

# Mail on Friday Redhill Primary Academy Weekly Newsletter

Email us at: parentcontact@redhillprimary.co.uk

#### Year 6

#### **Bryntysilio Residential**

Last week, our Year 6 pupils enjoyed an unforgettable residential trip to Bryntysilio. They took on a range of adventurous activities, including gorge walking, archery, canoeing, and hiking. Throughout the week, they embodied our core values of responsibility, friendship and respect, representing the school with pride. It was a joyful and memorable experience, filled with laughter, teamwork, and a great sense of achievement for both pupils and staff.







#### Year 6 Secondary School Applications

To apply for a secondary school place for September 2026, you will need to apply online at www.telford.gov.uk/admissions. The online application system is now available.

The closing date for all applications is 31st October 2025. You must apply to the local authority of where you and your child live, for example this is where you pay your council tax.

You can find out more information on www.telford.gov.uk/admissions where you will be able to find our information booklet. Alternatively, please contact School Admissions at admissions@telford.gov.uk

If you do not have access to a computer you can go to your local library and use their computer facilities.

## STEAM

Tomorrow's challenges require minds that can draw, compute, code, and care.



Task: Make animals or characters with paper and use a torch to perform a mini story.

Learn: Light and shadow, storytelling, and creativity.

#### Poppy Appeal

The poppy appeal has been delivered to school. We have a limited supply of snap bands, reflectors and wrist bands, but plenty of paper poppies. These will be available from Monday 20th October.

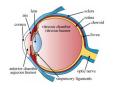
The recommended donations are:-

Paper Poppy £any amount
Zip Pull 50p
Poppy Reflector 50p
Poppy Pin £2.50
Wristband £1.50
Wristband Bracelet £2.00
Snap Band £2.00

These will be available on a first come, first served basis. Thank you.

# Specsavers

#### **How our Eyes Work**



On Monday, the children had a visit from Jasdeep from Specsavers, came to talk to us about how our eyes work. We discussed the various parts of our eyes and looked at how each works and the functions they fulfil.

**Iris:** regulates the amount of light that enters your eye. It forms the coloured, visible part of your eye in front of the lens.

**Pupil:** the circular opening in the centre of the iris through which light passes into the lens of the eye.

**Cornea:** the transparent circular part of the front of the eyeball. It refracts the light entering the eye onto the lens, which then focuses it onto the retina.

**Lens:** a transparent structure situated behind your pupil. It is enclosed in a thin transparent capsule and helps to refract incoming light and focus it onto the retina. A cataract is when the lens becomes cloudy, and a cataract operation involves the replacement of the cloudy lens with an artificial plastic lens.

Retina: a light sensitive layer that lines the interior of the eye. It is composed of light sensitive cells known as rods and cones. The human eye contains about 125 million rods, which are necessary for seeing in dim light. Cones, on the other hand, function best in bright light.
Optic nerve: leaves the eye at the optic disc and transfers all the visual information to the brain. The children looked at contact lenses and discussed how they help people to see when they are short-sighted. We also looked at some of the health conditions that can affect our eye, and the measures that we can take to protect them. Especially important is to wear sunglasses or hats with a wide brim when it is bright, to protect our eyes from UV rays. We also learned the 20/20/20 rule to protect our eyes. After 20 minutes of screen time, have a 20 second break, by looking 20 metres into the distance. This allows our eyes to rehydrate.













#### Online safety guides for users of Minecraft

#### Minecraft Child Safety Settings

Minecraft itself doesn't have a big built-in "parental control" menu but depending on how your child plays (Java Edition, Bedrock/Windows, or console), you can manage what they can do through a mix of Microsoft account family settings, platform parental controls, and server/world settings.

### Bedrock Edition (Windows, iOS, Android, Xbox, PlayStation, Switch) Microsoft Family Safety

Log into your child's Microsoft account via family.microsoft.com You can set:

Screen time limits, spending limits (requires adult approval for purchases), restrictions on joining multiplayer/realms, restrictions on adding friends.

#### **Xbox/Console Parental Controls**

Each console (Xbox, PlayStation, Switch) has its own parental settings that allow you to: Restrict online play, control voice/text chat, block joining servers or realms, limit age-rated content.

#### Java Edition (PC/Mac)

Java doesn't have built-in parental settings, so you'll need to manage through:

**Server settings**: If your child plays on your own hosted server, you can whitelist who's allowed to join, disable chat, or use plugins/mods to filter messages.

**Launcher account**: Java Edition is tied to a Microsoft account now, so you can still apply Microsoft Family Safety rules (e.g. screen time, purchase approval).

**Chat reporting**: Mojang added reporting and chat filters—strong language and personal info can be filtered automatically if enabled in account settings.

#### **General Safety Options**

Mute Chat / Toggle Chat (both editions): You can turn chat off in settings to stop interaction with strangers. Realms vs Servers: Realms are invite-only (safer). Public servers often have less control over content and players.

Resource Packs / Add-ons: Keep an eye on downloads; use only trusted sources (Marketplace or well-known modding sites).

Play Together Locally: On consoles or LAN, kids can play with just friends/family without internet strangers.

