



## Message from Mrs Din

### Headteachers Message

Please click [here](#) to read today's Headteacher Message, which will include who to contact for support in school and information on free data allowance.

### Subject Provision for Remote Learning

Please click [here](#) for further information regarding what you can expect for each subject when working from home.

## Curriculum

From the 11<sup>th</sup> January our teachers will be providing remote learning for all of our students. All students will be receiving their full timetable of lessons, at the normal timetabled times. Students will access their lessons by logging onto Teams and joining their classes. They will have DEAR/ form time at the normal time each day.

**On the 11<sup>th</sup> January all year groups will have a special assembly from their Head of Year at the start of lesson 1: 8.45. All students must attend these very important assemblies by joining the appropriate webinar via Teams.** Their first lesson on Monday will start at 9.00am. We look forward to meeting with you.

You will find the school day below as a reminder of what time lessons start and finish each day. Students must arrive on time for each lesson.

	Monday	Tuesday – Friday
<b>Lesson 1</b>	8.45 – 9.35	8.45 – 9.45
<b>Lesson 2</b>	9.35 – 10.25	9.45 – 10.45
<b>Form Time</b>	10.25 – 10.40 (Years 10.40 – 10.55 (Years	10.45 – 11.00 (Years 11.00 – 11.15 (Years
<b>Lesson 4</b>	10.55 – 11.45	11.15 – 12.15
<b>Lesson 5</b>	11.45 – 12.35	12.15 – 1.15
<b>Lesson 6</b>	1.20 – 2.10	2.00 – 3.00
<b>Lesson 7</b>	2.10 – 3.00	

## Online Expectations for all Students

Please be aware that expectations of behaviour in lessons online are **exactly the same as expectations in school** – there will be **serious consequences** for any disruption to learning.

- Use your **manners** at all times – do not call out and ensure that anything you type is sensible and appropriate.

- Remain **on task and work hard** all lesson.
- **Follow all instructions** from staff.
- **Attendance** will be checked every lesson and home will be contacted if you do not attend your online lessons. You must log on to your lessons **on time** and remain for the duration of the lesson.

**There are some rules specific to online lessons:**

- Please ensure your **cameras** are **turned off** when you join the call and that they **remain off** for the duration of the lesson.
- Please turn your **microphones off** until your teacher specifically asks you to give an answer.
- Use the **chat function** to ask **appropriate learning questions** and answers when directed by your teacher. This must be using full standard English, we will not accept text speak.
- **Enjoy the lesson and take part!**

**If you have borrowed ICT equipment from school please be aware that the expectations for the use of the device is the same as if you were using it in school.**

- Do not search for or visit any sites that may contain inappropriate content.
- Do not use the device for communicating on social media.
- Be aware that anything inappropriate that is typed or appears on the screen will trigger an alert at school and home will be contacted.
- Please treat the equipment with care and respect.

**Code of Conduct - Online and Remote Lessons**

Students are expected to adhere to the following professional protocols when taking part in online and remote learning activities during periods of school closure:

- Students agree to attend MHHS online and remote lessons using Microsoft Teams.
- Students are aware that Microsoft Teams is a closed school system and should therefore not invite any guests from outside the class or school to join the system through the misuse of login details.
- Students are aware that the Microsoft Teams lessons will be recorded and by attending the lesson, they agree that they are happy for this to be shared solely for educational and safeguarding purposes within MHHS that will be stored securely. This also includes the chat function.
- Students should be aware that Microsoft Teams records their entry and exit times for each lesson which will be used as a record of their attendance.
- Students agree to treat others with respect during online and remote lessons. If the 'Code of Conduct' is not followed appropriately, a student may be removed from the online and remote lesson, parents will be contacted and school sanctions applied.
- Students will be positive, adequately prepared and participate fully in online and remote lessons.
- Students will ensure that they have all the resources (pen, exercise book, calculator etc.) they need in advance, so that they do not need to leave and interrupt the flow of the online and remote lesson.
- Students will choose a sensible place to work from – ideally a living room or a shared (quiet) space in their house.
- Students must ensure that their microphone is muted at the start of the online and remote lesson, unless otherwise requested.
- Students should always use appropriate language when communicating with staff and their peers.
- Students should always use formal staff-student boundaries when speaking to staff and they should ensure any questions they have remain education based during the online and remote lesson.

- Students should address staff with their usual work title (e.g. Miss/Ms/Mrs/Mr) and should use the raise your hand function if they want to ask a question during the online and remote lesson.
- Students agree that all messages that they send during Microsoft Teams online and remote lessons, or information they upload, will always be polite, sensible and relevant.
- Any other device not in use e.g. a mobile phone, must be switched off and out of sight before the online and remote lesson starts.
- Students should remind parents/carers/family members to be mindful during the online and remote lessons and they may be heard within the session by staff and students.

## The Brilliant Club

Mossley Hollins works very closely with the Brilliant Club to run the Scholars Programme throughout the year with a range of students in a range of year groups. In these difficult times we will continue the partnership as best we can as it is vital that young people continue to acquire the knowledge, skills and understanding needed to progress to the top universities around the world.

At this time pupils in years 8 and 10 are writing their final assignments. These students are being supported to complete the assignment and will be offered an extension if necessary although they should aim to submit their work as soon as possible through the VLE. Students can contact their tutor for advice through the VLE, [schools@thebrilliantclub.org](mailto:schools@thebrilliantclub.org) or alternatively can email [a.fenton@mossleyhollins.com](mailto:a.fenton@mossleyhollins.com).

We are really looking forward to celebrating their achievements at the online graduation event and will be in touch shortly with further details.

## Life Skills

In a change to the information communicated before Christmas, this half term Year 7 – 10 will explore themes related to their physical health and life in the wider world rather than relationships at this stage.



Please see below the schedule for Life Skills in form time in the week beginning Monday 11<sup>th</sup> January:

<u>Year group</u>	<u>Theme</u>	<u>Topic during w/c Monday 11<sup>th</sup> January</u>
Year 7	Healthy bodies	<i>Sleep deprivation</i>
Year 8	Careers	<i>My motivators</i>
Year 9	Living independently	<i>Budgeting</i>
Year 10	Managing risk in the wider world	<i>Extremism</i>

If you have any queries regarding our Life Skills curriculum or our Pastoral Programme please contact Mrs R Harrison at [r.harrison@mossleyhollins.com](mailto:r.harrison@mossleyhollins.com)

## Well done Leah

Leah Hughes in Year 11 has passed her ASDAN course at Silver level. She is now working towards achieving her Gold award. Well done Leah we are so proud of you and all your hard work in achieving this qualification.

Miss Fogg and the Learning Support team.



### 5k Challenge PRIZE WINNERS

Before Christmas the pupils in Year 7, 8 and 9 took part in the 1-3 mile run in school. The positive attitude and outstanding levels of fitness on display every week was very impressive to see. The majority of the pupils improved their time significantly over the 6 weeks to achieve some excellent personal bests. A number of pupils also took part in their own fitness challenges outside of school with a number of them taking part in the 5k challenge.



The PE department nominated a group of athletes for their performances both in school and outside of school when completing the different running challenges and these pupils will all receive a JD Sports voucher worth £10. These will be given to the pupils when they are back in school. The PE department look forward to congratulating the pupils in person as soon as they can.

Congratulations and Well done to the following 10 pupils.

Year 7 - Michael Alcock, Lucas Mason and Ava Hanson (in the picture above)

Year 8 – Leo Moreland, Elyn Steen and Holly Dewsnap

Year 9 – Brian Fannon, Jacob Tohill, Megan Hill and Amy Starkey.

### Megan Hill Year 9 – Outstanding Achievement.



Megan Hill in Year 9 completed the 5k A Day Challenge throughout December, in all weathers, to raise money for the Michael Carrick Foundation. She managed to raise over £500 which is an outstanding achievement that she should be very proud of. Congratulations and well done Megan!

The Michael Carrick foundation strives to create opportunities for disadvantaged young people from across Greater Manchester and Tyne and Wear to feel safe, valued and achieve their full potential.



### Speed Bounce Results: MSCP Speed Bounce PE challenge

Before Christmas the MSCP primary schools took part in the Speed Bounce Challenge 2020. This involved the pupils in each class taking part in the speed bounce, where you need excellent levels of speed and power to jump over the hurdle as many times as possible in 60 seconds. The class with the highest overall score won the competition for their school to become the Speed Bounce Champions 2020.

Congratulations and well done to all the pupils in the primary schools who took part in the competition. Your enthusiasm and athleticism are something that you should be very proud of.



<b>Year 3</b> 1st - Milton St John 2nd - Livingstone 3rd - Micklehurst	<b>Year 4</b> 1st - Milton St John 2nd - St Joseph's 3rd - Buckton Vale
<b>Year 5</b> 1st - St Joseph's & Micklehurst	<b>Year 6</b> 1st - Milton St John

2nd - Milton St John	2nd - Buckton Vale
3rd - Livingstone	3rd - St Joseph's

**#StayHomeStayActive campaign**

**Fitness Challenge at home – Speed Bounce**

This week the fitness challenge is a speed bounce challenge. To complete the challenge all you need is an obstacle to jump over for example a pillow. Work towards achieving the Gold, Silver and Bronze targets on the poster.

**Out of the comfort zone.**



Try to complete the challenge 5 times in one go to improve your speed and agility. Aim to get the same score every time you complete it or even beat your score if you can.

## 60 Second Challenge Speed Bounce

**The Physical Challenge**

How many times can you bounce over a pillow in 60 seconds?

Both feet must land over the pillow for the jump to count.

**#StayHomeStayActive**

**Are you honest?**  
Only count the jumps that are completed properly.

**Equipment**

A pillow

If you do not have a pillow, jump over a safe object!

<b>Achieve Gold</b>	80 Bounces	
<b>Achieve Silver</b>	60 Bounces	
<b>Achieve Bronze</b>	40 Bounces	

**Dates for your Diary**

**Please note: Some events may not go ahead as planned due to the current Covid 19 restrictions.**

**Thursday 28<sup>th</sup> January-** Year 9 Parents Evening

**Friday 12<sup>th</sup> February-** Students finish for half term

**Monday 22<sup>nd</sup> February-** Students return to school



# What Parents & Carers Need to Know About **CYBERPUNK 2077**



Cyberpunk 2077 is a first-person action RPG (role-playing game) with multiple storylines. It's set in a dystopian future where the line between humans and machines has blurred, with cybernetic implants commonplace. Eight years in the making by Polish developers CD Projekt RED, the game has already garnered quite a reputation – partly because of its adult themes and graphic content.

## Adult Themes

18+

Violence, sexual content, profanity and drug use are all present from the opening moments of the game. We cannot emphasise enough that this game is for adults. It has a PEGI rating of 18+ for good reason. The gritty, grimy atmosphere is akin to movies like Blade Runner, and characters face many unsettling, adult situations.

## Extreme Violence

Violence is a key component of the game. Players frequently engage in shootouts with enemies, causing dismemberment, gore, blood-spatter effects and characters screaming in agony. Cyberpunk 2077 also allows for stealth-based or peaceful resolutions, so you can avoid these situations – but as in the Grand Theft Auto series, for example, the violence is synonymous with the game's reputation.

## Drug Abuse

Throughout the game, characters are seen to take futuristic versions of drugs. The player character is also able to take stimulants that affect their in-game abilities for a time. On top of this, the player is able to drink alcohol in bars and then drive their vehicle while under the influence.

## Online Multiplayer

Cyberpunk 2077 was released as a single-player game. There are plans to add a multiplayer option, but currently nobody playing the game can interact with one another. It's unclear what a multiplayer extension of the game might look like – but it's a likely assumption that when it's added, players (both friends and strangers) will be able to game together and chat.

## Sex and Body Representation

This is a first-person game: all actions are viewed through the eyes of the player's character, including full-frontal nudity and graphic sex. It's possible to hire sex workers, and there's the now-infamous 'genital customisation' – with options to choose from a variety of reproductive organs. The game has also come under fire for its approach to trans rights and concepts of 'improving' your natural body with cybernetic implants.



## Advice for Parents & Carers

### Parental Controls

Parental controls let you monitor what children are playing and what they can access. On PlayStation, find 'Account Management', go to the account you want to create rules for, and follow the menus. On Xbox, set up a family group (via 'Settings') to filter out adult-rated games. On PC, Steam's parental controls are accessed through 'Steam Support', and on Epic Games Store, they're under 'Account Settings'.

### Switch Off Nudity

Cyberpunk 2077 has a built-in nudity censor. From the main title menu, go into 'Options', scroll down to 'Nudity Censor' and enable it. You can't do this while the game is in play – so make sure you find it before a session is started. It's worth noting that if you've already set up parental controls on a console, the game may detect that and switch the nudity censor on automatically.

### Disable Card Purchases

This prevents young ones from buying games or game add-ons without permission. If you have cards or other payment methods linked to shared accounts or children's accounts, remove them. You can still buy games or add-ons occasionally as a gift or part of an allowance, but disabling card purchases from shared accounts gives you peace of mind when children are gaming unsupervised.

### Talk it through

Cyberpunk 2077 is extremely popular right now: many children (especially teens) will be playing it and talking about it with each other. Use this as an opportunity to open a dialogue about the game, find out what your children's thoughts on it are and discuss why it might not be appropriate for them to play it themselves.

### Research the Game

The best piece of advice is to research Cyberpunk 2077 yourself. There are lots of videos of people playing it on YouTube and Twitch that give a good indication of what to expect. If you're still unsure whether the game is suitable for your children, avoid it – and be clear with them as to why.

## Meet our expert

Mark Foster has worked in the gaming industry for five years as a writer, editor and presenter. He is the gaming editor of two of the biggest gaming news sites in the world, UNILAD Gaming and GAMINGBible. Starting gaming from a young age with his siblings, he has a passion for understanding how games and tech work, but more importantly, how to make them safe and fun.



SOURCES: <https://www.gamespot.com/guides/669389-cyberpunk-2077-parents-guide-is-it-safe-for-kids-children>, <https://www.tamimgaming.com/game/cyberpunk2077>, <https://ate.beauce.com/kyg/cyberpunk-2077-a-parents-guide/#:~:text=This%20video%20game%20s%20filed,sho,ud%20bet%20playing%20this%20game>, <https://gamejournalist.com/how-to-change-nudity-settings-in-cyberpunk-2077/>, <https://www.xbox.com/en-GB/community/for-everyone/responsible-gaming>, <https://www.playstation.com/en-gb/support/account/ps4-parental-controls-and-spending-limits/>, [https://support.steamowered.com/kb\\_article.php?ref=5145-aopc-9919](https://support.steamowered.com/kb_article.php?ref=5145-aopc-9919)

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