



Turn from evil and do good; seek peace and pursue it. Psalm 34:14

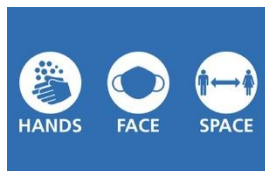
NO: 5

12 Nov 2020
In this week's
newsletter:
Remembrance Day
Kingston First
Christmas Art
Competition
Children in Need



If anyone in your
family is experiencing
COVID-19 symptoms
please check the [NHS
website](#)

[Coronavirus Quick
Reference Guide](#)



Please remember
if you have any
concerns or
questions
regarding
[Safeguarding](#) out
of school hours
follow the link.

Message from the Head

Thank you for your continued support in dropping off and picking up your children. I believe our system is running smoothly, and due to the logistics of our school entrances, we are doing pretty well all things considered. Please may I remind parents at the Y1 and YR entrance to please line up in the agreed area, leaving as much room as possible for others to get by and leave your dogs at home. We do have parents with buggies and a visually impaired parent that would appreciate this. Children should have their school bags ready to go in promptly after receiving the hand sanitizer from the teacher. If you need to speak with the class teacher please email school and someone will respond as soon as they can so we can keep the queues moving.

We continue to emphasise the importance of reading to and with your child, and spending some quality time with them. There is a national picture emerging, which confirms what we know and feared, that many children fell behind in their learning during the national lockdown in March. We know that for some children their social and emotional skills were affected negatively due to the conditions and length of the required social isolation, Reading, Writing and Maths skills have regressed because for some children learning paused. We are also aware that not all children engaged fully in the home learning for various reasons. Many children's language or vocabulary has also been affected. Children who appear to have benefited from this, are those whose parents/carers spent time engaging and supporting them. This is according to [Ofsted in their latest report](#) on schools. So, with this in mind, please continue to help school reduce the risk of any form of infections, that may cause us to close bubbles or in the worst case school.

When to send your child to school: A local GP, Annette Pautz, has produced this [message](#) and information for families, which may be helpful to decide when to send children to school, and when to keep them at home.

An emerging issue we are now having in school is the requests for refunds of money contributed for school activities. We were hoping at the tail end of the summer term that we would be able to go on trips at some point in this school year. As of now, we are unable to fulfil any of those activities. Mrs Rees, amongst everything else she currently has to do, is trying to work out a time effective way to address this issue without having to effect over 160 payment transactions back to parents' account, which will be no mean feat!

We continue to still see some parents parking in inappropriate places outside school. Also, if you must drive, please take time to consider the safest side for your children to alight from your vehicle.

Our children's poppy displays for Memorial Sunday at St John's Church was very impressive, and if you were unable to attend the service do see the display [here](#). Thank you to all the classes that contributed to this beautiful poignant display.

Around this time last year, we held a Parent consultation in school on the new Relationship Health Education Policy, which was due to start in September 2020. Due to the COVID-19 disruption for schools, the DfE has suspended the implementation till September 2021. Please find a copy of the consultation here [RHE Parent Consultation PPT](#). The termly or half termly class letters will inform you of what aspect of RHE will be covered. As for pupils in Y5 and Y6, we will continue to invite parents to view the material that is used to teach relationship education in the summer term before we show it to the children. It can also be found on the [Letters](#) page of the website.

Thank you to Emma and her merry team of hard working parents/carers for their dogged determination to continue finding creative ways to help raise funds for school. The PSA ran a Halloween Trail. The children had great fun on their trail and the PSA made roughly £200, so thank you to all who organised this and those who took part.



Regular Pick Up/Drop Off Staggered Times

Morning Drop Off (Children to enter through the entrances below)				
Time	Blue Bridge House Gate	Side Passage (near nursery)	Carpark Gate	Main Entrance
8:45am	Year 6	Nursery	Year 1	Year 2
8:50am	Year 5			Year 4
8:55am	Year 3		Reception	

End of Day Pick Up (Children collected from entrances below)				
Time	Blue Bridge House Gate	Side Passage (near nursery)	Carpark Gate	Main Entrance
3:00pm	Year 6		Year 1	Year 2
3:05pm	Year 5			Year 4
3:10pm	Year 3		Reception	

	Drop Off: Side Passage	Pick Up: Side Passage
Morning Nursery	8:45am	11:45am
Afternoon Nursery	12:30pm	3:30pm



13 Nov – Mufti Day

2 Dec – Year R to 6 Nasal Flu Immunisation

18 Dec – End of Term 2pm Finish

21 Dec – 3 Jan – Christmas Holidays

4 Jan - Inset Day – School is Closed

5 Jan – Everyone Back to School

Half Term 15 – 19 Feb – School is Closed

22-25 Mar – Year 5 Bikeability Sessions

21 – 24 June – Year 6 Bikeability Sessions

[WEBSITE CALENDAR – MORE DATES](#)



Term dates for Academic Year 2020 to 2021

Autumn term 2020

Monday 2 November 2020 to Friday 18 December 2020

Spring term 2021

Monday 4 January 2021 to Friday 12 February 2021

Monday 22 February 2021 to Wednesday 31 March 2021

Summer term 2021

Monday 19 April 2021 to Friday 28 May 2021

Monday 7 June 2021 to Friday 23 July 2021

INSET - Dates for 2020/2021

Monday 4th January 2021

Monday 14th June 2021

Friday 23rd July 2021



Remembrance Day



House Achievements

When your child reaches a particular stage in their housepoint card, their names will appear in here. Keep an eye out on their progress.

25 Points – Bronze

Lorenzo VE – Year 5

Michael C – Year 5

50 Points – Silver

75 Points – Gold

100 Points – Superstar

125 Points – WOW

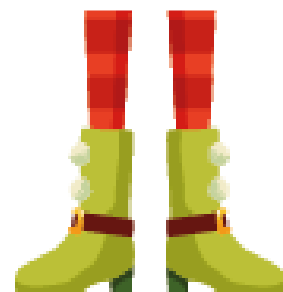
150 Points – INCREDIBLE

175 – AMAZING

200 – ASTOUNDING

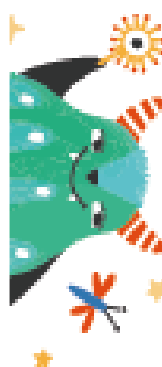


Everyone knows that Kingston upon Thames has been home to a bustling market for centuries, dating back over 800 years. But perhaps you didn't know that nestling between the florist and the fishmonger, the baker and the butcher, there's an altogether stranger world, where nothing is quite as it seems.



Because mischievous sprites and mythical creatures — and even the odd monster — also come from far and wide to trade their wondrous wares. Our town centre has, for centuries, been the number one destination to barter with a Big Foot, pick up a potion, or trade-in your troll for the latest model...

Welcome to The Magical Market of Kingston Town



Usually beyond the sight of us mere mortals, soon we'll be able see this enchanted bazaar using the techno-sorcery of augmented reality.

But we need your help. We need YOU to design a market trader — from the mythical to the monstrous — for everyone in Kingston upon Thames to meet.

Who do you think we might find in the magical market? Remember, they wouldn't need to hide away in the Magical Market of Kingston Town if they looked like us, or were selling something we could buy in a regular shop. We want you to really stretch your imagination and create something truly special.

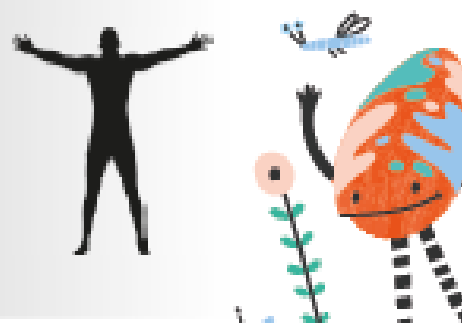
So what might they be selling? Perhaps something you can't touch like a dream, a spell, an emotion or an idea. What packaging might it come in? And how does it smell, taste or sound?



We'll be choosing the twelve most imaginative designs and bringing them to life as animated characters in an augmented reality trail around Kingston town centre that you can experience with your friends and family. We can't wait to see your designs!

DESIGNING YOUR CHARACTER

- Show us how your character looks from the front and the back
- Show us what the magical goods they are selling look like
- Write your name and age clearly on the same page
- Give your character 2 arms and 2 legs and pose them with their arms and legs stretched out like this. This will help us see how their arms and legs work and imagine how they might move as they come to life
- Make sure your designs have a clear outline.



Notes for teachers & parents

How to Enter

1. Design the front and back of your character and their magical goods. Draw them on plain white paper, using half an A4 page at least for each. Write anything you'd like us to know about them on the same page.
2. Scan your designs in, or take a photograph at the highest possible resolution.
3. Visit cutt.ly/kingstonmagicalmarket to upload your designs (you'll also answer some questions so we know who you and the contact teacher/parent or guardian is)
4. To be considered, all designs must be submitted by 18.00 on 16 November 2020.

Release of AR Experience

The Magical Market of Kingston Town will be ready to discover in December or early in the new year. Keep an eye out for announcements!

About Augmented Reality (AR)

Augmented Reality enhances our real world surroundings by overlaying computer generated digital content such as videos, animations, sounds and graphics. It uses the camera and screen of a smartphone, tablet or special AR glasses to 'place' objects in the real world, allowing for 360 degree exploration and lots of opportunity to learn and have fun.

Augmented Reality in the Classroom

If you want to explore AR in your classroom, here are some suggested apps:

- Metaverse Play — mobile games, enjoy location-based experiences, puzzles and scavenger hunts. Or make your own simple AR experiences
- Cariscope AR — Take a look inside the human body
- Catchy Words — A fun word game. Find and catch the letters, then build the words
- Wonderscope Interactive — AR Children's books
- Google Expeditions — Explore history, science, arts, and nature through guided tours.

Terms & Conditions

1. Competition is open to all children and young people up to the age of 16 living or attending school in the Royal Borough of Kingston upon Thames. 2. To be considered, entries must be received by 18.00 GMT on 16 November 2020. 3. Winning designs will be decided by the curators of the Kingston First Winter Arts Programme and their decision will be final. 4. There is no physical or cash equivalent prize and entrants understand they are competing to see their design incorporated into an augmented reality experience. 5. The resulting augmented reality trail is non-commercial and will be available without charge to visitors to the town centre of Kingston upon Thames at a date to be confirmed. 6. All rights related to all submitted designs will be held by the curators of Kingston First Winter Arts Programme and will be used for the augmented reality trail and its promotion only. 7. Kingston First reserves the right to withdraw or cancel any element of the competition or augmented reality experience at any time and without notice.

