



Sixth Sense

Which Week?
This Week: Monday 25th Sept (Week 1)
Next week: Monday 2nd October (Week 2)

UCAS Timeline

Now that the clock has started ticking in reference to the universities application process (or UCAS), I wanted to take the opportunity to thank Miss King for her presentation last week.

As promised, please find a copy of the TIMELINE TABLE that we are working to in order to support you in this endeavour and ensure that we exceed UCAS's own deadline and therefore put you ahead of the curve in comparison to the rest of students nationally, where the earlier your application is submitted, the earlier it will be considered by your chosen universities.

Just a reminder that Miss King will be regularly setting-up-shop within the Common Room in order to provide bespoke support for students wanting help with their personal statements in addition to the week after next having a specific focus on this agenda.

Open Evening

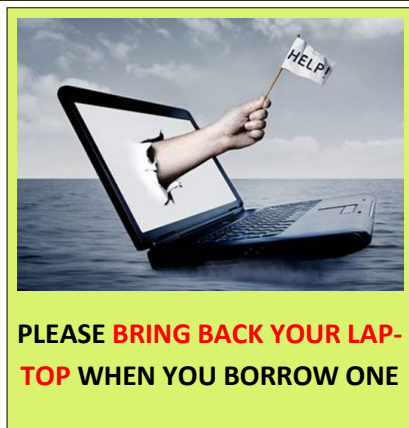
Wednesday 27th September is the Academy's Open Evening for prospective Year 7 Parents.

It takes place from 4.30pm to 6.30pm and historically has been supported by amazing students within the Academy, including Sixth Formers. If YOU would like to volunteer to support with this event to show parents around the site, we would welcome your help and ask you to complete a consent form (available from Mr Bowers' Office) to authorise this.

For any budding UCAS applicants, this can present yet another opportunity to add this volunteering strand of experience to your CV or personal statements!



What do I need to have done by this date?	TGAK deadline	UCAS deadline
Registered on UCAS (BUZZWORD = TGAK2024) and completed personal details, education history, and employment history	Thursday 5 th October	None
First draft of personal statement	Thursday 19 th October	None
<i>Application deadline for any course at Oxbridge, or for most courses in medicine, veterinary medicine/science, and dentistry.</i>	Wednesday 11th October	16th October
Application deadline for all courses	Thursday 14th December	31st January 2024



KEY Info

- Retake GCSE English and retake GCSE Maths** lessons have now started. These take place EVERY morning (except Monday) during registration. Please **CHECK-IN WITH YOUR TUTOR** first to get your morning mark before going to this session.
 - English = A303**
 - Maths = D211**
- Any issues?** If at any point, you need to be pointed in the right direction, whether ParentPay is not working or you have a question about your timetable or the Academic Bursary Fund; **please ensure you go to Student Services to speak to Miss Hunter to seek initial support.**

National Online Safety: Boundaries Around Gaming

This week's online safety guide focuses on online safety tips for setting boundaries around gaming. Behind video-sharing platforms (like YouTube) and streaming TV shows and movies, gaming is the third most popular online activity for children in the UK. In fact, according to recent data from Ofcom, an overwhelming 89% of children aged 3 to 17 play video games. Of those, more than one in five (22%) talk to other players online who they don't know outside the game. The risk of contact from strangers is just one of the reasons that many parents are concerned about their child's gaming: increased screen time, inappropriate content and in-game spending also figure among the most frequent fears. Agreeing on some rules around your child's gaming activities can certainly help, and the guide on page 2 has some useful tips for establishing these boundaries.

Top Tips for SETTING BOUNDARIES AROUND GAMING

If your child loves video games, then you'll probably be aware that how long they spend gaming – and what they're actually playing – can occasionally become a source of concern or conflict. The UK's trade body for interactive entertainment, Ukie, has recently launched a campaign to promote safer and more responsible gaming among young people – with parents and carers helping by setting sensible and fair boundaries. Our guide has tips on key areas where you could agree some healthy ground rules for your child's gaming activity.

PROMOTE SAFER GAME CHOICES

Deciding which online games are OK – and which should be avoided – is tricky. Some titles allow children to cooperate or compete with strangers, which creates potential risks. Watching your child play online for a while could provide more insight into a particular game, while the parental controls on most consoles allow you to limit who can chat to your child or send them friend requests. Remind your child of the hazards around strangers online when you discuss this boundary with them.

ENCOURAGE REGULAR BREAKS

Help your child understand the need to take regular breaks, playing in shorter bursts rather than marathon sessions. Bear in mind that some games (such as role-playing games) require time investment from the player, while others (online team games, for example) can't be stopped or paused at a moment's notice. A quick break every hour or so is good practice, and you could suggest some things to do in these breaks, such as having a drink of water or getting some fresh air.

AGREE SPENDING LIMITS

There's no doubt that gaming can be expensive, and younger players often don't realise how much paying for digital items and subscriptions can add up to. Many young gamers love to buy new skins or upgrades for their character, so you could settle on a fixed amount that your child is allowed to spend on in-game items each week or month. This sort of boundary will not only help your child to manage their expectations but will also make you more aware of the price of these items.

DISCUSS AGE RATINGS

Children often ignore the age ratings on games – or are unaware they even exist. If you're happy with your child playing a particular game even though it's rated above their age, then establish that as a boundary; emphasise that you've made an exception, and talk about what age ratings mean and why they're important. You could add context to this boundary by browsing games' boxes together while shopping, discussing why some games might have earned certain age ratings.

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CENSORED

FACTOR IN FRIENDS

If your child is a keen video gamer, the chances are that they'll have other gamers among their social circle, too. When friends visit, do they instantly dash to their console or computer? You could put boundaries in place before their guests arrive by agreeing on a length of gaming time. Bear in mind, though, that they may try to extend this once they're together. Try coming up with activities or challenges for them during screen breaks – if they join in, they earn a little extra time on their game.

ENJOY GAMING TOGETHER

Setting time aside to play video games together can be an enjoyable bonding exercise. Undeniably, some young gamers may be less enthusiastic about a parent or carer joining in, but it can be a productive way of encouraging them to share their hobby with you. Setting goals or tasks might be useful: if they love Minecraft, choose something to build together; if Fortnite's their favourite, ask to try out some of the fun game modes, like Prop Hunt, which don't require high skill levels.

TALK ABOUT EMOTIONS

Help your child to monitor their emotions as they play. Discuss what is (and isn't) an acceptable level of competitiveness to show while gaming. Are they allowed to trash talk other players, for example? Can they notice when they get angry if they lose? Do they think these emotions are healthy? Some games can provoke anger, but others can bring joy, humour and the thrill of overcoming a challenge. Try to steer your child towards games that tend to produce these more positive feelings.

BE PREPARED FOR TROLLS

A frequent problem when gaming online is other players who are deliberately troublesome. Make sure your child knows how to report and block someone who makes their experience a negative one. Between you, decide if or how they should deal with these online trolls. Talk about where your child's boundaries are in terms of what they think is acceptable: what behaviour by other users is merely frustrating, and what crosses the line to become upsetting or abusive.

Meet Our Expert

Daniel Upscombe is a writer specialising in technology, video gaming, virtual reality and Web3. He has also written 15 guidebooks for children, covering games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft. With work published by the likes of PC Gamer, Kotaku, Pocket Gamer and VG247, he has reviewed more than 50 games and products over the past year.



Source: <https://hipal.app/about/privacy.html>

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#WakeUpWednesday

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