoming to all.

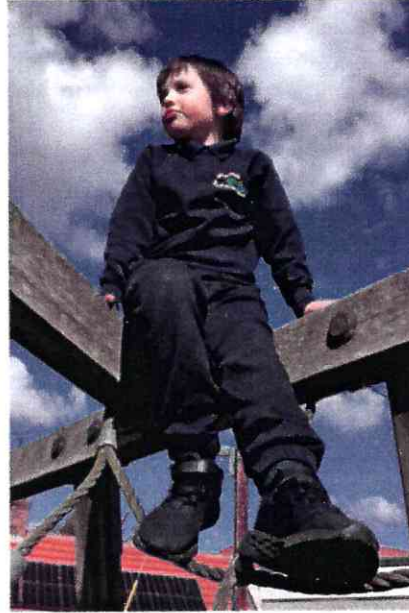
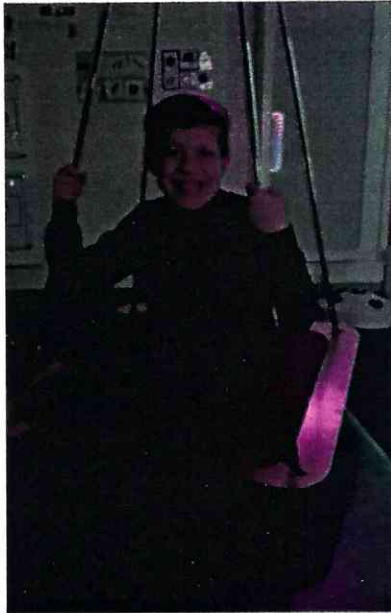
A big thank you to those of you who completed the parent questionnaire, we now have results on the Ofsted website. I was so pleased to note that everyone who completed the form would recommend us to other parents, that makes me very proud of what our school does and the fact that you hold us in high regard. The children are developing their own record of additional activities that they do in school and we will share these with you at Annual Review meetings so that you know what other activities beyond their targets that they are able to access.

We are looking forward to the next half term, we will let you know our Christmas plans. We will as always have lots of fun!

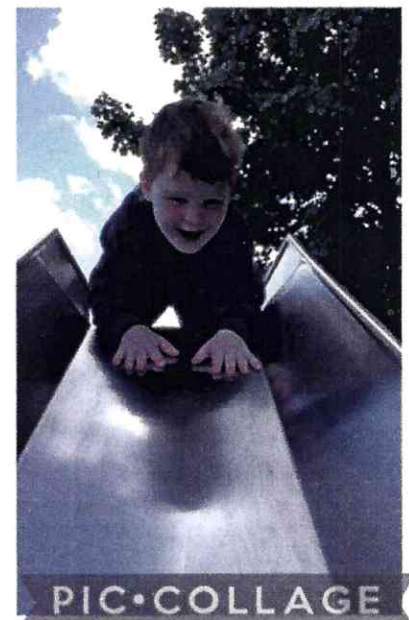
Yours Sincerely

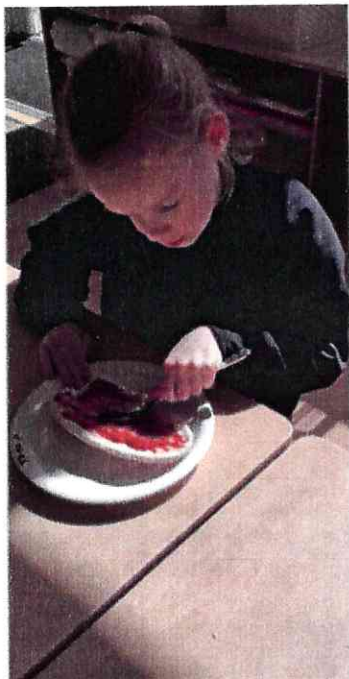
Mrs Penny Derries





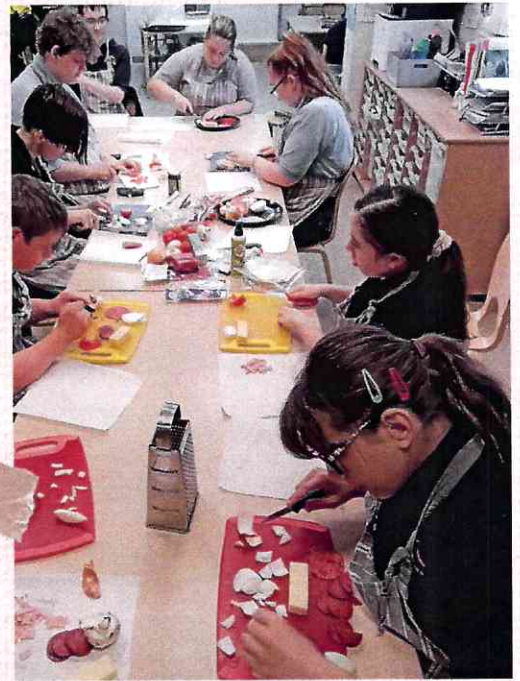
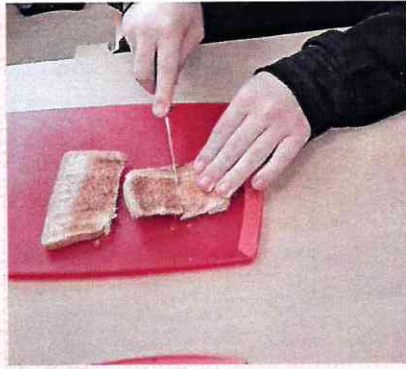
October 2024 Elm Class. As we can't always meet up with our friends outside of school, we have been developing our relationships during our environmental enrichment activities. Elm class are learning about sharing, caring and how important it is to be kind to each other. These weekly outdoor activities give us opportunities to try new things, be active and to learn about the world around us. We also keep fit and healthy developing our gross motor skills too.





As a group, Beech class decided they would like to make pizzas for one of our weekly life skills sessions. The children decided which toppings they would like, then went to the shops to buy them. Everyone had lots of fun preparing the ingredients and making their own pizza! 🍕





AUTUMN .

In Oak class this half term we have enjoyed a visit from a storyteller, began our travel training programme, developed our social and cooking skills as well as learning lots of new and important skills in netball and swimming. We have also celebrated mental health day, we are going to continue to develop our understanding of the importance of our mental health.





OCTOBER 2024

CHERRY CLASS - GEOCACHING

We have recently been Geocaching in the local area as one of our additional experiences which is part of our School Development Plan. We downloaded the app on an adult phone as it requires internet service. Together we decided which target we were going to look for then followed the app navigation. Once we arrived we had to search the area to find the hidden treasure. We found a small cache which contained treasure and four mini cache which just contained the list you sign and date. We thoroughly enjoyed the experience and have decided we want to go further afield to do more.



Staying Safe Online

Ways to make gaming safer for your child

- 1. Talk with your child about gaming.** Talk with your child to learn the games they like and the content and features of these. This will help you to understand more about how your child plays games and how appropriate different games are. You can use [NSPCC's online safety hub](#) to find out more information on safer gaming.
- 2. Learn together.** Use our resources to teach your child about safer gaming at all ages. For primary age children you can use our [Jessie & Friends](#) (ages 4-7) and [Play, Like, Share](#) (ages 8-10) resources. Secondary age children can access advice about gaming through our website.
- 3. Set boundaries and safety settings.** [Internet Matters](#) provides step-by-step [guides](#) for putting safety settings in place for each console or device. Spend time setting these up with your child and make sure they know how to block and report on the games they are playing. You should also talk with your child to create an agreement for gaming; think about how much time they can spend, which games they can access, if you will allow in-app purchases and what spaces they can play in. For primary aged children it is advisable to have them play in shared spaces or in the same room as you.

How risky is in-game chat?

Gaming is often a social activity for children and talking with friends is part of their enjoyment. However, in-game chat can pose risks such as:

- **chatting with people they don't know.** This can include adults that are seeking to make contact with children with the intention of [sexual grooming](#).
- **inappropriate or unmoderated chat.** Whilst a lot of chat is moderated, chat is live and there is a risk of exposure to sexual language, swearing or bullying.
- **requests to make chat private.** Once chat is moved off a monitored platform, no one is moderating it. This can be used to pressurise children into sharing personal information, photos, video or chat that they don't want to.
- **offering gifts or trades.** This may be used by offenders to build trust and a relationship with a child, as part of grooming.

Learn more about in-game chat and what you can do to make it safer by reading our [parents and carers guide to in-game chat](#).

How do I know what games are age appropriate for my child?

Our article on [what's appropriate for your child](#) will help you to understand more about the Pan European Game Information (PEGI) age rating system, which helps parents and carers to make informed decisions around games, giving age ratings and content descriptors.

Consider your child's individual needs, emotional maturity and experiences to support the decisions you make around gaming. For example, a game may be rated age appropriate but have content that you know your child will find frightening or won't understand.

Should I be worried about gifts and trades in gaming?

Items such as game currency, [skins](#), [loot boxes](#), tools and weapons are often used in games to help a player progress through the game or give increased status amongst other gamers. Often these require in-app purchases, which many children won't have access to, or require your permission for, so accepting trades or gifts may be tempting.

Whilst not always the case, trades or gifts within gaming can be used by child sex offenders to gain contact with a child. They may offer gifts asking nothing in return, this can be part of [the grooming process](#) and can help to build a close relationship with a young person. They may also try to use gifts as a way to persuade a child to do something such as going on a webcam, taking photos or videos of themselves, moving conversation to a different online platform or to an offline platform such as messaging over phone.

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For more information go to

<https://www.ceopeducation.co.uk/parents/>