



North Crescent Primary School

Guiding Explorers of the Future

As we come to the end of this half term, I would like to say a big thank you to our children, staff, and families for all of your hard work, support, and enthusiasm. It has been a busy and exciting few weeks in school, and the children should feel very proud of all they have achieved. We continue to see them showing kindness, resilience, and a real love of learning every day, which makes our school such a special place.

This half term has been especially memorable for two wonderful reasons. Firstly, we celebrated our school's 50th birthday. This milestone gave us a fantastic opportunity to reflect on our history and to celebrate all the children and staff, past and present, who have helped shape our school into what it is today. The celebrations were full of joy, laughter, and pride, and truly highlighted the strength of our school community.

We were also delighted to be recognised as the number one school in Wickford on School Guide. This is a fantastic achievement and reflects the dedication of our staff, the enthusiasm of our children, and the ongoing support of our families. We are incredibly proud of this recognition, which celebrates the positive experiences and high standards across our school.

As we look ahead to the next half term, we are excited to continue building on all that has been achieved so far this year. Thank you, as always, for your continued support. I hope all our families have a restful and enjoyable break.

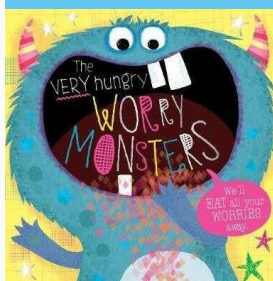
- Miss Elson

Huge congratulations to the following children who have been chosen as the Lead Learners.

Explorers	Whole class	
Pathfinders 1	Ezra	Pathfinders 2 Paddy
Adventurers 3	Jacob	Adventurers 4 Whole class
Navigators 5	Whole class	Navigators 6 Erin-Rose

Each week we celebrate the class that have shown respect for their classroom. The children really love our gold, diamante dustpan and brush award! Why don't you ask them about it?

Book of the Week



The Worry Monster is a funny and reassuring story that helps children talk about their worries and fears in a safe, engaging way. With the help of the friendly worry monsters, children are encouraged to share what is bothering them and to see that worries can feel much smaller when they are spoken about.

Instagram: @northcrescentprimary
FB: North Crescent Primary School
Twitter/X: <https://x.com/NorthCrescentP>



Diary Dates

Monday 9th June -
First Day Back

Thursday 18th June -
Fathers Day Sale

Friday 19th June -
Sports Day

Tuesday 23rd June -
Rock Steady concert

Thur 25th - Fri 26th June -
Year 6 Transition Days

Mon 29th June - Wed 1st July -
Year 5/6 Residential trip

Thursday 9th July -
Parent drop ins

Tuesday 14th July -
Year 6 Leavers performance

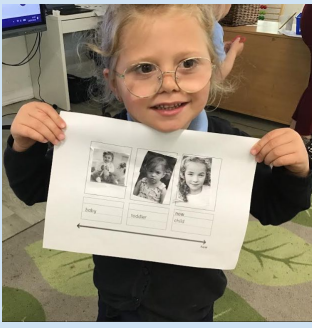
Wednesday 15th July -
Explorers Graduation

Wednesday 15th July -
Year 6 Leavers Disco

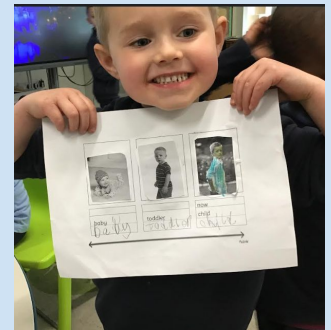
Friday 17th July -
Reserve Sports day

Tuesday 21st July -
Class end of year parties

Tuesday 21st July -
Year 6 Graduation



50th
ANNIVERSARY
Celebration
OF
NORTH CRESCENT PRIMARY SCHOOL



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.



#WakeUpWednesday

The National College

See full reference list on our website

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