

# Christ Church School

*Nurturing lifelong learners with God's guidance*



Love Courage Honesty Faith Forgiveness

## COMPUTING NEWSLETTER

### DECEMBER 2019

#### **Computing Club for KS1**

Exciting news! The Digital Leaders asked if they could run a computing club for children in years 1 and 2 on a Monday lunchtime. They went to talk to the children and were met with great enthusiasm, so the club will start in January. There was an overwhelming response for this club, so we have had to split it by class:

13th January Class 1E

20th January Class 1B

27th January Class 2I

3rd February Class 2W

10th February Class 1E

Half term

There will be no need to book, just turn up.

We are very grateful to the Digital Leaders for giving up their time in this way.

#### **Seasonal "Sharenting"**

Parentzone have produced some guidelines on "sharenting", here are a few things to consider before you post images on social media:

- Make sure that your children are happy with you posting their images on social media. Some children (particularly older children) tell us they that they aren't comfortable about this but don't want to upset you by saying so.
- If you are with friends, make sure that they are happy to include photos of their children on your social media sites.
- If you are part of a blended family and some of your children are staying with the other parent, be mindful about posting any photos that might make them feel excluded.

[The full article can be read here.](#)

#### **Virtual Reality**

Tipped to be THE hot present this Christmas. Make sure that you follow some simple guidelines to get the most out of the experience.

The more expensive headsets are not recommended for children under the age of 12, and the cheaper end of the market, e.g. Google Cardboard should be used under supervision by children under 12, and should not be used at all by children under 5.

**Why?** Isn't this just another example of regulators spoiling family fun?

Well, no one really knows the effect of VR on people's eyesight or how young developing bodies will cope with the feelings of motion sickness. As with all of these new devices, act with caution.

**Make sure you know exactly what you are subjecting your child to.** For example, if they are participating in a VR game, does the game involve attacking or killing someone? Is this really a realistic experience that you want your child to have? At the moment these experiences aren't subject to the same PEGI rating as other games. So make sure you play the game first.

**Add a time limit** to any experience to avoid headaches, nausea or damage to eyesight.

**Watch your child** in case they become nauseous, or disorientated and fall or knock into something.