



"Together in God's grace, may we give our children the roots to grow and the wings to fly"

Loughborough CofE Primary
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office@lceps.risemat.co.uk
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[https://www.loughborough-
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*With roots to grow
and wings to fly*

Weekly Attendance

EYFS	92.3%
Year 1	95.4%
Year 2	96.2%
Year 3	100%
Year 4	98.7%
Year 5	92.2%
Year 6	90.4%

Year to date Attendance

EYFS	98.8%
Year 1	95.7%
Year 2	96.3%
Year 3	95.9%
Year 4	94.9%
Year 5	93.9%
Year 6	92.2%

Newsletter

19th June 2026

Dear Families

This has been an extremely busy and fulfilling week in school, with many highlights to celebrate across our community.

Yesterday, our Year 1, 2 and 3 pupils enjoyed a fantastic visit to Twycross Zoo. They had a wonderful time exploring and learning about a wide range of animals. It was lovely to see so many of our pupils sharing this experience together – opportunities like this really enrich their learning beyond the classroom. A huge thank you to the staff who organised the visit so carefully, and to the parents who generously volunteered their time to support the trip. We hope you all had an enjoyable day too.

Also yesterday, we welcomed our SIAMS inspector, Joy Hardy, into school. She had many very positive things to say about our school community, which was wonderful to hear. Thank you to those parents who were able to give up their time to speak with her and share their experiences of our school. We are hoping to be able to share the full report with you before the Summer break.

Looking ahead to next week, we have several exciting events planned. Our EYFS and KS1 Sports Day will take place on Tuesday afternoon, followed by KS2 Sports Day on Wednesday afternoon. We are also looking forward to our EYFS Class Assembly on Friday afternoon – we hope to see many of you there to support the children.

I would also like to take this opportunity to share some important staffing and class structure updates for the next academic year. From Autumn 2026, we will be combining our EYFS and Year 1 classes. This information has already been shared with incoming EYFS and current Year 1 parents, and we are confident that this structure will support a smooth and nurturing transition for our youngest pupils.

We do, however, have some staff changes to share. Sadly, Mrs Stone will be leaving us at the end of this academic year, as she has decided to pursue a change in her career and will be working at Living Rock Church. Mrs Stone has been a great asset to our team here at LCEPS and we will miss her greatly. We thank her for all she has contributed to our school and wish her every success and happiness in her new adventure.

We are very pleased to have successfully recruited a highly skilled teacher from within Rise MAT, Miss Roisin Spence, who will be joining our team. Miss Spence will be visiting the school over the coming weeks to get to know the pupils, staff and parents, and we look forward to welcoming her fully in September.

We also say a fond farewell to Mrs Barradell, our midday manager, who will be retiring at the end of this term. Mrs Barradell has been a valued member of our school community for many years, and we thank her sincerely for her dedication and service. We wish her a long, happy and well-deserved retirement.

Our class structure for the next academic year will be as follows:

- **EYFS/Year 1:** Mrs Archer
- **Year 2:** Miss Spence
- **Year 3:** Miss Lee
- **Year 4:** Mr Cotton
- **Year 5:** Mrs Powell / Mrs Ruffle
- **Year 6:** Miss Beale

As part of our transition process, children will have the opportunity over the next few weeks to visit their new classrooms and spend time with their new teachers. This is always an important and exciting part of preparing for the year ahead. Thank you, as always, for your continued support.

Mrs Ferey



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RESPECT

PERSEVERANCE



PEACE

COMPASSION



JUSTICE



Congratulations

Congratulations to **Miss Sulek**, who welcomed her baby boy, **Feliks**, on Monday. Mum and baby are doing well, and we wish her every happiness.

Values Award

Well done to the pupils receiving our Values Award this week



EYFS: No award this week

Year 1: Leo

Year 2: Hannah

Year 3: Sonni

Year 4: Szymon & Aurelia

Year 5: Lavinia

Year 6: Hari

Summer 2026

23/06	EYFS/Y1/Y2	Sports Day <u>9am — UPDATED START TIME</u>
24/06	Y3/Y4/Y5/Y6	Sports Day <u>9am—UPDATED START TIME</u>
26/06	EYFS	EYFS Class Assembly 2.45pm
30/06	All	Loughborough C of E's Got Talent
02/07 & 03/07	Y6	Transition Days (most schools)
07/07	Y6	Pizza and Movie Night 4-6pm
07/07	All	Y6 Leavers Service @ Emmanuel Church
08/07	All	School Open evening 3:30-5:30pm more info to follow
09/07	All	School Closes for Summer
24/08	All	School Opens Autumn Term 2026

School Photos

School photos will be sent home today. If you placed an order, please check your child's bag for their photo pack. Thank you for your support.



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FORGIVENESS



RESPECT



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19th June 2026

As the weather gets warmer, please ensure your child comes to school with a water bottle, a sun hat, and sun cream to help keep them safe and comfortable throughout the day.

At National Online Safety, we believe in empowering parents, carers and trusted adults with the information to hold an informed conversation about online safety with their children, should they feel it is needed. This guide focuses on one of many issues which we believe trusted adults should be aware of. Please visit www.nationalonlinesafety.com for further guides, hints and tips for adults.

What Parents & Carers Need to Know about VIRTUAL REALITY

Virtual reality (VR for short) has existed for decades, but it's only in the last 10 years that the technology has really become publicly available. With VR's rapid rise as a gaming and educational medium, there are plenty of unknowns regarding its use – for adults and children alike. Is it safe? How long should someone use VR for? How expensive is it? What's clear is that VR is becoming ever more ubiquitous in everyday life: from companies using it for training to at-home fitness. Knowing what the technology is capable of is more useful than ever.

WHAT ARE THE RISKS?

PREMATURE EXPOSURE
While VR has already found its way into schools worldwide – allowing teachers to take their class on digital field trips – most manufacturers advise an age restriction of 13. This safeguard is based on the idea that children's brains, eyes and bodies are still developing. With the technology still in its infancy, not enough research has been conducted as to how VR affects children in the longer term.

EYE STRAIN
One of the main worries about VR is that essentially having TV screens so close to your eyes could harm them with prolonged use. Lenses inside each headset have been specifically designed to trick the human eye into focusing to infinity (just as they would in the real world) to mitigate possible eye strain. Even so, longer VR sessions should be limited to adults only.

PHYSICAL ACCIDENTS
When used correctly, VR isn't dangerous as there are safety features built in. A common concern is that a child wearing a headset could bump into real-world objects while playing – so creating a clear, tidy gaming space is essential. Headsets also come with 'guardian' or digital barrier systems that can be set up beforehand, indicating where walls and furniture are located so nobody trips over and hurts themselves.

SOCIAL VR
VR is more immersive than normal gaming and makes players feel very present in the moment. There are additional online safety fears, therefore, relating to trolling and abusive comments as players engage with each other in social VR spaces. Personal information shouldn't be given out and privacy and safety controls (who can see your real name, for example) need to be activated where possible.

MOTION SICKNESS
Children who are prone to travel sickness might encounter what's known as 'simulator sickness'. This is nausea caused by the eyes seeing images which tell the brain that the person is moving, while the rest of the body knows it is stationary. Most apps have features to reduce this discomfort, while some games simply don't feature locomotion to make for a more comfortable experience.

VIOLENT CONTENT
Among the growing range of VR games and apps, not all of them are appropriate for young players. Violent content can be far more visceral and disturbing in VR, so it's important to consider the age and maturity of your child before giving them access to this type of gameplay. As the majority of VR content is digital, online store access is easy – so careful curation is advised.

Advice for Parents & Carers

START OFF SLOWLY
Just like regular video games, if your child wants to try VR the best way to reduce risks is moderation. Keep their VR sessions to short stints and for young adults new to the technology, build up their usage time gradually to let them get acquainted with it. If they feel any discomfort, remove the headset and try again at a later point.

NO SURPRISES
It's easy to get lost in the moment in VR – and possibly forget where you might be standing in the real world. A minimum 2m x 2m play area is recommended, with no plant pots or other delicate objects within reach of falling arms. Take pets into account, too: don't let the cat or dog walk into the room, for example, because a VR player won't see them and could certainly trip. A child is far more likely to get over-enthusiastic in VR, posing a risk to themselves and anything in their path.

KEEP A WATCHING BRIEF
It may seem that a VR player is in their own world, but all VR headsets allow external viewing via a linked monitor or mobile phone. This is the best way to ensure whatever a child is playing is appropriate. More VR supervision tools are on the way, such as securing specific apps behind unlock patterns or sending an approval notification to the parent if their child wants to purchase a game.

ANTI-NAUSEA OPTIONS
It's wise to get used to VR while comfortably seated and progress to standing or 'room-scale' VR (where players physically walk around an area) later. Look at the in-app options first: switching between seated and standing adjusts the player's height, while a vignette or 'tunnel' darkens the peripheral vision to reduce nausea. Teleportation Mode and Snap Turning are also important options for enhancing comfort.

RESEARCH CONTENT
There will be information online about most games and apps, explaining what type of experience they provide. They'll list age ratings indicating how violent the gameplay might be; comfort, so you'll know the intensity of the experience; and how much access the game requires to personal information or features like the built-in microphone.

Meet Our Expert
Peter Graham is the editor at XR (extended reality) and Web3 specialist site gmw3.com and has been writing about VR, augmented reality and the immersive tech industry for more than seven years. He's served as a panel speaker and a judge at awards events and game hackathons.

Source: gmw3.com /esig

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