

Notable Dates

Mon 20th July—PD Day

Tues 1st & Wed 2nd Sept—
PD Days

Thurs 3rd Sept—Pupils
Return to School

Mon 7th Sept—Year 6 Meet
the Teacher 3.15pm

Tues 8th Sept—Year 5 Meet
the Teacher 3.15pm

Wed 9th Sept—Year 4 Meet
the Teacher 3.15pm

Fri 11th Sept—Year 3 Meet the
Teacher 3.15pm

Mon 14th Sept—EYFS Meet
the Teacher 3.15pm

Wed 16th Sept—Year 1 Meet
the Teacher

Thurs 17th Sept—Year 2 Meet
the Teacher

Tues 29th Sept—Cedars Park
Picnic

Wed 16th—Fri 18th Sept—
Year 6 Bawdsey Residential

Wed 23rd Sept—Flu Vaccina-
tions

Lunch Menu w/c 31st August 2026

Monday
Bank Holiday

Tuesday
PD Day

Wednesday
PD Day

Thursday
Margherita Pizza

Friday
Fish & Chips or Veggie Fin-
gers

*Jacket Potatoes available
daily*

Cedars Park Primary School School Bulletin

Friday 17th July 2026

Happy Summer Holidays

Once again we find ourselves at the end of another academic year and what a year it has been.

To think back to the first day of school in September, when Year 6 got to see the Tour of Britain pass by the school, to now having made it through some of the hottest weather on record—it has gone by in a flash.

I continue to be astounded by the young people that we work with all progressing on their individual journeys and growing not just academically but as young people as well.

Our school community is truly one to be celebrated. I would like to take the opportunity to thank the children, parents, carers and school staff for all their hard work and support this year. I hope that everyone is able to have a restful summer break and recharge the batteries before we do it all again in September.

Best wishes,

Miss Suhail



Year 1—Computing Day

Year 1 had a computing day last week and some of our Year 6s helped them out. It was wonderful to see some of our youngest pupils working collaboratively with our eldest children.

The Year 6's were an invaluable support in the classroom and the Year 1s loved having them there.

Well done to everyone involved.

PSHE/RSE Parent Consultation

As part of your child's education at Cedars, we promote personal wellbeing and development through a comprehensive Personal, Social, Health and Economic (PSHE) education programme which we deliver through PSHE lessons, tutor times drop down days and assemblies. PSHE education gives the young people in our community the knowledge, understanding, attitudes and practical skills to live safe, healthy and productive lives.

It is a statutory requirement that all schools in England and Wales teach relationships, sex (RSE) and health education as a fundamental part of the curriculum. You may also be aware that there will be some changes to the statutory guidance which will take effect from September 2026. As part of the implementation of this updated curriculum, schools must consult with children, parents, staff and governors to ensure there is a consensus on our approaches to policy and curriculum content.

You should now have received communication on how you can have your say.



PSHE and RSHE Policy

Personal, Social, Health & Economic (PSHE) Education policy – including Relationships education, Sex education and Health education (RSE)

Cedars Park Picnic—Cedars is 20 Years Old!

In September, the school will be 20 years old! To mark this special birthday, we will be holding a special event—The Cedars Park Picnic. On the **29th of September**, we will be inviting parents and carers to join us at lunchtime to have a **picnic on the field**. We encourage you to come along bring a blanket and some lunch and join your children for some food and entertainment. More specific details will be provided in the new school term, but for now save the date!



PE Days—Autumn Term

EYFS : Tuesday

Year 1 : Tuesday and Thursday

Year 2 : Wednesday and Thursday

Year 3 : Wednesday and Thursday

Year 4 : Monday and Friday

Year 5 : Monday and Friday

Year 6 : Tuesday and Wednesday

PTA Raffle

Another thank you to our superb PTA. The recent raffle raised an outstanding £847



No Nuts

We are a nut free school!



Year 6 Leavers Party

Year 6 had beautiful weather for their leavers party. The children enjoyed pizza, inflatables, candy floss and, of course, the water fight. Due to not having a sports day this year the children got to do their end of year Tug of War as well. Thank you to our wonderful PTA and Year 6 parent volunteers for making this event happen and provide the children with some great memories of their final week at primary school.



Oxlip Learning Partnership—Certificate of Exceptional Progress

At the end of each academic year, class teachers nominate a pupil in their class for the Trust's Certificate of Exceptional Progress. This certificate is for making outstanding progress in their learning, hard work perseverance and determination. It is also for those pupils who consistently show our school values and follow our school A,B.Cs. Many congratulations to:

Reception Lila W Thomas J	Year 1 Mya U Milo H	Year 2 Thea B Libby C
Year 3 Teddy TW Freyia D	Year 4 Harry BJ Amirhamza N	Year 5 Naomi MC Harry H
Year 6 Afrem D Freddie R		

Cedars Stars

Well done to this week's Cedars Stars!

 Reception Saaya G Sukirah J	Year 1 Artis V Jesse D	Year 2 Libby C Eve A 
Year 3 Florence G Arthur P	Year 4 Mylor R Charlie L	Year 5 Alice S Naomi MC
	Year 6 Chloe S Abigail C	

Top Tips for SETTING BOUNDARIES AROUND GAMING

If your child loves video games, then you'll probably be aware that how long they spend gaming – and what they're actually playing – can occasionally become a source of concern or conflict. The UK's trade body for interactive entertainment, Ukie, has recently launched a campaign to promote safer and more responsible gaming among young people – with parents and carers helping by setting sensible and fair boundaries. Our guide has tips on key areas where you could agree some healthy ground rules for your child's gaming activity.

PROMOTE SAFER GAME CHOICES

Deciding which online games are OK – and which should be avoided – is tricky. Some titles allow children to cooperate or compete with strangers, which creates potential risks. Watching your child play online for a while could provide more insight into a particular game, while the parental controls on most consoles allow you to limit who can chat to your child or send them friend requests. Remind your child of the hazards around strangers online when you discuss this boundary with them.

ENCOURAGE REGULAR BREAKS

Help your child understand the need to take regular breaks, playing in shorter bursts rather than marathon sessions. Bear in mind that some games (such as role-playing games) require time investment from the player, while others (online team games, for example) can't be stopped or paused at a moment's notice. A quick break every hour or so is good practice, and you could suggest some things to do in these breaks, such as having a drink of water or getting some fresh air.

AGREE SPENDING LIMITS

There's no doubt that gaming can be expensive, and younger players often don't realise how much paying for digital items and subscriptions can add up to. Many young gamers love to buy new skins or upgrades for their character, so you could settle on a fixed amount that your child is allowed to spend on in-game items each week or month. This sort of boundary will not only help your child to manage their expectations but will also make you more aware of the price of these items.

DISCUSS AGE RATINGS

Children often ignore the age ratings on games – or are unaware they even exist. If you're happy with your child playing a particular game even though it's rated above their age, then establish that as a boundary: emphasise that you've made an exception, and talk about what age ratings mean and why they're important. You could add context to this boundary by browsing games' boxes together while shopping, discussing why some games might have earned certain age ratings.

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CENSORED

FACTOR IN FRIENDS

If your child is a keen video gamer, the chances are that they'll have other gamers among their social circle, too. When friends visit, do they instantly dash to their console or computer? You could put boundaries in place before their guests arrive by agreeing on a length of gaming time. Bear in mind, though, that they may try to extend this once they're together. Try coming up with activities or challenges for them during screen breaks – if they join in, they earn a little extra time on their game.

ENJOY GAMING TOGETHER

Setting time aside to play video games together can be an enjoyable bonding exercise. Undeniably, some young gamers may be less enthusiastic about a parent or carer joining in, but it can be a productive way of encouraging them to share their hobby with you. Setting goals or tasks might be useful: if they love Minecraft, choose something to build together; if Fortnite's their favourite, ask to try out some of the fun game modes, like Prop Hunt, which don't require high skill levels.

TALK ABOUT EMOTIONS

Help your child to monitor their emotions as they play. Discuss what is (and isn't) an acceptable level of competitiveness to show while gaming. Are they allowed to trash talk other players, for example? Can they notice when they get angry if they lose? Do they think these emotions are healthy? Some games can provoke anger, but others can bring joy, humour and the thrill of overcoming a challenge. Try to steer your child towards games that tend to produce these more positive feelings.

BE PREPARED FOR TROLLS

A frequent problem when gaming online is other players who are deliberately troublesome. Make sure your child knows how to report and block someone who makes their experience a negative one. Between you, decide if or how they should deal with these online trolls. Talk about where your child's boundaries are in terms of what they think is acceptable: what behaviour by other users is merely frustrating, and what crosses the line to become upsetting or abusive.

Meet Our Expert

Daniel Upscombe is a writer specialising in technology, video gaming, virtual reality and Web3. He has also written 16 guidebooks for children, covering games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft. With work published by the likes of PC Gamer, Kotaku, Pocket Gamer and VG247, he has reviewed more than 50 games and products over the past year.



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