



Cedars Manor School Newsletter

Issue 1 — 17th April 2026



DATES FOR THE DIARY

- 22nd April— YAPS Project at Oxford
- 22nd April— R + YR1 Spring Walk
- 30th April—YR4 British Museum Trip
- 30th April—YR 3 TTRS Day
- 4th May—Bank Holiday (SCHOOL SHUT)
- 1st May—Hazel Class Assembly
- 11th May—YR 3 Forest School
- 11th May -14th May—Year 6 SATS
- 15th May—Maple Class Assembly
- 18th May—YAPS visit Parliament
- 21st May—End of Term
- 22nd May—Staff INSET Day



AFTERSCHOOL CLUB



Monday – Friday | 3:20 PM – 5:45 PM | Term Time Only

Our Afterschool Club offers fun activities, social time, and a welcoming space for your child to relax and unwind after the school day.

Cost per session:

- £10 per child
- £8.50 per child for siblings

(A minimum of one session per week is required.)

Important Information:

Fees must be paid termly in advance.

If you are interested, please collect a form from the school office.

WEEKLY ATTENDANCE

OVERALL ATTENDANCE – **95.05%**

Week ending 17/04/2026

	Class	%	No of Pupils late	No of lates
1	Beech	98.67	0	0
2	Hawthorn	97.5	1	1
3	Pine	96.8	0	0
4	Elm	96.79	3	4
5	Sycamore	96.54	1	1
6	Hazel	95.56	0	0
7	Yew	95.36	0	0
8	Maple	95.26	2	2
9	Lime	93.6	0	0
10	Cherry	92.69	0	0
11	Spruce	92.63	1	1
12	Rowan	92.61	2	3
13	Fir	90.91	0	0

The whole school attendance is **95.05%** this week, which is **Below** the school average of **96%** but **Above** 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.

SIGNS OF THE WEEK



SCHOOL OFFICE



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YEAR 4 BIKABILITY

29 of our Year 4 pupils took part in Level 1 Bikeability sessions this week led by Cycle Confident. It was fantastic to see the children develop their balance and coordination to be able to ride a bike. Something which they were unable to do at the start of the training. The children were determined to learn to ride and showed dedication and perseverance during their sessions. The trainers commended the children on their excellent behaviour and listening skills. Well done to our pupils who have now mastered a new life skill.



READATHON

Thank you to everyone who took part in the Readathon, as a school we raised a fabulous **£210.00**. We hope that you enjoyed taking part in the reading challenge and are inspired to keep on reading.



YEAR 6 BENTLEY PRIORY MUSEUM

On **Thursday 16th April**, our Year 6 pupils visited Bentley Priory Museum. They had a wonderful day, engaging in a practical workshop which focused on plotting the Battle of Britain. The children were able to explore and handle a range of artefacts - even being able to sit in a Spitfire. The children learned about the role of the pilots and used fact files to discover more about them and what country they represented as not all pilots were from Britain. It was a great trip and really encouraged children to think strategically in a collaborative way.





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LEARNING AT CEDARS MANOR SCHOOL

Nursery

We have been learning: about different modes of transport. We have read the story 'Mr Gumpy's outing' and have sequenced the animals that go onto the boat.

You can help at home by: On the way to school, get the children to spot different types of transport. For example, a bus, cars, trucks, coach, train, bicycle and motorcycles.

Reception

We have been learning: about healthy and unhealthy foods. We have been reading 'Supertato'.

You can help at home by: trying different fruit or vegetables.

Year 1

We have been learning: about making arrays in math

You can help at home by: encouraging your child to use everyday objects (like toys or food) to make rows and columns and talk about how many altogether.

Year 2

We have been learning: about the introduction of fraction

You can help at home by: using everyday objects to show halves and quarters by physically splitting items and labeling the equal parts. Ask questions like "Which is one half/ quarter?"

Year 3

We have been learning: about what plants need to survive

You can help at home by: discussing the needs living things have and what might happen if they did not have these

Year 4

We have been learning: about sound in Science

You can help at home by: asking children to observe or explain what 'vibrates' when touched or used.

Year 5

We have been learning: about how to calculate the perimeter of different shapes in maths.

You can help at home by: using different tools that you have around the house to measure length and height of objects.

Year 6

We have been learning: that it is important to take care of our mental health.

You can help at home by: talking about understanding emotions, coping with challenges and what we can do when we feel mentally well.

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!

What Parents & Educators Need to Know about APP & PLAY STORES

WHAT ARE THE RISKS?

Since the introduction of Apple's App Store and Google's Play Store, an estimated two million apps have been made available on each. Ofcom's 2025 media use and attitudes report states that more than half of children aged between 3 and 7 use apps or sites to communicate with each other, and, by the ages of 10 to 12, 45% of children are playing games on their mobile phones. This guide will help you ensure that children use the app stores and their content safely.

MALICIOUS APPS WITH MALWARE



Although Google and Apple must approve the apps on their official stores, inappropriate content sometimes slips through the net. For example, in 2025, the security company Kaspersky found that multiple iOS and Android apps contained screen-reading software, primed to look for passwords and stealing crypto-wallet recovery phrases captured in screenshots.

UNOFFICIAL COPYCAT APPS



Both official app stores contain copycat apps – often games – designed to look like popular rivals, mimicking their branding, layout and logos. While these will usually just offer a poor experience packed with ads as a quick money-making exercise, they're also more likely to be vessels for malware than the products they're counterfeiting.

INAPPROPRIATE CONTENT



As the App Store and Play Store are for all ages, there's a lot of content available that's inappropriate for children. Examples include apps that have references to alcohol, drugs, sex, violence or gambling. In general, these are sensibly age-rated, but social media sites such as YouTube and TikTok, which both have an App Store age rating of 12+, can be gateways to adult material.

PREDATORY IN-APP PURCHASES



App-making is a business, and most creators have found that 'freemium' software is the way to make money. That means the app will be free initially but will either require the user to watch ads or rely on them making in-app purchases. Some 'free' apps can be predatory, and there are plenty of examples reported where parents have racked up huge bills on behalf of their children's app activity.

ADDICTIVE BY DESIGN



Phone addiction is fast becoming recognised as a real concern, and apps are a big part of this. Freemium apps have a real incentive to keep children checking in every day in order to generate more ad views or secure extra in-app purchases. This can interfere with schoolwork and other offline hobbies.

SIDELoaded BANNED APPS



'Sideloading' – the more complicated practice of installing applications on a device from sources other than the official app stores – bypasses Google's and Apple's security procedures; however, it is possible for tech-savvy users. This opens up huge risks – not just apps that would be forbidden by Apple and Google, but pirate ones packed with malware too.

Advice for Parents & Educators

ACTIVATE PARENTAL CONTROLS FOR APPS



Both Google and Apple have apps that can give adults greater control over children's phone activity. 'Screen Time' (iPhone) and 'Family Link' (Android) have a range of features, such as letting you set age-related restrictions on the app stores, require permission to download an app, set daily time limits on specific apps, and control real-world spending.

DO YOUR RESEARCH



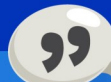
If children ask permission to download an app, do your due diligence and research it. Read the app summary and search the internet for reviews and discussions to establish its legitimacy, safety and appropriateness – if it doesn't seem to be appropriate, look for safer alternatives instead.

LOOK BEYOND THE REVIEWS



App store reviews are helpful, but they are easily gamed, and some unscrupulous developers will pay for quick reviews to give their work perceived legitimacy. Take more than a cursory glance at listings by digging out the one- and two-star reviews and looking closely at the developer – for example, if they've published a lot of unrelated apps, that's a red flag.

TALK TO YOUR CHILD



Talk to children and make sure they're aware that apps can be risky. As part of a wider talk about internet literacy, ensure they don't download apps outside of the official channels, nor grant apps permission to access their camera, microphone, or photos without a good reason. Make sure they understand that in-game currency costs real-world money.

Meet Our Expert

Alan Martin is an experienced technology journalist who has written for the likes of Wired, TechRadar, The Telegraph, The Evening Standard, The Guardian and The New Statesman.



#WakeUpWednesday

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