

SHEEPY SCHOOL NEWSLETTER



A wonderfully busy start to November with many different events taking place in a very short time. Preparations for Christmas are now starting to take place.

ANTI-BULLYING WEEK

We launched our Anti-Bullying Week with Odd Socks Day, where children got to discuss how everyone's different.

Mrs Andrews, our Anti-Bullying Officer, lead an assembly on Monday to explain to children what bullying is and what to do if they felt they were being bullied or knew that someone else was being bullied.

We use the acronym, STOP (Several Times On Purpose), to identify whether something amounts to bullying or not.

Mrs Andrews and our Anti-Bullying Ambassador, Josie, are always available to talk if children have any concerns about bullying.

Is it bullying?



Bullying is...

**Several
Times
On
Purpose**



Unsure? Tell an adult



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TAG-RUGBY FESTIVAL



Well done to our eleven Year 3 and 4 children who braved the terrible weather and went to Hinckley Rugby Club with Mrs Marshall for the Tag Rugby Festival. A good and very muddy time was had by all.



SCHOOL NEWS

SHEEPY PLOUGHING ASSOCIATION COMPETITIONS



We are thrilled to announce that we had some winners in the schools competitions at Sheepy Ploughing Match. Our children entered competitions and competed against Witherley School and Twycross School.

Mr Sutton from the Ploughing Association came along to present the prizes and also told us about how the first ploughing match meetings were held in 1903 in our school!

Well done to our winners!



WINNER

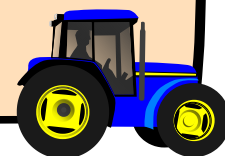
Upper Key Stage 2 Handwriting: Thomas 2nd place.

Lower Key Stage 2 Design a pair of wellies:

Archie 1st place.

Key Stage 1 Design a tractor: Charlie 1st place.

Reception leaf art: Cassidy 1st place, Akira 2nd place and Nancy = 3rd place.



KEEPING CHILDREN SAFE ONLINE

Friday, 28th November
8:45 AM – 9:15 AM

- Tips for online safety
- Managing screen time and social media
- Accessing trusted resources for parents

This is a great opportunity to gain confidence in helping your child navigate the digital world safely.

We look forward to seeing you there!



INTERNET SAFETY PARENT WORKSHOP

Please join us in school on Friday 28th November for a Parent Workshop on Internet Safety. This will kindly be led by parent, Mr Tock, who works in Internet Safety.

NEW INTAKE 2026

We would like to remind parents with children due to start school in the next academic year that the deadline for applications is

15th January 2026.



WHAT'S ON!

SAVE THE DATE

Fri 28th Nov: Parent Workshop: Keeping Children Safe Online

Mon 8th Dec: KS1 Theatre Trip

Thurs 11th Dec: Swaledale Christmas Ukulele Performance 2.30pm

Mon 15th Dec: Swaledale Christmas Performances 1.30pm and 6.30pm.

Tues 16th Dec: Portland Nativity 9am

Tues 16th Dec: Christmas Dinner Day

Tues 16th Dec: Woodlands Carol Service 2pm

Weds 17th Dec: Cotswold Christmas Performances 1.30pm and 6.30pm.

Thurs 18th Dec: KS2 panto trip am

Thurs 18th Dec: Christingle Service 2.15pm

Fri 19th Dec: Christmas Jumper Day.



CHRISTINGLE SERVICE



Please join us for
Christingle

Thursday 18th December 2025



All Saints Church,
Sheepy Magna
2.15pm

Get yourself in the Christmas spirit with our ever popular Christingle Service. Join us for mulled wine and mince pies in the school hall afterwards.

CHRISTMAS WREATH MAKING

SHEEPY MAGNA PTA

CHRISTMAS WREATH MAKING

THURSDAY 27TH NOVEMBER 2025

7PM

ALL SAINTS CHURCH
SHEEPY MAGNA



£35

ALL MATERIALS WILL BE PROVIDED
07701012916

OUR PE CURRICULUM

You may be aware that our teachers are now teaching PE across school. In previous years, we have used external Sports Coaches, but we have been quite disappointed with the standard of teaching and the lack of variety we have received and as all primary school teachers are qualified to deliver PE lessons, like many other schools, we have decided to teach our own PE in school.

To support the delivery of our PE lessons and to ensure that our children are taught a broad range of skills, we have invested in a scheme called Primary PE Planning. This provides teachers with a structured lesson plan and a progression of skills to teach and develop with the children. Sometimes the children have very short videos to watch before a lesson, which models how a certain skill will be taught or how a game is played. This is really helpful in embedding children's understanding.

All classes receive a structured PE lesson twice a week and in summer term, Swaledale will be receiving a swimming lesson once a week.



PE is a broad subject, where children develop fundamental movement skills, extending their agility, balance and co-ordination. In addition to movement skills, children learn skills to participate in team games, developing attacking and defending skills. Dance gymnastics and orienteering, which all form part of the National Curriculum are built into our PE lessons across school, ensuring children have a wide range of PE opportunities.

Our PE this half term:

Reception:

Our reception children will be working on fundamental movement skills with a theme around Bonfire Night and Diwali.

Year 3 and 4:

Swaledale Class are learning how to play Quicksticks Hockey for one session and Tag Rugby for the second session.

Where weather stops play...we have access to high quality lessons which we can complete indoors such as Yoga and Leadership Skills.

Year 1 and 2:

Cotswold Class are learning the fundamentals of rugby for one lesson each week and are having gymnastics for the other session.

Year 5 and 6:

Our older children are currently learning Dance through the theme of The Greatest Showman and are learning the fundamentals of fitness through our second session each week.



We also sign up to competitions and festivals with other small schools in the area.

What Parents & Educators Need to Know about ROBLOX

AGE RESTRICTION
PEGI
7

WHAT ARE THE RISKS?

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.

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 GAMINGible.

