



# Year 5 Newsletter



Year 5 Attendance: 96.7%

Whole School Attendance: 96%

The single biggest barrier to learning is low attendance, let's work together to ensure our children receive the education they deserve.

Dear Parents/Guardians

As we approach the end of this half-term, the Year 5 team would like to thank you for your ongoing support. We cannot believe there is only one half-term to go for the children before they are Year 6 pupils- they are impressing us with their maturity in their learning.

## English

The children have been excited and inspired by the fictional planet of Pandora (from the film 'Avatar'). We have been impressed with their acquisition and application of new (and challenging) vocabulary relating to space. They are beginning to use more ambitious sentence structures including those that use colons and semicolons to join clauses together. The children have designed their own planets and are in the process of writing non-chronological reports about them. We cannot wait to read their final pieces and share them with you at the final Year 5 showcase of the year.

Spelling focus: words ending in the suffixes ion and ian.

## Mathematics

We have been working hard in maths by continuing to develop our understanding of long multiplication and short division. We have also explored geometry, looking at the properties of 2D and 3D shapes, calculating volumes of cubes and cuboids and exploring reflection and translation of shapes across 4 quadrants.

## Project

In our project learning, we have been focussing on DT; the children have impressed us with their creativity when designing bags to hold their swim accessories. They have shown great patience and resilience whilst making their products and their finished items look super.

We have also developed the skill of understanding historical significance when learning about the Silk Road in our history lessons. The children have thought carefully about the short term and long term benefits of this series of trans-continental trade routes with many children making the link between the trading done in ancient times to the globalised trade of modern times (as studied in our previous geography unit). After half-term, our attention turns to the Romans, understanding the importance of their roads to their invasion and settlement in England.

## Online Safety

- This week's online safety advice is all about Minecraft.

## Dates for your diaries and important messages

- PE and Swimming - Wednesday
- Week commencing 25th May half-term
- Monday 1st June INSET day
- Wednesday 17th June Summer Fair 3.30pm—5.15pm

# What Parents & Educators Need to Know about MINECRAFT

As the best-selling game in history, Minecraft has made a name for itself by empowering audiences of all ages to harness their creativity. Originally an indie hit, it's become a cultural phenomenon with merchandise, spin-off titles, and wider media adaptations. Even if you don't know your Creepers from your Endermen, this guide will explore the risks of Minecraft in 2026 and explain how to support a safe gaming experience for the children in your care.

## WHAT ARE THE RISKS?

### PUBLIC SERVER COMMUNICATION

Many players enjoy Minecraft with others, including friends and unknown players online. In-game text chat is commonly used to coordinate building projects and gameplay, and this can extend to adding friends to voice chat. While often harmless, this creates risks around contact with strangers, and in some cases server hosts may expose IP addresses (if hosting independently), which raises privacy and security concerns.

### GRIEFING BEHAVIOUR

Some players deliberately damage or destroy other players' creations. This behaviour, known as 'griefing', is a form of bullying that can undo hours of effort and cause frustration or distress to affected players. Although many servers treat griefing as a serious offence, enforcement varies. Children who prefer to build independently may feel safer working on private worlds or controlled servers.

### ADDICTIVE GAMEPLAY LOOPS

Minecraft's creative focus can make it easy for players to lose track of time. The cycle of gathering resources and building projects can be highly engaging, which may challenge agreed screen-time limits. If not managed effectively, this can impact children's sleep, schoolwork, and real-world social interaction.

### SCARY GAME ELEMENTS

Although often compared to digital construction toys, some gameplay modes include hostile creatures with unsettling sounds and sudden encounters. While there is no graphic violence, younger players may still find zombies, spiders, or dark environments frightening. These experiences can lead to anxiety or reluctance to play, depending on the child's age and sensitivity.

### IN-GAME SPENDING

Minecraft requires a one-off purchase after a free trial, usually around £15, but additional spending is possible. Players can buy cosmetic content or subscribe to Minecraft 'Realms' for private servers. Without supervision, children may make unintended purchases. Subscription services and add-ons can also increase overall costs over time if not monitored.

### ONLINE INTERACTIONS

Playing with others can introduce broader online safety concerns, including exposure to inappropriate language or behaviour. Some players may attempt to move conversations beyond the game, which can increase risks to children's safety and welfare. Children may not always recognise these situations, meaning guidance and ongoing conversations about safe interactions are essential.

## Advice for Parents & Educators

### CHOOSE SUITABLE GAME MODES

Creative or Peaceful modes remove hostile creatures and reduce the pressure during gameplay. These options allow children to focus on building and exploration without fear of attack. They are also ideal for shared play between adults and children, creating a calmer environment to learn the game and enjoy collaborative projects.

### USE PRIVATE SERVERS

Setting up a private server helps control who can join a child's game. Access can be limited to trusted friends through passwords or invitations. This reduces the likelihood of unwanted interactions and gives adults greater oversight. While some options involve a subscription fee, they offer a safer and more controlled multiplayer experience.

### DISCUSS ONLINE STRANGERS

Children should understand that not everyone they meet online is who they claim to be. Clear guidance about not sharing personal information is essential. Encourage children to report any worrying or uncomfortable interactions and reassure them that they can seek help without fear of punishment. Open, ongoing conversations help build their confidence and awareness of these issues.

### SET SPENDING BOUNDARIES

Agree on clear rules around purchases before letting children play, and use device settings or platform controls to restrict spending within agreed limits. Explaining that in-game currency uses real-world money can help children make informed decisions. Regularly reviewing purchases together can also prevent unexpected costs and encourage responsible behaviour.

### Meet Our Expert

Lloyd Coombes spent 7 years in games media, before moving into the games industry via PR and marketing. A parent himself to a Minecraft-loving son, he understands why it's so important to stay safe online.



See full reference list on our website

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