

Newsletter



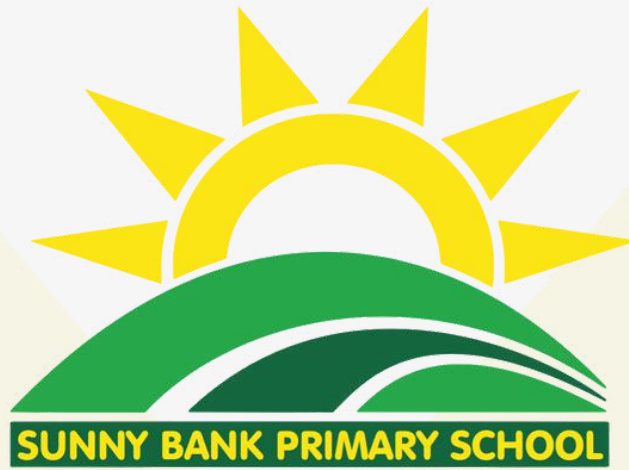
WE ARE A GOOD SCHOOL

There is an unrelenting focus on reading across the school. Staff are committed to ensuring that all pupils learn to read to at least at an age-appropriate level before they leave. Pupils achieve well and have the reading skills they need to prepare them well for the next stages of their education and beyond. Alongside this, pupils develop a passion for reading.

Visits to the school library are the source of much excitement and discussion. Pupils suggest books to each other to share their enjoyment of the stories they explore.

Ofsted Report September 2024





**FROM
MRS
JOHNSON**

Dear Parents and Carers,

We are three weeks into term and there has been so much happening at Sunny Bank! Thank you for your continued support in providing the best education for the children.

Our attendance is currently 92.9%, slightly below the national average. Coming to school every day is crucial for learning. To encourage attendance, we are continuing our Attendance Competition. One family will win a £40 Asda voucher and an Easter egg, with eight more Easter eggs for children with 96%+ attendance this term. Let's work together to keep improving attendance!

Well done to all who took part in our Science Fair! The creativity and scientific thinking were impressive, and it was great to see children confidently explaining their projects. Thank you to all the parents who came to celebrate. Every child who participated is a winner! Some children also attended Minster Primary School for our TILT Science Fair, showcasing their work alongside other schools. They represented Sunny Bank brilliantly and should be very proud.





In classrooms, the children participated in a science-filled week with investigations, live lessons, potion-making, rainbow making, marble-run experiments and so much more. The children loved it and fully embraced the exciting learning opportunities.

Book Week was also a great success! The paper plate competition saw amazing entries, including Paddington Bear, alien spaceships and robots all linked to the children's favourite books! Children enjoyed the Spelling Bee, Pyjama Day and Bedtime Read. The Masked Reader was a big hit, with children guessing which staff member was reading. It was wonderful to see such enthusiasm for reading and creativity from our families.

Please continue to support your child's learning at home by ensuring they complete home learning projects, read each evening, and practise their times tables regularly. These small daily habits make a huge difference in their progress.

Thank you for your support. Together, we can help every child succeed.

Have a great weekend!

Mrs Johnson

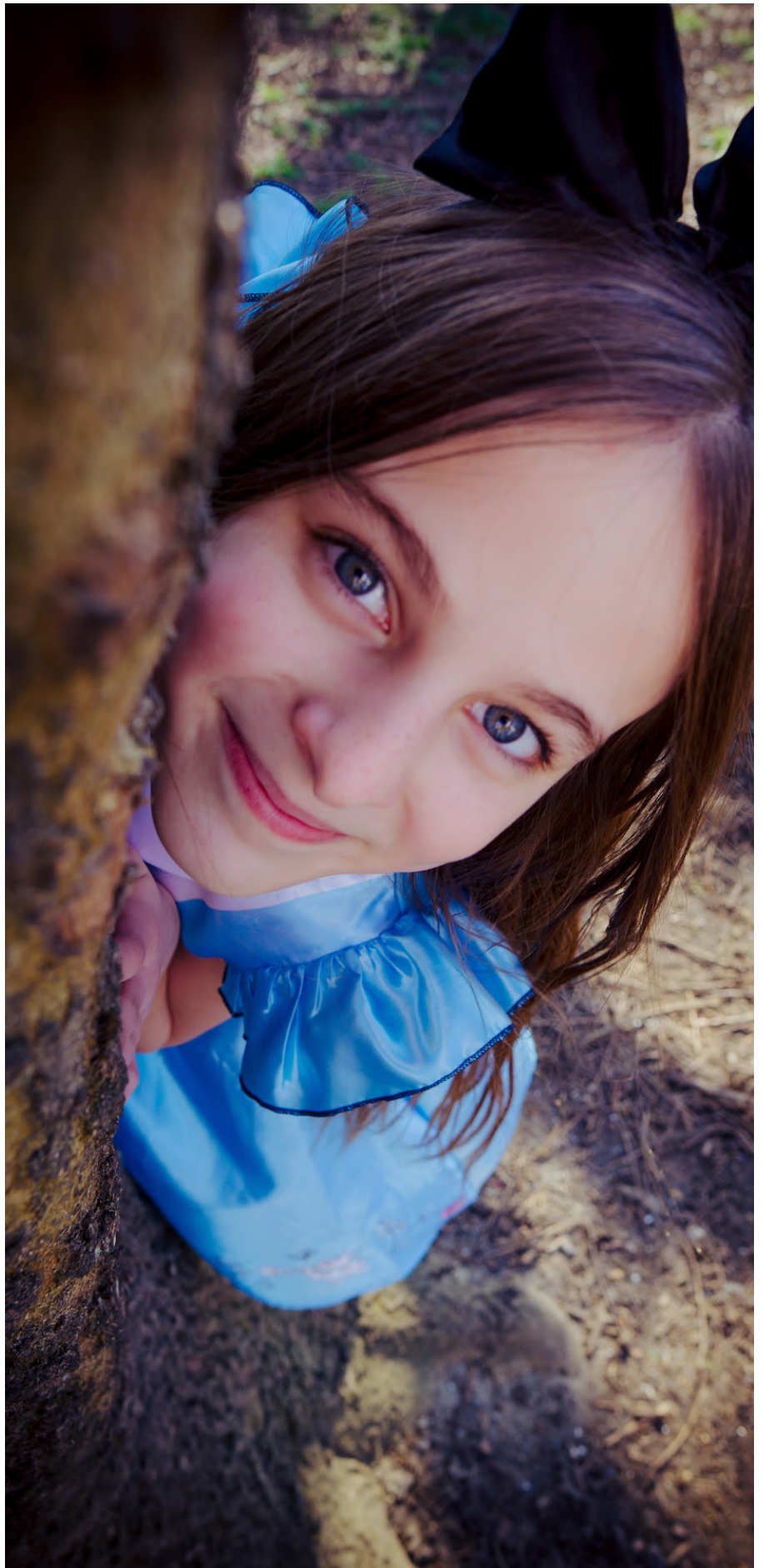




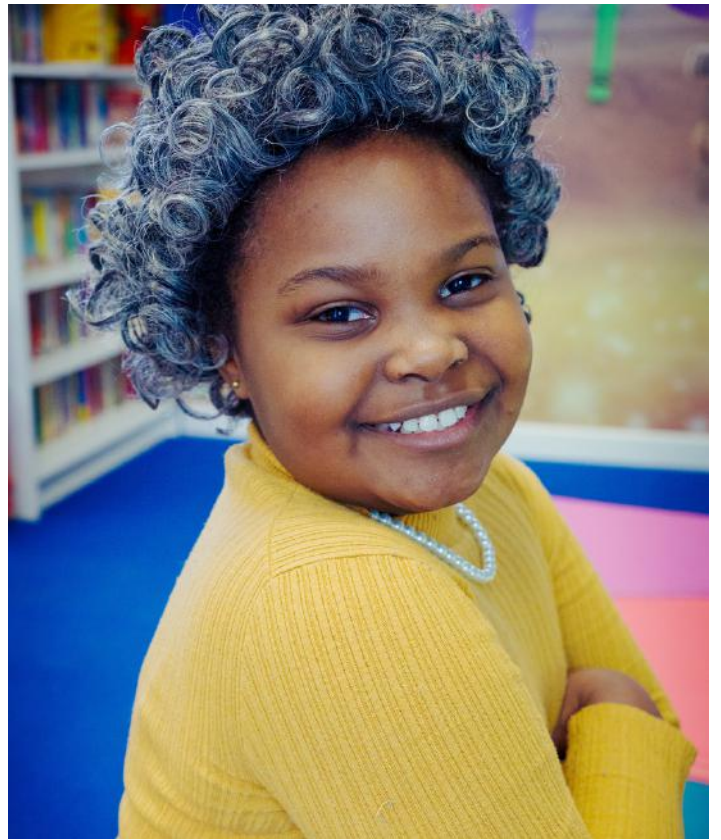
WORLD BOOK DAY

Picture Special

World Book Day 2025 was a remarkable success! We were thrilled by the incredible character costumes showcased by the children. Nickel Books was present to help kids redeem their free book vouchers, and everyone enjoyed participating in The Masked Reader game!







Our full Gallery can be viewed on our website





PJ DAY AND BEDTIME READ

During our Book Week, pupils arrived at school in their pyjamas! After school, parents joined their children for a cosy Bedtime Read in the hall, complete with hot chocolate as a delightful bonus!







SPELLING BEE CHAMPIONS

Congratulations to our Spelling Bee champions!
Here are some of our winners displaying their prizes with pride. Great spelling, everyone!



Our Spelling Bee finalists!



News in Brief

Nickel Books visit

A heartfelt thank you to **Nickel Books** for joining us for the second consecutive year and allowing children to purchase World Book Day titles with their complimentary £1 book tokens!

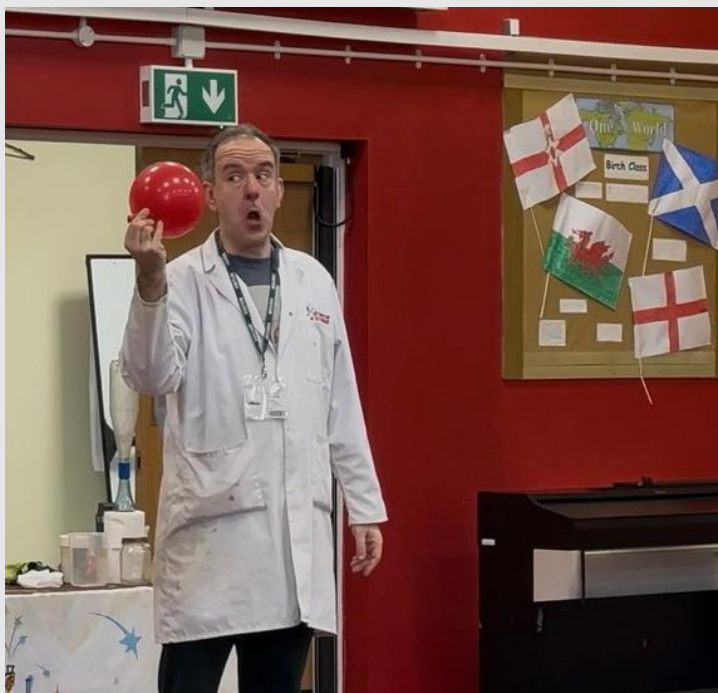
Looking forward to seeing you next year!





Science Assembly

'Boffin David' from **Science Boffins** brought immense energy to our school with an astonishing assembly packed with incredible experiments! Our pupils later engaged in interactive 'Know Your Newton' workshops held throughout the day, igniting excitement and inspiration.





Science Fair

A huge thank you to all the parents who joined us for our annual Science Fair! Additionally, a big congratulations to our amazing young scientists who designed and showcased outstanding science experiments!





Reserve Fries
WESTON
SIBILITIES IN POTATOS

49
18:39
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THANK YOU!

Thank You to the PTA

We want to express our gratitude to our PTA for their generous contribution towards a new PA sound system. This will enhance all upcoming discos and events!



POP-UP SHOP



Treat a special woman this Mother's Day with a beautifully gift-wrapped surprise! Gifts starting from just £1 to £2

27TH & 28TH MARCH
SUNNY BANK PRIMARY SCHOOL

Mother's Day Gifts on Sale

The Sunny Bank PTA are excited to inform you that they will be holding a Mother's Day Pop Up Shop in school on Thursday 27th/Friday 28th March 2025!

Children will be taken to the shop by their teachers throughout the day and given the opportunity to purchase a range of gifts priced between £1-£2 each (maximum of two gifts per child).

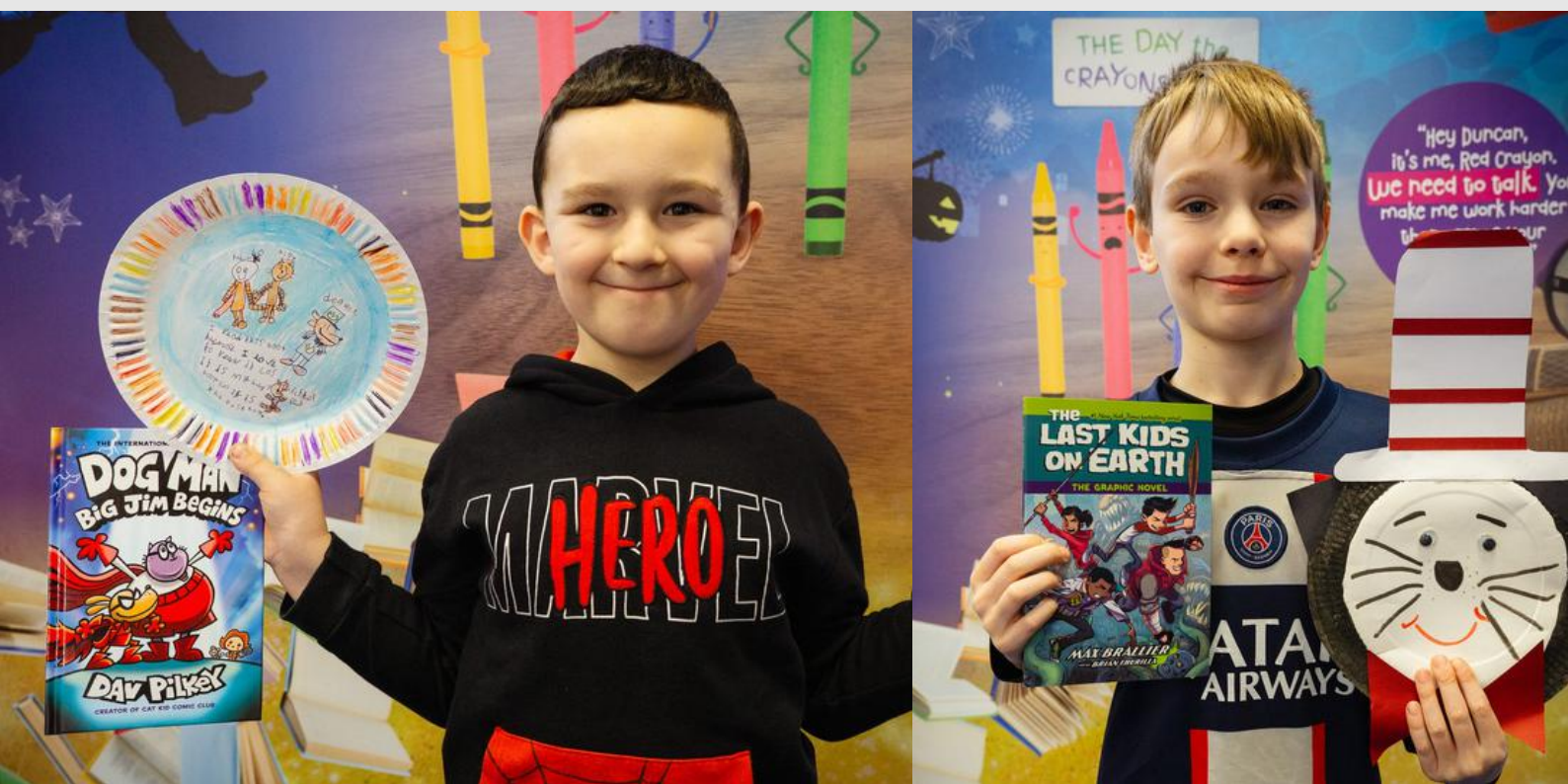
All gifts will be wrapped for your child to take home.

If your child would like to purchase any gifts, we kindly ask that they bring their money into school on the day of the pop up shop in a named envelope with their name and class on it and hand it to their class teacher on arrival.



BOOK WEEK - DESIGN A PLATE

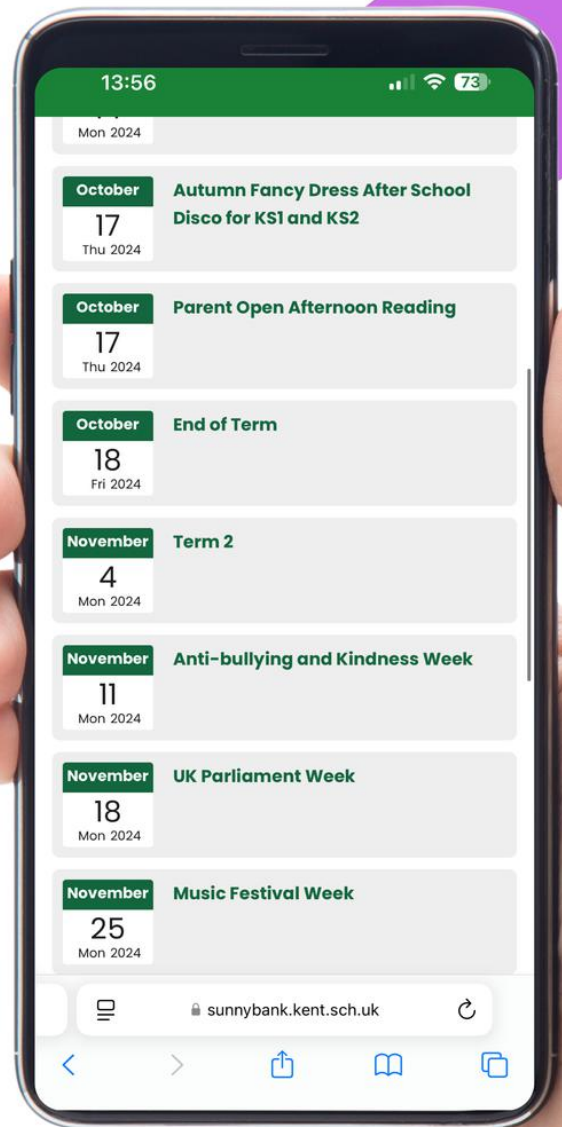
COMPETITION WINNERS!



Subscribe to our

Online Calendar

And have our events
automatically appear
on your phone!



<https://www.sunnybank.kent.sch.uk/diary/list/>

Press 'subscribe to this calendar'

DIARY DATES

Full calendar can be viewed on our website



March

Passport to Learning Projects in

31

Mon 2025

April

Easter Bonnet Parade

3

Thu 2025

April

End of Term

4

Fri 2025

April

Easter Egg Competition

22

Tue 2025

April

Term 5

22

Tue 2025

**Subscribe
to our
Calendar**

www.sunnybank.kent.sch.uk



What Parents & Educators Need to Know about

ROBLOX



Roblox is one of the most popular video games among children. In 2020, the game's developers claimed that more than half of the USA's children had played it. As a 'sandbox' title, the game lets players create their own gaming experiences with Roblox Studio to build custom levels, which can then be shared online.

WHAT ARE THE RISKS?

ONLINE PLAY RISKS

Because Roblox connects random players across the world, it can put younger players into an environment with anonymous users who could use the platform for nefarious reasons. For example, some role-play games are used for online dates and mature role play, which could expose youngsters to inappropriate messages in the public chat box.

MATURE CONTENT

Content is difficult to moderate throughout Roblox, due to the number of games available. This is particularly notable on smaller games and experiences, but in summary, some of the games and experiences offered on the platform contain age-inappropriate content that could easily be seen by young players.

IN-GAME SPENDING

The majority of games within Roblox have extensive monetisation options, usually through season passes or microtransactions. Purchases can range in value from a few pennies up to much larger sums of money. While some games offer a lot of content via purchases, others can offer very little for real world money, causing younger players to end up out of pocket.

ANONYMOUS PLAYERS

The anonymity of users can leave players vulnerable to bullying, harassment, and predatory behaviour. Without the right parental controls or monitoring, users can connect with each other via personal messages or friend requests, and it is very difficult to know who's behind a username in this vast online world.

RISK OF ADDICTION

Roblox games can feature rewarding or satisfying mechanics that keep players coming back – or persuade them to stay logged-in for much longer. Like most games, they focus on interactivity, with constant rewards via in-game unlocks and currencies, which can sometimes lead to an addictive need to remain online for long periods of time.

SCAMS

Many of the games on Roblox feature collectible items, pets, or characters. These objects, while digital, are worth a lot of real money on certain online markets. Scammers will attempt to trade with younger users in the hopes of getting rare items that can be sold for real money, manipulating the child into handing them over, usually via misleading information.

Advice for Parents & Educators

MONITOR THE CONTENT

While Roblox does implement plenty of moderation tools and parental controls, it's up to parents and guardians to monitor the types of games a child or impressionable player is experiencing. If a youngster wants to play Roblox, be sure to check out which specific games they want to play within it, and get a good idea of their content.

TAKE ADVANTAGE OF TOOLS

Use the parental controls within the game itself and teach youngsters how to report and block other players. Knowing the powers within their reach will make Roblox a safer, happier experience. You can set age ranges for who's allowed to contact you, close public chat boxes, block spending, and even make your Roblox profile completely private. All these options are helpful in cutting off bad actors from engaging with children.

PLAY TOGETHER

Consider playing Roblox with the children in your care. There are few more effective ways to see how monetisation works, gauge whether the game could lead to addictive behaviours, or even witness how interaction between players works, than sitting down and trying the game for yourself. This should help you figure out whether it's suitable for particular children.

TEACH ONLINE BEHAVIOURS

Have an open conversation about the risks of online play and how to spend money wisely. By being honest and giving tips on how a younger user can protect themselves, you can empower them to not only take care of themselves, but others too. Any user can be reported to Roblox moderators by other players for behaving inappropriately. With this knowledge, younger players can be aware of what to look for and help prevent it.

Meet Our Expert

Dan Lipscombe is a videogame journalist and author of over 20 books on gaming, including books on Minecraft, Fortnite, Roblox, and more. For 15 years he has been writing about his passion for gaming. When he's not playing games, he's talking about them at GAMINGbible.

