



Which Week?

This Week: Monday 17th June (Week 2)

Next Week: Monday 24th June (Week 1)

Inside Kingshurst

“Never Forget”, Year 11 and Year 13

As the immortal Gary Barlow said, “We’ve come along way...” and as ever, it is strange to find us seemingly so quickly at the final week of the academic year for our Year 11 GCSE students and Year 13 A Level students.

Arrangements are in place to mark the occasion of both out-going year groups in the form of the traditional Leavers Assembly.

This event will require our Year 11 pupils are to arrive at 1435 and to make their way to the Main Hall whilst our Year 13 will arrive slightly before this, at 1425 to head straight to the Drama Studio. Once the assemblies are over, we look forward to the catering team putting laying on a BBQ in the quad area (and hopefully brilliant sunshine!) whilst playing some music that has formed some of the sound track to their time at the Academy over the course of the last five, or for our Year 13s, seven years! They may well also be an ice cream van so serve up a celebratory Mr Whippy. By this time, the wider teaching team will also be able to join the students and sign some of their notebooks or shirts!



You miss 100% of the opportunities



you don't take!



We are proud to see that a number of our Key Stage 4 and Key Stage 5 students have succeeded in securing placements based upon opportunities shared via the Academy newsletters. Our first group of students from Year 10 have gone through the process of applying for and being selected by the team at Heartlands Hospital to take part in an NHS work experience day and our second group of students are from Year 12 who similarly applied for a work experience opportunity at the Marie Curie Hospice in Solihull, both insights of which will provide outstanding experiences.

We are delighted to see our students being taking responsibility for applying for these placements and are happy to continue to forge links with these organisations within the area who have been impressed with the desire from our students to engage in the world of work in a field that they may aspire to one day move into.

Making History

Massive thanks to Mr Whyte for organising two visits to the Black Country Living Museum over the last two weeks for our Year 8 students. Educational visits absolutely bring learning to life, and stepping back in time to talk to a shop owner or going down a mine to appreciate perhaps how different life was during the industrial revolution.



Year 10 Mocks: Just a reminder that the Year 10 Mock Examinations in the core subjects of English, Mathematics and Science, will begin on the morning of Monday 24th June and will finish as of the afternoon of Thursday 27th June 2024, a copy of the schedule can be found on page 2 of the newsletter.

MOCK EXAMS

Start SOON

National Online Safety: Roblox



Roblox is one of the most popular video games on the market. By 2020, the game’s makers were claiming that more than half of children in the USA were playing it. As a ‘sandbox’ title, Roblox offers a huge amount of creative freedom: it lets players create their own gaming experiences with the Roblox Studio to build custom levels and games, which can then be shared with other players online. Roblox fosters creative thinking and enjoys a robust online community of fans.

In the guide on page 2, you'll find tips on avoiding potential hazards such as online daters, in-app purchasing and contact with strangers.

Applications for Sixth Form can be accessed via the following link: <https://www.kingshurst.tgacademy.org.uk/sixth-form/apply-online/>

To provide feedback on the newsletter, please [click here](#).



Website: <https://www.kingshurst.tgacademy.org.uk/>

MOCK EXAMS
Start SOON

WEEK-1	EXAM	Minutes	Year	Venue	EXAM	Minutes	Year	Venue
Monday 24th June	Biology - Paper 1	75	10	Sports Hall	English Literature - Paper 1	60	10	Sports Hall
Tuesday 25th June	Mathematics - Paper 1	90	10	Sports Hall	Chemistry - Paper 1	75	10	Sports Hall
Wednesday 26th June	Physics - Paper 1	75	10	Sports Hall	Mathematics - Paper 2	90	10	Sports Hall
Thursday 27th June	Mathematics - Paper 3	90	10	Sports hall				
Friday 28th June	Inset Day				Inset Day			

What Parents & Educators Need to Know about ROBLOX

Roblox is one of the most popular video games among children. In 2020, the game's developers claimed that more than half of the USA's children had played it. As a 'sandbox' title, the game lets players create their own gaming experiences with Roblox Studio to build custom levels, which can then be shared online.

AGERATING PEGI 7

WHAT ARE THE RISKS?

CONTACT WITH STRANGERS
Roblox encourages players to interact online (including a group chat function), which could expose children to various risks. Scammers often attempt to trick young Roblox fans into exchanging their paid-for items for something which turns out to be of much lesser value – or something they never even receive. The in-game chat has some filters, but it isn't perfect: players can still send unpleasant messages, while predators can reach out to children directly.

ONLINE DATERS
These are also called 'ODers' and are quite common in Roblox. An ODER is an individual who joins a game with the intention of finding someone to date online – and eventually meet in person. Such online dating is against the Roblox community guidelines, but this doesn't usually deter such people. Some player-built Roblox levels have even been designed with online dating specifically in mind, and this will not always be obvious.

PUBLIC SERVERS
Roblox has private or VIP servers which allow people to play exclusively with their friends, but this costs money – usually a one-off payment. Most Roblox players will instead be on public servers that anyone can join. Servers can host games which focus on all kinds of aspects, including direct player interaction. Some lobbies, therefore, will put children at greater risk of contact from strangers than others.

IN-APP PURCHASES
Roblox is free to download and play, but bear in mind that there are some extra costs. These are usually indicated with the symbol for 'Robux' (the in-game currency). Players are encouraged to make purchases in the game using real money. People can also buy extra Robux to spend on cosmetic items in the game, and it's also possible to purchase a private or VIP server.

Advice for Parents & Educators

SET PARENTAL CONTROLS
Roblox comes with several parental control options, which are explained well on the game's official website. It's essential to enter the correct date of birth for younger players, as that allows Roblox to automatically apply appropriate chat filters. The game also allows parents and carers to set monthly spending restrictions and monitor their child's account.

DISABLE PRIVATE MESSAGING
Roblox's private messaging function raises the risk of children being contacted by people they may not want to speak with – potentially leading to bullying, harassment, toxicity and scam attempts. Keep in mind that the game allows you to disable messages from anyone who hasn't been added as a friend on your account.

PRIVATE SERVERS
If a child has friends to play Roblox with, paying for a private or VIP server decreases the risk of contact from strangers. Even then, however, the player who owns the server could invite other people – who might not be child friendly – to join them. Additionally, private servers can be set up in such a way that any player on the host's friends list can join, so it's important to discuss who children are playing with.

MONITOR SPENDING
If they don't understand they're using real money, it's easy for children to accidentally spend a sizeable amount in the game. Using parental controls to place limits on their spending will help avoid any nasty financial surprises. Ensuring that two-factor authentication is enabled on any payment accounts also makes it harder for children to spend money inadvertently.

DEALING WITH STRANGERS
At some point in their development, children must learn how to deal with strangers online. Show them how to block and report any users who are upsetting them or asking uncomfortable questions. Talking to them about what's okay to discuss – and what they should never tell a stranger – can help them understand how to communicate more safely with other people online.

Meet Our Expert
Clare Godwin (a.k.a. Lunawolf) has worked as an editor and journalist in the gaming industry since 2016, providing websites with event coverage, reviews and gaming guides. She is the owner of Lunawolf Gaming and is currently working on various gaming-related projects including game development and writing non-fiction books.

#WakeUpWednesday

The National College

Sources: <https://www.theverge.com/2020/7/21/21333431/roblox-over-half-of-us-kids-playing-virtual-parties-fortnite>
<https://www.roblox.com/parental>