



Year 6 Newsletter



Year 6 Attendance: 94.4%

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

We would like to start by saying how proud we are of the way that the children carried out their SATs. Their perseverance, resilience and positivity towards all of the tests is something which they should be proud of. We hope that you all have a restful half-term, enjoy the break and that the children come back ready for their final half-term in Year 6.

English

In English, we are preparing for the completion of our unit on the short film, 'Alma'. Our Big Write will be the rewriting of the story as a diary from Alma's perspective. Our main focus will be using the vocabulary we have learnt throughout the journey to build tension and suspense. The children will be thinking about their choice of key descriptive language to achieve this. From these outcomes, a class book will then be created to share with the Year 5 children on transition days. To further support at home, you can discuss with your child how the author of the book they are currently reading is using tension and suspense.

Mathematics

In our Year 6 maths lessons we have begun the new unit based on the four rules of number and algebra. We will be exploring our mental strategies for solving problems before moving onto explore negative numbers in a realistic context.

Project

In our project lessons this week, we have been learning geography and history. For geography, we have become map detectives, finding out about the human and physical geography of Jamaica and recommending to someone why they should live there. Also, we are writing as a geographer visiting both Kingston and Southampton. We have to use geographical language linked to the location, climate and human and physical geography. Finally, we will be completing our assessment tasks linked to our whole geographical unit of enquiry. In history, we will be taking part in our WW2 project day, where we look at how the identity of men, women and children changed during the war. We are very excited about discovering the changes that took place and how these changed the identity of the people living in our country.

Online Safety

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

Dates for your diaries and important messages

- PE and Swimming - Thursday
- 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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