



"The World for our Children, our Children for the World"

Headteacher: Mrs C. Sánchez

Family Newsletter

13th March 2026

Dear Families

Important changes to booking and payment systems

Over the next few weeks, the school will be moving to a new system to manage bookings and payments for dinners, trips and wraparound care called **My Child At School (MCAS)**. ODSST schools recently moved our school databases to Bromcom, which has built-in functionality through this system to streamline payment systems and bookings. This will reduce office admin time, and ensure robust logs of bookings and payments. **This system will replace ParentPay during the Easter holidays.**

We will be supporting families by managing the change in 2 phases:

Phase 1, now until the Easter Break:

We will support parents to log in to 'My Child At School' via the online website or app.

The app can be downloaded from [Google Play](#) or [App Store](#) here.
The website is here www.mychildatschool.com

You will receive an email with login details, which you should use to set up your account. Please contact us if you have any difficulty logging in, or if any information within your account is incorrect.

In order to be ready for Phase 2 please activate your account by downloading / accessing MCAS asap and logging in with the account details we send.

Phase 2: From 30th March 2026:

Parents to use 'My Child At School' to book and pay for school dinners, wraparound care, extra curricular clubs and trips.

All regular and ad hoc bookings must be managed through MCAS and not directly with the school office. Payment for wraparound care continues to be possible. Parents can select 'offline payment' in the MCAS checkout, which allows you to place the order while arranging the voucher transfer.

We will provide any support you need to do this, and will be sending out 'how to' guides closer to the Easter break. All payments will be taken through MCAS, and Parentpay access will be removed.

Please don't hesitate to get in touch if you have any questions or need any help. We recognise that change can pose challenges and are very happy to support.

Mrs Sánchez

Break the Rules Day – Friday 27th March!

Get ready for a day of fun! Our **PTA** is hosting **Break the Rules Day**, where pupils can pay 50p to break certain school rules and enjoy a little twist on the usual routine.

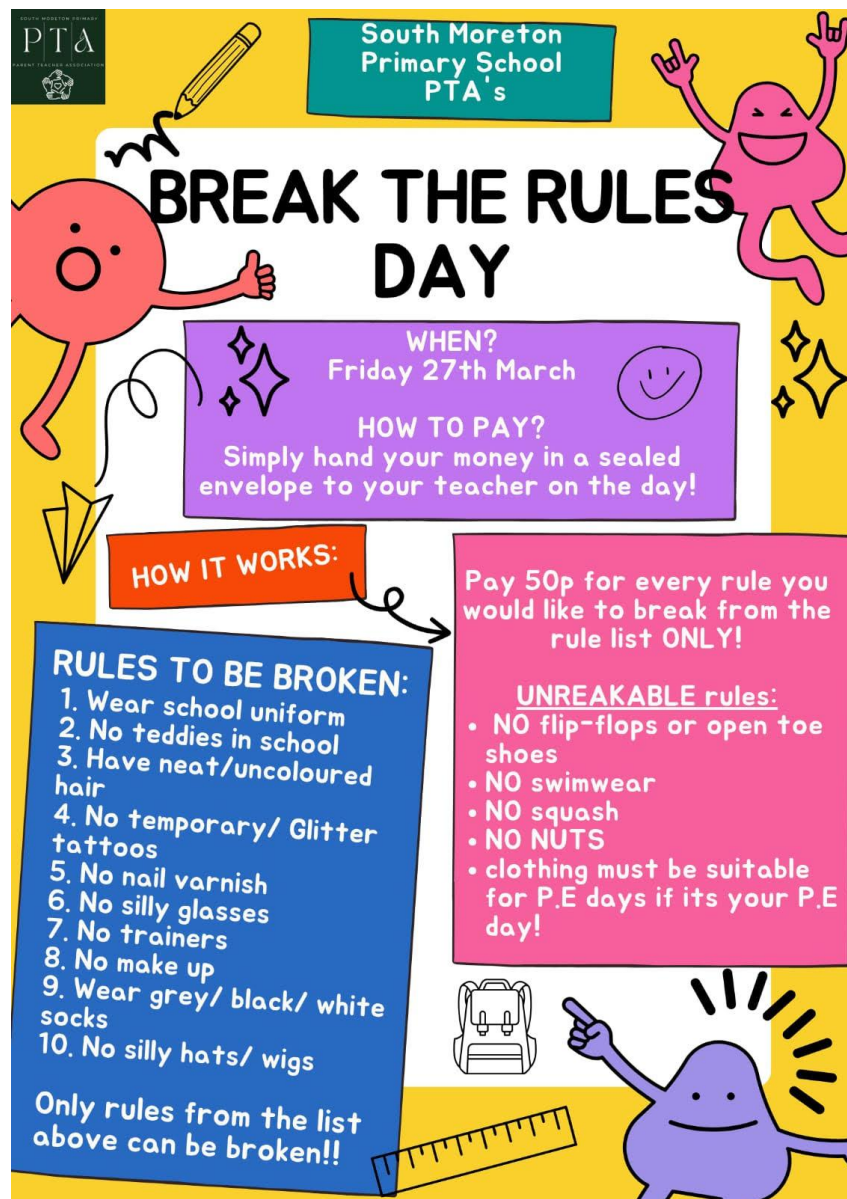
Important: Only the rules listed on the poster can be broken. All other school rules must still be followed to keep everyone safe and happy.

How to take part:

Send your child to school with 50p for every rule they'd like to break, in a sealed envelope, and give it to their teacher on the day.

⚠ Some rules **cannot** be broken for safety and health reasons: no flip-flops, no swimwear, no squash, no nuts, and clothing must be suitable for P.E. if it's your child's P.E. day.

Don't miss out on the fun – it's a great way to shake things up and support the PTA!



Archeological learning

This week we had an archeological survey of our playing field. Some of the children joined our archeologist Wendy to see history in action and observe the survey taking place. We learned how the magnetometer scans the tiny metals in the soil to show if there is anything of historical significance hiding under our field. We are looking forward to welcoming Wendy back into school with the results of the survey!



Girls' netball success!



After a postponement of the tournament from last term 15 girls were very excited to finally play in their netball tournament. Unfortunately the weather was not on our side! So in the wet cold we set off to Northbourne School. Our 2 teams competed well in all of their games with both winning 1 game each. It was the game against each other that led to the most laughing and giggling with some excellent netball in the middle! Both teams finished joint 3rd in the tournament and despite the weather the girls played in the right spirit and as always represented the school superbly. Thank you to parent spectators for your support, and particularly Imogen's mum who looked after one of our teams.

Moki Band fun!

Children at South Moreton continue to be active and busy every day, making the most of our beautiful site indoors and outdoors!

Our School total steps this week is 921,669 - equivalent to walking from South Moreton to Hamburg!

House averages:

Ravenclaw - 10469 Gryffindor - 9203 Hufflepuff - 8639 Slytherin - 6882

Class averages:

Puffins - 11078 Swallows - 10357 Wrens - 10202 Herons - 6727 Red Kites - 5191



Spring Term Dates for your Diary

Date	Event	Further Info
11th March - 20th March	Spring Assessments	
20th March	Y5/6 Dodgeball tournament	Selected pupils
Wednesday 25th March	Year 6 Junior Citizens Trip	See letter from Mrs Mupita
Friday 27th March	End of Term 4	School finishes at 1.30pm. Buses and taxis leave at this time. After School Club available 1.30 - 3.15pm - please book with the Office.

READING NIGHTS AT SOUTH MORETON

**We don't set homework at South Moreton
(research says it's not impactful for Primary pupils, and
parents told us they agree)**

BUT - we do expect children to read at home.

1 night of Reading = 1 "Reading Night"
15 minutes R / KS1, 20 mins KS2
Recorded in their Reading Diary
4 nights = 1 point to win prizes

**Reading is the single biggest way parents can support their
child's academic success.**

HOW WE MEASURE

Engagement in reading at home forms part of our assessment of your child. Those that don't read, fall behind.

Children should read at home every day Monday - Thursday. Reading diaries are checked on a Friday.

Those with 4 Reading Nights will be entered to win prizes for their House and Class.



Pupil Premium eligibility - help us to support your child

Families who receive certain benefits may be eligible for free school meals and a variety of other financial supports, and school receives additional funding to support your child's teaching and learning. Please help us to claim this funding by contacting the Office if you are in receipt of one of the following benefits.

- Universal Credit with an annual net earned income of no more than £7,400.

- Income Support
- Income-based Jobseeker's Allowance
- Income-related Employment and Support Allowance
- Support under Part 6 of the Immigration and Asylum Act 1999
- The guarantee element of Pension Credit
- Working Tax Credit run-on (paid for the four weeks after you stop qualifying for Working Tax Credit)
- Child Tax Credit (with no Working Tax Credit) with an annual income of no more than £16,190

Don't forget to join our **@SouthMoretonPrimary** Facebook page!
We welcome you to search and 'like' so that you get the best insight
into the school day to discuss and celebrate with your child.
www.facebook.com/SouthMoretonPrimary



Since the dawn of video games there have been questions asked about their potential link to violent or disruptive behaviour in people, and in particular, young people. These questions certainly haven't been without merit; violent content and graphics seemingly get more and more common as technology progresses. But what's the truth when it comes to the science? Thankfully, in today's age we actually have a much more solid idea of what the link between the two looks like, and whether or not we should be concerned. In this guide, we'll look at the arguments both for and against the idea that video games cause violent behaviour.



VIOLENT AND MATURE THEMES

There's no getting around the fact that yes, some video games do carry violent or more mature themes and to the casual observer, they can be quite startling. Use of weapons, bad language, mature content or scary images are worrying things to introduce to a young mind at the best of times, and even more so when they can be interacted with.

Realistically this comes down to the judgement of carers as to whether they think it's appropriate for their young ones, but a great place to start is the ESRB (Entertainment Software Rating Board) rating of a game. Not only do these ratings carry a recommended age, but also give an idea of what kinds of things will be in the game.

ANGER EXHIBITED DURING OR AFTER PLAYING GAMES

Many parents notice an increase in their young one's anger or agitation after playing a video game. This is very common. However, it shouldn't be forgotten that video games are an interactive medium and, unlike a film or TV show, you have direct control over what is happening on the screen, making it much more personal.

In 2011, a study into The General Aggression Model (GAM) suggested that video games can stimulate and encourage feelings of violence and aggression in players, and gives players an opportunity to learn and practice aggressive tendencies, which translate over into the real world. While this study was debunked due to its flawed process, parents should still be vigilant if they see a child exhibiting signs of aggression while playing, and encourage frequent breaks from screen time.

RELATIVELY UNKNOWN LONG-TERM EFFECTS

Because gaming is such a new form of media, not many studies can confidently predict what the long-term effects of gaming on young minds will be. While it's widely assumed by scientists and researchers that there will be very few negative side-effects, it's still one of the great unknowns. Despite this, gaming should be treated the same as any other new media, and enjoyed in regulated amounts.

HISTORICAL HYSTERIA

Modern video games are a cultural phenomena, and we're still getting to grips with gaming as an entertainment medium. If we look back through history however, there's an emergent pattern of media blaming new technologies for a whole host of things.

For instance, when radio first became popular, people would blame it for earthquakes and droughts. It's good to keep an open mind when something new and popular appears on the scene like gaming. Just because it isn't understood, it doesn't necessarily mean it's dangerous.

ALMOST EVERY MODERN SCIENTIFIC STUDY

As studies into whether video games make people violent become more common, we've come to understand a great many things about how the processes and measuring the outcomes should be carried out. As such, almost every modern study on the subject has turned up an inconclusive outcome finding a link.

In a thorough joint 2019 study between the Universities of Oxford and Cardiff in Royal Society Open Science, scientists concluded that "there was no evidence for a critical tipping point relating violent game engagement to aggressive behaviour." The study asked both teenagers and their parents to monitor and feed back on their aggressive thoughts after playing video games in an attempt to give a well-rounded result.

MISUNDERSTOOD OUTSIDE FACTORS

It's easy to see why people link violent video games with real world aggressive behaviour, and there is certainly some truth in the fact they can make young people upset in the short-term. After all, nobody likes the feeling of losing whether it's in the real world or a virtual one. But we shouldn't mistake causation for correlation when assessing what this means.

Sometimes outside factors can contribute to shifts in behaviour that could be exacerbated by gaming, but not caused by it. If you're concerned over recent mood swings or aggressive tendencies in loved ones, there's no substitute for talking it out and trying to get to the route of the problem. A lot of people use video games as an escape from everyday life, and taking this away without proper thought could make things worse.



SHOULD WE STOP BLAMING VIDEO GAMES FOR VIOLENT AND AGGRESSIVE BEHAVIOUR?

Weighing up the pros and cons before letting our young ones play a video game should always be at the forefront of our minds, but the evidence of the negative impressions they leave has been debunked time and again in recent years.

It's likely that the argument around violence and video games will continue for some years, and there's certainly work to be done on both sides when it comes to researching the actual repercussions. While modern scientific studies have started to lean heavily towards there being zero or minimal connections, it's still vitally important to listen and do your own research with an open mind. If there's concern about growing behavioural issues in your kids, talk to them and encourage breaks, or play with them and try to experience the games yourself. You might just find something you like in the process!

Meet our expert

Mark Foster has worked in the gaming industry for 5 years as a writer, editor and presenter. He is the current gaming editor of two of the biggest gaming news sites in the world, UNILAD Gaming and GAMINGbible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work, but more importantly, how to make them safe and fun.



<https://www.psychologytoday.com/us/blog/the-athletes-way/201902/is-aggression-actually-linked-violent-video-games>, <https://www.latimes.com/world-nation/story/2019-08-06/video-games-violence-studies>, <https://www.apa.org/science/about/psa/2003/10/anderson>, <https://www.apa.org/about/policy/violent-video-games>, <https://www.forbes.com/sites/olliebarker/2019/02/15/new-study-shows-that-there-is-no-link-between-violent-video-games-and-aggression-in-teenagers/#68049f8d328e>, <https://web.archive.org/web/20170812083034/http://public-psych.iastate.edu/caa/abstracts/2010-2014/11DAB.pdf>, https://en.wikipedia.org/wiki/Video_game_controversies, <https://www.sciencenewsforstudents.org/article/teens-who-play-violent-video-games-not-more-violent-behavior>, <https://www.psychologytoday.com/us/blog/ultimate-motives/201908/the-evidence-video-games-lead-violence-is-weak>

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