



Cedars Manor School Newsletter

Issue 3 — 23th January 2026



DATES FOR THE DIARY

27th January—Hawthorn Electricity Workshop—HEHS

04th February—R Parent Maths Workshop

06th February—Spruce Class Assembly

06th February—Pine Art Workshop—HEHS

06th February—Nursery Potion Making workshop (at children centre)

10th February—Fir Electricity Workshop—HEHS

10th February—YR1 Cooking

13th February—YR6 Natural History Museum Trip

06th March—Elm Class Assembly

13th March—Rowan Class Assembly

OVERALL ATTENDANCE – 93.29%

Week ending 23/01/2026

	Class	%	No of Pupils late	No of lates
1	Hazel	86.84	2	3
2	Spruce	93.50	10	13
3	Pine	93.08	1	1
4	Hawthorn	88.40	3	3
5	Elm	93.93	3	3
6	Fir	95.22	3	3
7	Yew	98.53	1	2
8	Sycamore	91.11	1	1
9	Lime	94.12	1	1
10	Beech	96.33	1	1
11	Rowan	95.65	3	4
12	Maple	95.29	5	7
13	Cherry	91.38	5	5

The whole school attendance is **93.29%** this week, which is **BELOW** the school average of **96%** and **BELOW** the National average of **95%**

It is very important that your child is in school **EVERYDAY** and **ON TIME**, so that they can make progress in their learning. Parents must have a valid reason for keeping a child at home. Children have **13 weeks** of holiday time. Family holidays should be taken during this time only.

YR 5 ADDAMS FAMILY MUSICAL AT HEHS

Year 5 visited Hatch End High School this week to watch a musical performance of The Addams Family.

The children really enjoyed the lively songs, impressive acting and amazing costumes. Everyone really enjoyed the show and behaved exceptionally well, making it a memorable and inspiring experience for all.



SIGNS OF THE WEEK



Hospital/Nurse

Draw a cross on left upper arm with tip of the thumb extended from a closed hand. Used in some regions for **hospital** and/or **nurse** and is distinguished by lip-pattern.



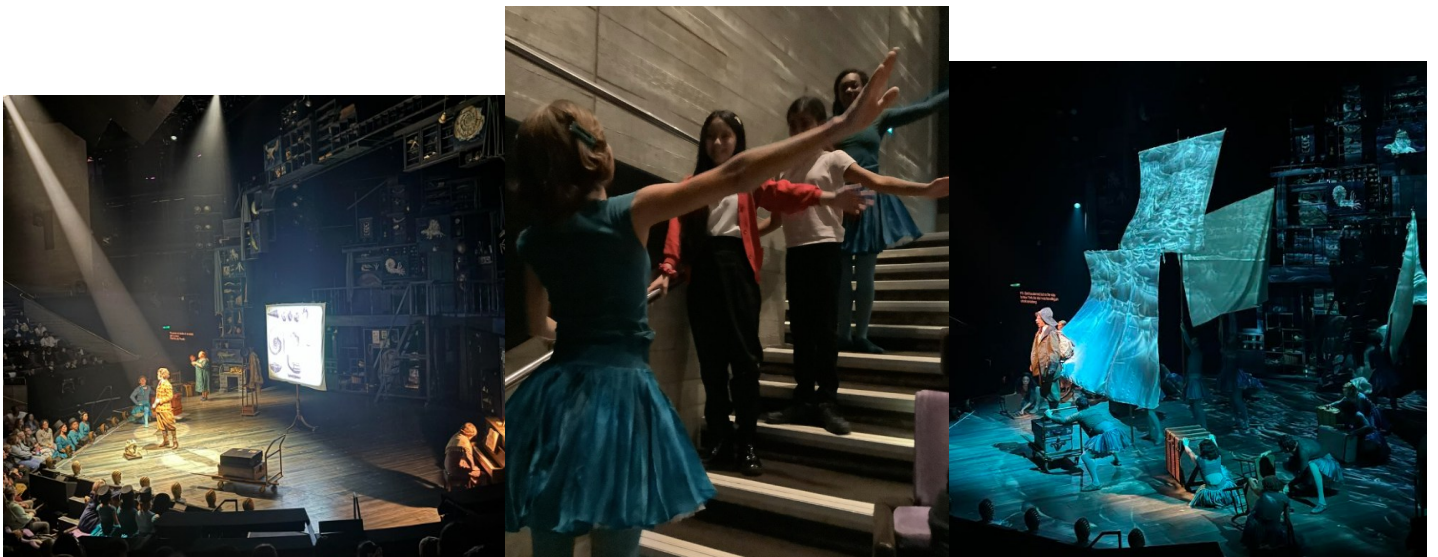
Doctor

Index and middle finger and thumb grasp the wrist and tap twice.

YEAR 6 VISIT NATIONAL THEATRE

Year 6 attended the performance of Ballet Shoes at The National Theatre on Wednesday 21st January. It was a fantastic show and the children were captivated by the acting and set design. The children said that following the show, they felt inspired to work towards their own dreams and goals. What a wonderful opportunity for our Year 6 pupils.

The National Theatre will be coming into school in a few weeks time to work with the Year 6 children on how to create their own set design.



LIME CLASS ART WORKSHOP AT HEHS

Today, Year 4 Lime visited Hatch End High School to take part in an exciting art workshop. The children had the opportunity to explore new techniques and worked creatively to design and make their own prints. They were inspired by the high school's art facilities, represented the school brilliantly, and thoroughly enjoyed the experience, creating some amazing artwork.





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LEARNING AT CEDARS MANOR SCHOOL

Nursery

We have been learning: all about recycling. We have talked about what we recycle and what happens to them when we recycle

You can help at home by: exploring how you can recycle or reuse at home.

Reception

We have been learning: all about bees and how we can help them.

You can help at home by: encouraging your child to talk about what bees eat from the flowers and why they are important to us.

Year 1

We have been learning: about amazing animals and their characteristics.

You can help at home by: talking about what makes each animal special, how it moves, what it eats and where it lives.

Year 2

We have been learning: the 2 times table

You can help at home by: practicing little and often using songs, games, and counting in twos at home. Also everyday objects such as socks, number of legs, giving praise, and keeping practice fun and positive.

Year 3

We have been learning: the importance of water to the Ancient Egyptians

You can help at home by: discuss the many ways you use water at home and why it is important not to waste it

Year 4

We have been learning: about habitats of different animals- specially micro organisms for example: spiders, slugs, wood lice.

You can help at home by: encouraging your child to explore your garden or park and make a list of different minibeasts they can find.

Year 5

We have been learning: about magnets, and how materials respond to magnets

You can help at home by: encouraging your child to gather various materials, predict whether they will be attracted to magnets or not, and then test if they are.

Year 6

We have been learning: about climate change in the UK and how we can save the lives of Leatherback turtles.

You can help at home by: asking your children what they can do to help promote climate change to save Leatherback turtles.

Thank you for supporting your child's learning at home. Your involvement helps to reinforce what they've been doing in school and makes a big difference in their progress!

At The National College, our WakeUpWednesday guides empower and equip parents, carers and educators with the confidence and practical skills to be able to have informed and age-appropriate conversations with children about online safety, mental health and wellbeing, and climate change. Formerly delivered by National Online Safety, these guides now address wider topics and themes. For further guides, hints and tips, please visit nationalcollege.com.

What Parents & Educators Need to Know about

ROBLOX

WHAT ARE THE RISKS?

Roblox is an online platform where users can play and create games known as 'experiences' made by other users. Roblox has a large UK audience. ITV News has reported that millions of people in Britain use the platform regularly, with children forming a significant proportion of its users. The sheer scale of it makes it extremely difficult to moderate effectively, creating risks for unsupervised children.

A PLATFORM RATHER THAN A GAME

Roblox differs from traditional video games in that it hosts millions of user-created experiences rather than a fixed set of developer-produced content. Each experience is self-rated by its creator rather than independently age-rated in advance, as is the case with PEGI-rated games. With millions of user-created experiences, moderation is largely automated which means that inappropriate content may reach younger players and have a harmful effect.

MATURE CONTENT

With much of Roblox's moderation automated through AI and creators self-certifying suitability, inappropriate content frequently appears on the platform. Some experiences may include content intended for older players. While Roblox has tools to restrict access based on age settings, these systems are not always perfect. Younger players are likely to encounter content you may deem unsuitable.

IN-GAME SPENDING

Roblox is free to play, but many experiences and cosmetics include optional purchases using Robux, the platform's virtual currency, to get advantages in games. This business model is common across online games, but reporting has highlighted cases where children have spent large amounts of money unintentionally or without understanding the real-world cost.

RISK OF ADDICTION

Roblox encourages repeated and extended play. Many experiences are made of short tasks, rewards, and progression systems that can prompt users to keep playing for longer periods of time. Some games also use reminders, daily rewards, or timed events to encourage frequent logins. These designs can make it difficult to stop playing. Spending long periods online may affect sleep, schoolwork, or other activities if boundaries are not in place.

COMMUNICATION WITH OTHER USERS

Roblox includes text and voice features that allow players to chat in shared game spaces. While the platform uses automated filters and moderation tools, media investigations have found that inappropriate and potentially harmful messages can still get through. There are risks that children could be targeted by groomers. In response, Roblox has announced changes to how chat works. The platform plans to use facial age-estimation technology to restrict chat access between adults and children they do not know.

Advice for Parents & Educators

USE PARENTAL CONTROLS

Roblox's parental controls provide an important starting point. Linking a child's account to an adult account allows parents to apply spending controls, limit communication features, and review recent activity. Regular supervision, use of parental controls, and conversations with children about what they see online can help reduce the risk of exposure to inappropriate content.

CONSIDER LIMITING OR DISABLING CHAT

Although Roblox is introducing tighter age-based chat restrictions, some parents and educators may prefer to disable chat entirely for younger children. Children can still play games while communicating with friends they know through other supervised platforms.

PLAY TOGETHER WHERE POSSIBLE

Playing Roblox with a child can help adults understand the types of experiences available, how monetisation works, and how children interact online. This shared engagement can also make it easier for children to raise concerns if something feels wrong. Parents and educators should monitor all games played on Roblox due to its self-rating nature.

ENCOURAGE OPEN CONVERSATIONS

Many Roblox experiences are creative and age appropriate, and for many children, the platform is an important way to socialise with friends. Rather than banning it outright, parents and educators should talk openly with children about online safety, spending, and how to respond to inappropriate behaviour.

Meet Our Expert

Alan Martin is a technology journalist who has written for publications including Wired, TechRadar, The Telegraph, The Evening Standard, The Guardian and The New Statesman.



See full reference list on our website