



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

Headteacher: Mrs C. Sánchez

Family Newsletter

27th February 2026

Dear Families

On returning from the half term break, there is a distinct sense of "Spring has sprung" across our beautiful village grounds; the sight of blossom and spring bulbs, and the slightly brighter mornings have certainly put a spring in everyone's step!

We have hit the ground running with a very busy—and delicious—start to the term. Our classrooms have been transformed into mini-kitchens as Food Technology took center stage across the whole school. It has been a joy to see the children developing such vital life skills, from mastering bridge and claw cuts to understanding the nutritional balance of a meal.

The corridors have been filled with the tempting aromas of simmering bolognese and freshly baked pizza, which were designed alongside healthy oaty bars and colorful wraps. These hands-on experiences are so important, not just for learning about food, but for building confidence and independence. A huge thank you to the staff for organizing these sessions, and to the children for being such focused (and tidy!) chefs.

Mrs Sanchez

World Book Day Fun

This year, World Book Day will take place on **Thursday 5th March** and we are excited to join schools across the country in celebrating this special day.

Children are invited to bring in a book they would like to share with a child or children in another class. Please ensure these are labelled clearly with your child's name. Our aim is to fill the school with enthusiastic book talk about the titles the children have read and love.

This year, children are invited to come into school dressed in their house colours, as we will be celebrating with a book writing event in our school houses. A reminder that the houses and colours are as follows:

- **Gryffindor- red**
- **Hufflepuff- yellow**
- **Ravenclaw- blue**
- **Slytherin- green**

For parents with children in Wrens and Swallows, a sticker with your child's house and colour can be found in their reading diary.

Children have been sent home with their World Book Day vouchers, giving them the opportunity to choose their own books from local bookshops. You can use your £1 World Book Day book token to receive a FREE book by taking it to your nearest bookseller and exchanging it for a World Book Day £1 book or a qualifying audiobook. The vouchers can be used until Sunday 15th March 2026.

What else can you do at home?

This year, the organisers of World Book Day have arranged a range of resources for families to enjoy at the following link: <https://www.worldbookday.com/families/>

In addition to completing the monthly Year of Reading challenges, please continue to read regularly with your child and share recommended books to encourage reading for pleasure. It may also be a wonderful opportunity to visit your local library, where children can join and choose books based on their own interests.

We are very much looking forward to celebrating World Book Day and thank you for your continued support in nurturing our young reading community at South Moreton Primary School.

Best wishes,
Mrs Mupita
Reading Lead

Parent Teacher Appointments, Wednesday 4th and Thursday 5th March

Teachers are looking forward to meeting with you next week to discuss your child's progress, and appointment times have been sent out. Zoom links for any online meetings will be sent out on Wednesday morning.

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 796, 542- equivalent to walking from South Moreton to Paris (and having a look around!)

House averages:

Ravenclaw - 1001 Gryffindor - 9246 Slytherin - 8294 Hufflepuff - 8282

Class averages:

Puffins - 10646 Swallows - 9827 Wrens - 8290 Herons - 7113 Red Kites - 6455

**MOKI
BANDS**



School Meal Provision

We would like to remind families that our school menu is carefully planned and costed to provide nutritious, popular meals based on the specific orders received. If the order cut-off is missed, we will always ensure your child receives a hot meal; however, please be aware that this may result in them being served an alternative dish that they may not personally prefer. We appreciate your cooperation in using the ordering system promptly to help our kitchen run smoothly and ensure every child enjoys their lunch.

Spring Term Dates for your Diary

Date	Event	Further Info
Wed 4th & Thurs 5th March	Parents' Evening	3.30pm - 5.30pm
Thursday 5th March	World Book Day	
Friday 6th March	Y5/6 Girls Netball tournament	Selected pupils, information within email from Mr Matthews
11th March - 20th March	Spring Assessments	
Wednesday 25th March	Year 6 Junior Citizens Trip	Information to follow
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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