



THE HAMPDEN WAY



Digital Leaders

Meet the Year 6 Digital Leaders



This year we are pleased to announce our new Year 6 Digital Leaders. The Digital Leaders will be taking control of Computing within the school. They have many jobs that they have to fulfil including keeping people safe online. Each term the Digital Leaders will be writing a John Hampden Internet Safety Newsletter as well as carrying out many other tasks.

Who are the Digital Leaders

We have 7 members in the team. These are Charlie E, Eliza, Jay, Kayden, Michael, Nehan and Seb, These children all have a keen interest in Computing.

"I was so pleased to become a Digital Leader as I get to work with all the children across the school, helping them learn how to use computers." *Eliza*

"I am looking forward to running a computer club and teaching younger children how to code using the computers." *Michael*

Others tasks the Digital Leader will be doing:

- Sharing their skills and expertise with other pupils
- Assist teachers and other pupils to understand different programs.
- Set up equipment in the classroom for different teachers.
- Lead lunchtime computing/iPad clubs
- Support teachers in using technology in the classroom.

The children are very excited about this role and are looking forward to improving the learning of computing/technology at JHS.

October 2023

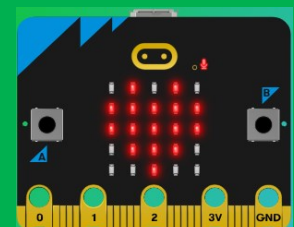
JHS Computing News

A big THANK YOU!

We at JHS, would like to say another big thank you to Darren Hunt from **Country and College Estate Agents**, who has again donated three laptops to the school. This is part of a charity called 'Computer for Schools', which raises money to help schools and young people access the learning they need to get the best start in life. To find out more about this charity or to donate then please go to the following website:

https://www.gofundme.com/f/kdyztk-computers-for-schools?utm_medium=copy_link&utm_source=customer&utm_campaign=p_lico+share-sheet

Another big thank you to the **Schools PTFA** who gave £500 of their funds to buy the school 30 MicroBits. These are small programmable device that allows students to get hands-on with coding and digital making. The children have already enjoyed using these in class to produce some fun games and music.



John Hampden Internet Safety Newsletter

Apps we would recommend

Skill-building app suggestions from Internet Matters

Internet Matters have curated a list of apps that will help your child to develop skills and new interests in different areas, for example Game Builder Garage (7+), which helps children to create their own games and Tayasui Sketches to develop art skills. You can find the full list here:

<https://www.internetmatters.org/resources/skill-building-apps-guide-for-kids/>



Khan Academy Kids is a free educational app for children ages 2-8. The Khan Kids library includes thousands of books, reading games, and more! Kodi the Bear and her friends at the Kids' Club provide a safe and fun way for kids to learn and play. Best of all, Khan Kids is 100% free with no ads or subscriptions!



As with all apps, check their suitability for your child before they use it. Think about if it is appropriately aged for your child, how does the app use your data and does it have any communication channels within it for example?

Does your child play games online? We have outlined some points that you may wish to consider to try and create a safer experience for your child.

Have you set up parental controls?

As well as setting up appropriate parental controls through the game's setting, ensure you have set them up on the console/device your child is playing on. For example, many consoles allow you to restrict the games accessed by age.

Chatting to strangers

Some games will allow communication, for example (FIFA and Fortnite). Depending on the game, this may be via the in-game text chat, direct messages or talking through headphones. Some games do offer the ability to switch communication off or restrict bad language so make sure settings appropriate to your child are set up for each of the games they play.

It can be difficult to moderate online chat so ensure your child knows how to block and report other players who make them feel uncomfortable and that they know to talk to you or a trusted adult if they have any concerns. It can also be very easy online for children to behave in a way that they would not if they were face to face with each other. Talk to your child about how they are speaking to others online and encourage them to talk to people online with respect, like they would if they were face-to-face.

Is the game age appropriate?

Before buying the game, check that your child is old enough to play it. All games will either have a PEGI rating or be rated by the App Store /Google Play. UK Safer Internet Centre have published a blog, which shares tips on what to do if your child asks about playing a new game: <https://saferinternet.org.uk/blog/help-my-child-wants-to-play-games-that-are-too-old-for-them-2>

In app purchases

In addition to the above, you should be aware of in app purchases as lots of games include the option to purchase additional items/subscriptions so ensure you do not have payment cards saved or set up restrictions/pin code to approve. Further information The NSPCC provide further guidance and support regarding this topic: <https://www.nspcc.org.uk/keeping-children-safe/online-safety/online-games/>

