



All Saints'

Friday Flyer

Events Next Week

Monday 1st June

Infant and Junior Inset day

Tuesday 2nd June

First day back after May Half Term holiday

Year 6 - Both Classes - Swimming lessons -
Please ensure children bring their swimming kit

Thursday 4th June

Junior Cricket Competition - Children invited to this event will have received the relevant information through Arbor

Friday 5th June

Year 3 Oak Class - No forest school

Announcements

Water Bottle, hats and Sun Cream

Please ensure children are bringing a water bottle, hat and sun cream to school now the weather is starting to get better. Thank you

Year 2 Islamic Workshop

Please see Arbor for more information about the workshop taking place on 8th June

Year 6 Performance Tickets

Tickets are now available on Arbor for the end of year performances

Arbor Payments

Please continue to make payments for trips and residentials through Arbor. Thank You

School Drop Off and Pick Up

Please can we ask that there is no stopping and parking on the yellow zigzag lines due to vision being obscured by parked vehicles for children crossing. Children and parents are having to step out into the road to look without being able to see what is coming.

Thank you

Weekly After School Clubs

Monday

Year 1 and 2 - Craft Club -
3.15pm - 4.15pm

Tuesday

Infants Gardening Club 3.15 - 4.15pm
collection from ASI Reception
Juniors Chess and Boardgames Club
3.30- 4.30pm

Wednesday

Y3 & 5 Homework Club
3.30- 4.15

Thursday

Y4 & 6 Homework Club 3.30-4.15pm
Juniors Galactico Football Club 3.30- 4.30pm

Don't forget we also have our Sunset Club for your
afterschool needs. Speak to either Junior or Infant
office for more information.

This Weeks Internet Safety Infomation

At The National College, our WakeUpWednesday guides empower and equip parents, carers and educators with the confidence and practical skills to be able to have informed and age-appropriate conversations with children about online safety, mental health and wellbeing, and climate change. For further guides, hints and tips, please visit nationalcollege.com.

What Parents & Educators Need to Know about MINECRAFT

As the best-selling game in history, Minecraft has made a name for itself by empowering audiences of all ages to harness their creativity. Originally an indie hit, it's become a cultural phenomenon with merchandise, spin-off titles, and wider media adaptations. Even if you don't know your Creepers from your Endermen, this guide will explore the risks of Minecraft in 2026 and explain how to support a safe gaming experience for the children in your care.

WHAT ARE THE RISKS?

PUBLIC SERVER COMMUNICATION

Many players enjoy Minecraft with others, including friends and unknown players online. In-game text chat is commonly used to coordinate building projects and gameplay, and this can extend to adding friends to voice chat. While often harmless, this creates risks around contact with strangers, and in some cases server hosts may expose IP addresses (if hosting independently), which raises privacy and security concerns.

GRIEFING BEHAVIOUR

Some players deliberately damage or destroy other players' creations. This behaviour, known as 'griefing', is a form of bullying that can undo hours of effort and cause frustration or distress to affected players. Although many servers treat griefing as a serious offence, enforcement varies. Children who prefer to build independently may feel safer working on private worlds or controlled servers.

ADDICTIVE GAMEPLAY LOOPS

Minecraft's creative focus can make it easy for players to lose track of time. The cycle of gathering resources and building projects can be highly engaging, which may challenge agreed screen-time limits. If not managed effectively, this can impact children's sleep, schoolwork, and real-world social interaction.

SCARY GAME ELEMENTS

Although often compared to digital construction toys, some gameplay modes include hostile creatures with unsettling sounds and sudden encounters. While there is no graphic violence, younger players may still find zombies, spiders, or dark environments frightening. These experiences can lead to anxiety or reluctance to play, depending on the child's age and sensitivity.

IN-GAME SPENDING

Minecraft requires a one-off purchase after a free trial, usually around £15, but additional spending is possible. Players can buy cosmetic content or subscribe to Minecraft 'realms' for private servers. Without supervision, children may make unintended purchases. Subscription services and add-ons can also increase overall costs over time if not monitored.

ONLINE INTERACTIONS

Playing with others can introduce broader online safety concerns, including exposure to inappropriate language or behaviour. Some players may attempt to move conversations beyond the game, which can increase risks to children's safety and welfare. Children may not always recognise these situations, meaning guidance and ongoing conversations about safe interactions are essential.

Advice for Parents & Educators

CHOOSE SUITABLE GAME MODES

Creative or Peaceful modes remove hostile creatures and reduce the pressure during gameplay. These options allow children to focus on building and exploration without fear of attack. They are also ideal for shared play between adults and children, creating a calmer environment to learn the game and enjoy collaborative projects.

USE PRIVATE SERVERS

Setting up a private server helps control who can join a child's game. Access can be limited to trusted friends through passwords or invitations. This reduces the likelihood of unwanted interactions and gives adults greater oversight. While some options involve a subscription fee, they offer a safer and more controlled multiplayer experience.

DISCUSS ONLINE STRANGERS

Children should understand that not everyone they meet online is who they claim to be. Clear guidance about not sharing personal information is essential. Encourage children to report any worrying or uncomfortable interactions and reassure them that they can seek help without fear of punishment. Open, ongoing conversations help build their confidence and awareness of these issues.

SET SPENDING BOUNDARIES

Agree on clear rules around purchases before letting children play, and use device settings or platform controls to restrict spending within agreed limits. Explaining that in-game currency uses real-world money can help children make informed decisions. Regularly reviewing purchases together can also prevent unexpected costs and encourage responsible behaviour.

Meet Our Expert

Lloyd Coombes spent 7 years in games media, before moving into the games industry via PR and marketing. A parent himself to a Minecraft-loving son, he understands why it's so important to stay safe online.



#WakeUpWednesday

The National College

See full reference list on our website

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Future Dates

- Friday 19th June - Infants Sports Day 1.15pm - 2.30pm
- Monday 22nd June - Year 4 Rowan Class Ukulele Performance Doors Open 2:15
Performance: 2:30 – 3:10
- Friday 26th June - Y5 & 6 Sports Day 1.15pm - 3.00pm
- Monday 29th June - Year 4 Larch Class Ukulele Performance Doors Open 2:15
Performance: 2:30 – 3:10
- Thursday 2nd July - Highfields Transition Day and All Saints Transition Morning
- Monday 6th July - Y2 Performance 2pm
- Tuesday 7th July - Y2 Performance 6pm
- Friday 9th July - All Saints Transition Afternoon
- Monday 20th July - Y6 Performance 2pm and 6pm
- Tuesday 21st July - Yr6 Performance 6pm
- Wednesday 22nd July - Y2 Leavers Service - 9.30am
- Wednesday 22nd July - Yr6 Leavers Party
- Thursday 23rd July - Y6 Leavers Service - 9.30am
Leavers Clap Out 3.15

Next years Inset days

- Friday 4th September
- Monday 22th February
- Thursday 27th May
- Friday 28th May
- Monday 26th July

Who can I go to for support?

