4C Class Assembly

In our adventurous class assembly, 4C took the audience on a captivating journey down the River Rhine, inspired by our Geography lessons. Starting in Switzerland, we showcased the dramatic Rhine Falls before winding our way through Germany to explore the river's impressive meanders. In France, we learned about the wide floodplains; our journey then ended in the Netherlands, where we discovered the impressive Rhine Delta. Along the way, we explored the food, wildlife, languages and unique river features found in each region. We had a brilliant time creating this assembly and really enjoyed the opportunity to learn more about this incredible river and the countries it flows through! Well done 4C!

Y6 Stockport County

Year 6 are delighted to be working alongside Stockport County Community Trust for our final half term. We kicked off by developing our football and teamwork skills outside and completing a mental health and welling workshop inside the classroom. We would like to thank Stockport County for this fun opportunity and we can't wait to build on our skills before heading to high school!

Y4 Library Visits

Year 4 had a brilliant time visiting the Great Moor Library again, where they learned all about the exciting Summer Reading Challenge. The children were full of enthusiasm as they discovered they could earn prizes just by reading books over the summer holidays. They couldn't wait to choose more books to take home – well done, Year 4, for showing such a love of reading.

Great Moor Library Summer Reading Challenge

This summer, The Reading Agency invites children to step into the magical world of Story Garden, the 2025 Summer Reading Challenge theme. With stunning artwork by illustrator Dapo Adeola, children will uncover stories that celebrate the great outdoors and the power of imagination. Available for free in public libraries and online, the Summer Reading Challenge helps children stay engaged with reading during the summer holidays. Participants can discover new books, earn rewards, and enjoy nature-inspired events and activities. Sign up at your local library or visit summerreadingchallenge.org.uk to begin your adventure.

The Summer Reading Challenge will be launched in your local library on Saturday 5th July.

Online Safety

A growing concern has been brought to our attention by a number of families regarding the use of social media platforms, particularly WhatsApp groups, by pupils at Great Moor Junior School.

Many of these platforms, including WhatsApp and various online games, have minimum age requirements and terms of service that children in Key Stage 2 do not meet. While we continue to educate pupils about online safety and responsible digital behaviour and align this with our school values as part of our curriculum, we are not able to police or manage the consequences of inappropriate or underage use of these services outside of school.

We urge parents to be vigilant about their child's online activity, to review the age recommendations of any platform or game they are using, and to have regular conversations about respectful communication and online behaviour.

Together, we can help ensure that children stay safe online.

If you would like further advice or support on this topic, please don't hesitate to contact Mr Gill or visit www.thinkuknow.co.uk for excellent guidance from the National Crime Agency's online safety team.

Thank you for your ongoing support in helping us to create a safe and positive environment for all children online.

Year 4 Visit Crowden Brook

Year 4 enjoyed a fantastic outdoor learning experience at Crowden Brook as part of their Rivers topic. The children got stuck into identifying river creatures, taking water measurements, and sketching the beautiful landscape. Their behaviour was excellent throughout, and they represented the school brilliantly. Well done Year 4!

Great Moor Junior School
"Learning Together"
Respect, Kindness, Tolerance, Responsibility, Co-operation

1, 2, 3, 4
we declare a
PENNY WAR!

Great Moor Junior School are excited to announce that we will be hosting a 'Penny War' to raise money for school. Start saving your coins now for a chance for your class to win a GOLDEN AFTERNOON filled with playing, choosing and other fun activities!

When: Monday 16th June – Friday 4th July

Location: Outside the school office

Rules: Gain points by adding pennies and pounds to *your* class jar. Lower the total of other classes by adding silver coins to *their* jar. The School Council will add up how many points each class has.

PENNIES AND POUNDS

All 1ps, 2ps and pound coins or notes **add** to the class total.

1p   +1 point
2p   +2 points
£1   +100 points
£5   +500 points
£10   +1000 points
£20   +2000 points

SILVER COINS

All silver coins **subtract** from the class total.

5p   –5 points
10p   –10 points
20p   –20 points
50p   –50 points

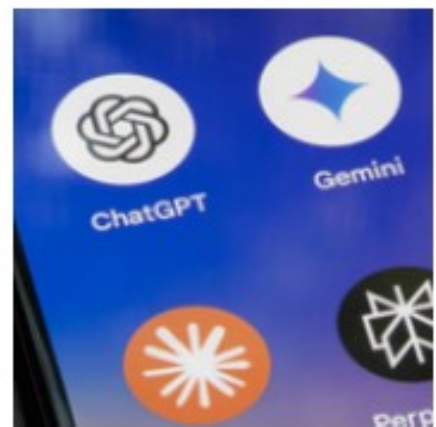**The winning class will be the jar with the most points at home time on Friday 4th July!**

ARTIFICIAL INTELLIGENCE

Artificial Intelligence (AI) refers to computer programs that can write text, create images, or answer questions. It's used in tools like chatbots and voice assistants such as Siri or Alexa.

AI can be helpful, but it also poses risks. Children might use it for their homework, see inappropriate content, or believe false information created by AI.

It is important to talk to your children about how they use AI, help them spot what's real and what's not, and encourage safe, responsible use.

AI-GENERATED CONTENT

AI-generated content includes text, images, videos, or even voices created by artificial intelligence. It can be fun and creative, but there are also risks.

AI can produce fake news or realistic-looking videos and images that aren't real. This can confuse or influence children, who may not always be able to tell what's true. They might share or believe harmful content created by AI.

Encourage your child to think carefully about what they see online. Help them check sources, ask questions, and talk to a trusted adult if they're unsure if something is real.

ACTIVITY AT HOME

The best way to learn about AI is by using it together.

Find a mix of real and AI-generated images or texts (you could use ChatGPT) and have your child guess which ones are real. Talk about how they could tell and why it matters.

Finish this activity by creating something fun—like a story or picture—and talk about using AI safely and responsibly.

ONLINE SAFETY NEWSLETTER

SAFE ONLINE GAMING – AGE-APPROPRIATE GAMES AND SAFE CHAT FEATURES

ISSUE 8

AGE APPROPRIATE GAMES

You might hear your child excitedly talking about a new game they want to play, like *Fortnite, Roblox, Minecraft,* or *Among Us*. Games are a big part of many children's lives and conversations these days. As parents, it's helpful to know which games are suitable for their age. Most games come with age ratings to guide you. If a game isn't right for your child's age group, it's a good idea to talk with them about why it may not be appropriate.

These conversations can be tough, especially if your child feels left out because their friends are playing these popular games, but having open and honest conversations helps them understand your concerns and feel supported, even if they're disappointed at first.

ONLINE SAFETY HUB – THE DIGITAL PLAYGROUND

Before allowing your child access to an online game, take time to evaluate if the game is safe and age-appropriate. Look for safety features, and if the game includes live video streaming or chat functions, consider turning them off.

While your child may think in-game chat is an exciting feature, it opens the door to unmoderated interactions that can lead to negative experiences like bullying or contact with strangers.

Scan the QR code to find out more:

GAME SPOTLIGHT - FORTNITE

This week's game spotlight is **Fortnite**. Fortnite is a third-person shooter game. Its cartoonish art style and emotes have made it a popular game with children. However, depictions of violence and encounters with strangers mean that the game should be treated with caution.

- Fortnite has a PEGI 12 rating in the UK.
- Fortnite has parental controls that allow you to disable voice chat, restrict friend requests, and set playtime limits.
- It also includes an in-game currency, V-Bucks, which can be earned and bought, so disable in-app purchases.

Scan the QR code to learn more:

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TO
FRIDAY 1ST AUGUST 2025

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FOR MORE INFORMATION OR TO RESERVE A PLACE PLEASE CONTACT:

Elliott Riley on **07305 215363** or alwaysactivemultisportscamp@hotmail.com