



email: admin@broombarns.herts.sch.uk

Reminder - If you need newsletters or policies translated, please contact the office.

The following dates are a small fraction of the term and diary dates the school have arranged. Please check our website for future dates, events, Insets and term dates: [Broom Barns Primary School » Diary Dates](#)

Fri 9th May 2025	Year 4 Trip to West Stow Anglo Saxon Village
Fri 9th May 2025	Year 5 Trip to Hertfordshire Zoo
Mon 12th May 2025 - Thu 15th May 2025	KS2 SATS
Mon 12th May 2025 - Fri 16th May 2025	Year 5 Bikeability
Fri 16th May 2025 – change of date	Non-Uniform for a Tombola Prize
Fri 16th May 2025	Nursery and Reception Sports Day
Tue 20th May 2025	Y3 Swimming Last Lesson of the Year
Fri 23rd May 2025	Children finish for Half Term at 3.20pm
Fri 23rd May 2025, 9:30am - 11:00am	Y1 to Y6 Sports Day
Fri 23rd May 2025, 2:00pm - 3:00pm	Colour Run
Mon 26th May 2025 - Fri 30th May 2025	Half Term
Mon 2nd June 2025	Inset Day – school closed to children
Tue 3 rd June 2025	Children return to school



Young Voices is back celebrating 30 years

Key Stage 2 children (Years 3, 4, 5 & 6 Sept 2025)

Young Voices is a large concert event that takes place once a year, where school choirs come together to form the largest children's choir. The event takes place at London O2 Arena and parents are welcome to attend on the evening. We can only take **30 children** to the concert so it will be on a **first come, first served basis**. To sign up please go to your Arbor app. The total cost per child will be £50 if 30 child attend. For more information, please see the email sent 25th April.



Nursery September 2025

Please note - Parent/Carers with children born between 1st September 2021 and August 2022 should apply now for a Nursery place at Broom Barns.

Apply now online at - <https://broombarns.herts.sch.uk/our-school/admissions-transition/nursery-admissions/>

Thank you.



Paid for by the School

MC Grammar visited the school 25th April 2025.

The children enjoyed his story and had a fantastic time whilst rapping with MC Grammar. Some of the staff completed in a rapping contest too!

In addition to being a rapping teacher, he is also an English advisor from London. To find out more please visit his website; [MC Grammar | Home | Music & Lessons | England](#)

Take a look on our Instagram site for some of the photos and film clips.

School App Messages

Please be aware that the school office does not see the thread of messages. This means if you send a reply e.g. 'Yes' or 'I can', we will not know what you are referring to as the original message could have been sent by any member of staff, but the replies come to the school office.

When replying to a message please include some context e.g. 'Yes, I can meet Mrs Robinson at 3pm' so we can pass your message on to the relevant member of staff.

Thank you.

Free School Meals - Reminder

Please note that the process of ending the protection of FSM eligibility from Universal Credit began on the Tuesday 1st April 2025.

Any pupil with a start date for FSM after 31st March 2025 will not be protected from Universal Credit and can be assigned an end date for FSM depending on their circumstances.

Any pupil with a start date for FSM between 1st March 2018 and 31st March 2025 (inclusive) will continue to be protected from Universal Credit until the end of their current phase of education, e.g. primary in Year 6 or secondary in Year 11, at which point they can be assigned an end date for FSM depending on their circumstances.



Can You Help?

Do you have any of the following items that your child has grown out of that you can donate to the school?

We need;

- age 3 to age 10 - joggers,
- age 3 to age 7 - pants/knickers,

We do not need tops at the moment thank you.

GOOD CONDITION ONLY PLEASE.



All clubs are charged in advance. Clubs are non-refundable if a child misses a session or drops out. If for any reason the school has to cancel a club you will be refunded for that session. **Please check individual clubs for the dates they will be running.**

Important please note:

1. A Late Collection Fee will be charged if your child/ren are not collected from clubs. Please see our Failure to Collect a Child and Late Collection Policy.
2. All children must be collected and signed out of the clubs by a **known adult** between October half term and February half term. Year 5 and Year 6 pupil will only be allowed to walk home from clubs after February half term until October half term with written parental permission.
3. Children will only be offered a place at a club once payment has been received.
4. Any clubs run by outside agencies will charge their own fees as they are not set by the school.



Reporting Absences

Recording an absence for your child is now quick and simple This system replaces sending app messages or emails regarding absences.

How to record a daily absence, click on:

1. Go to the home page of the Arbor app,
2. Click on the orange Quick Actions tab,
3. Click attendance,
4. and on the right-hand side you will see a green box, click 'Log Absence'.

<https://support.arbor-education.com/hc/en-us/articles/19947254592029-Logging-absences-on-the-Parent-Portal-and-Arbor-App>

Statutory Attendance Support Team Penalty Notice Fines – Sept 2024



Helping Parents understand Penalty Notice Fines for School Attendance

From 19 August 2024, there is a National Framework for Penalty Notice Fines being issued for unauthorised absences recorded by schools.

National Threshold

A single consistent national threshold for when a Penalty Notice **must** be considered by **ALL** schools in England, this is:

- 10 sessions (usually equivalent to 5 school days) of unauthorised absence within a rolling 10 school week period.
- These sessions do not have to be consecutive and can be made up of a combination of any type of unauthorised absence.
- **For example**, a 5-day unauthorised leave of absence would meet the national threshold.
- The 10-school week period can span different terms or school years.

Who may be fined?

- Penalty Notice Fines are issued to each parent who allows their child to be absent without authorisation from school.
- **For example**, 3 siblings absent for unauthorised leave during term-time would result in each parent/carer receiving 3 separate fines.

Definition of Parent

- Section 576 of the Education Act 1996 states that, in relation to a child or young person, a 'parent' includes any person who is not a parent (from which can be inferred 'biological parent') but who has parental responsibility for or care of the child.
- Parent refers to a person who typically has care of a child or young person if the child lives with them either full or part time and they look after them, irrespective of what their biological or legal relationship is with the child.

First Offence

The first time a Penalty Notice is issued for unauthorised absence, the fine amount will be:

- £80 per parent, per child if paid **within 21 days**.
- If **not paid within 21 days**, the fine will increase to **£160 per parent, per child**, payable between the 22nd and 28th day.

Second Offence (within 3 years)

The second time a Penalty Notice is issued for unauthorised absence, a reduced rate is not available. The amount therefore will be:

- £160 per parent, per child – payable within 28 days.

Third Offence and Any Further Offences (within 3 years)

The third time an offence is committed, a Penalty Notice **WILL NOT** be issued, and the case will be presented **straight to the Magistrate's Court**:

- **Prosecution** can result in **criminal records** and **fines of up to £2,500**.
- Cases found **guilty** in a **Magistrates Court** can show on the parent's future DBS (Disclosure and Barring Service) certificate (Disclosure and Barring Service) due to a **'failure to safeguard a child's education'**

10 WAYS GAMING CAN SUPPORT POSITIVE OUTCOMES in Children and Young People

Gaming, of course, is phenomenally popular with children and young people. In 2021, for instance, more than three-quarters of teenagers played online games, with almost 70% of primary school aged children doing likewise. If enjoyed in moderation and supported by a healthy routine (staying hydrated, good sleep habits, taking breaks and so on), gaming can actually benefit a person's mental health. As long as we stay alert for potential risks, games can be much more than what we see on the surface: they can be a way to socialise, an avenue for creativity and a route to solving problems. Check out our top ten tips on how gaming online can sometimes work to your child's advantage ...

THE FEEL-GOOD FACTOR

Gaming is so popular because at the base level, it's enjoyable for the player. Succeeding in any game or contest releases dopamine in our brains: the feel-good chemical that makes us happy or excited. Those emotions can be incredibly beneficial for mental wellbeing – as long as young players don't become reliant solely on playing video games to make themselves feel happy.

ACHIEVEMENT & PRIDE

A sense of achievement is incredibly important to all of us and can be particularly valuable to someone who's feeling unhappy or distracted. It's easy to get caught up in our thoughts, which can sometimes take a negative turn. So even achieving something small – like finishing a difficult level in a Mario or Sonic game – can feel like conquering Everest and give us renewed optimism.

SOCIAL SALVATION

Gaming can be an incredibly social activity. When playing online with trusted friends, what usually start out as chats specifically about the game can often develop into conversations about school and life. Even if they've had a bad day, simply knowing that a friend is there, on the other end of their headset, can provide young gamers with a sense of security and some welcome laughs.

TEAMWORK MAKES THE DREAM WORK

In many online games, teamwork is crucial to winning. Often, people who are struggling with their mood tend to feel like they fail or let others down a lot. Working as a team with trusted friends or family in a game can reinforce a young person's self-importance: striving for a common goal and succeeding together can remind them that they're an integral part of something bigger.

REAL-WORLD RELATABILITY

Because many major releases are shooting or action games, when some people fear "gaming" they think of guns, explosions and violence. What's less recognised is how many titles explore relatable issues such as overcoming anxiety or coping with grief. These games allow young players to understand their emotions more deeply and realise they aren't alone in how they might be feeling.

A DIGITAL COMFORT

Video games can provide a reliable constant. No matter what happens in school or between friends, playing a favourite game is something that youngsters can look forward to all day and can help them de-stress. Let's not forget, games are fun – and, when approached safely, an interactive activity in which the player has a degree of control over what happens next can feel immensely reassuring.

PROBLEM-SOLVING PRACTICE

It can be difficult for young people to handle the feeling that nothing is going right or that their problems are insurmountable. Gaming can help alleviate that by presenting challenges to be overcome, either solo or alongside trusted friends. Defeating a powerful monster or solving a tricky puzzle reminds young gamers that even the most daunting obstacles can be faced and conquered.

THE GREAT ESCAPISM

A certain amount of escapism is fabulous – allowing us to temporarily park some stress while exploring a world other than our own. For children, gaming can be like reading a novel or watching a film: a moment in the day when the fantastical becomes real, firing their imagination and immersing them in a story. Who wouldn't want to venture to the stars? Or battle monsters to save the planet?

TRIED & TRUSTED

There can be reassurance in repeating tasks. It often promotes a controlled outcome, which is ideal when life feels overwhelming or out of control. Replicating an experience, such as playing the same level of a game over and over to perfection, gives the player a sense of control and familiarity. It's like listening to a favourite song that always makes you feel happy or confident.

ENCOURAGING CREATIVITY

Inventiveness is a huge part of many modern games: in Minecraft and Roblox, for example, players regularly dream up amazing structures or new ways to play. Using our imagination to create something (whether digitally or physically) is massively beneficial for the brain; that's why Lego is sometimes used in the medical sector as both a stress reliever and a brain injury rehabilitation tool.

Meet Our Expert

Daniel Upscombe is a writer who specialises in technology, video gaming, virtual reality and VR/3D. Author of 16 guidebooks for children on games such as Fortnite, Apex Legends, Valorant, Roblox and Minecraft, his work has also been published in the likes of PC Gamer, Kotaku, Pocket Gamer and VG247.



NOS National Online Safety
#WakeUpWednesday

Source: <https://www.vocm.org.uk/2021/07/21/10-ways-gaming-can-support-positive-outcomes-in-children-and-young-people/>