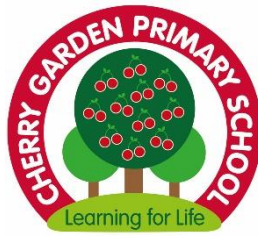


Newsletter

Week Ending: 26/06/2026

Term 6 - Issue 4



www.cherrygardenprimary.co.uk

Headteacher's Message

It has certainly been a scorching week this week, and we hope that our Cherry Garden families have been able to enjoy the sunshine (safely) in small doses. A huge thank you to all of the staff for the adaptations they have made to ensure that children have been able to enjoy their break and lunchtimes safely.

We are looking forward to welcoming our families to Sports Day next Tuesday and hope that you will enjoy the 'added extras' that we have included this year.

Reception and Key Stage 1 Trip

On Monday, Reception and KS1 went on a trip to Bristol Zoo Project. Despite the heat, lots of animals came out to see them including some cheeky gorillas, tall giraffes and bears. They even sang to some geladas! As always, the children represented the school brilliantly, demonstrating all of the school values. A huge thank you to Miss Harbury for organising the trip and all of the staff and parents/ carers that went along to help.



Lunchtimes this Week at Cherry Garden

This week, we have utilised our wonderful Magic Forest during lunch times to ensure that children have been provided with plenty of Shade and have been encouraged to slow down (and cool down).



Bitton in Bloom

This week, we invited the 'Bitton in Bloom' judges into Cherry Garden to see our offerings. They were very impressed with all of the lovely floral features of our school and particularly enjoyed taking a look at all of the work that has taken place in The Magic Forest.



A reminder of Sports day arrangements

Please see below a reminder of timings:

Key stage 2 (Years 3 - 6)

9:30am – 12:30pm

- 9:15 – 9:30: Briefing and transition to the field
- 9:30 – 9:35: Opening announcements and welcome
- 9:35 – 10:40: Main carousel activities
- 10:40 – 11:00: Break (refreshments available from the PTA)
- 11:00 – 11:45: Races
- 11:45 – 12:15: World Cup penalty shoot-out
- 12:15 – 12:30: Finish, awards and return to class

Key Stage 1 and Reception (Reception, Year 1 and 2)

12:45pm – 3:10pm

- 12:30 – 12:45: Briefing and transition to the field
- 12:45 – 12:50: Opening announcements and welcome
- 12:50 – 14:00: Main carousel activities
- 14:00 – 14:10: Break (refreshments available from the PTA)
- 14:10 – 14:40: Children's races
- 14:40 – 15:00: World Cup penalty shoot-out
- 15:00 – 15:10: Finish, awards and return to class

Year 3 History

Year 3 have been mummifying oranges this week! As part of their 'big question' How do Civilisations Grow? the children have been learning all about Ancient Egypt. It's safe to say that the children had a fantastic time and their room was the best smelling in the school by the end of the day!



Term Dates 2026 – 2027

Term 1	Thursday 3 September 2026	Friday 23 October 2026
Term 2	Monday 2 November 2026	Friday 18 December 2026
Term 3	Monday 4 January 2027	Friday 12 February 2027
Term 4	Monday 22 February 2027	Thursday 25 March 2027
Term 5	Monday 12 April 2027	Friday 28 May 2027
Term 6	Monday 7 June 2027	Friday 23 July 2027

Inset days: September 3rd and 4th 2026, November 2nd 2026, January 4th 2027

April 12th 2027 (Please note this is an additional date added by the Trust), June 7th 2027



DIRECTORY

A huge thank you to all our directory sponsors whose generosity helps us to keep all of our clubs free for all children.



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Dates For Your Diary

Tue 30/06/26	Sports Day (KS2 am; KS1 pm)
Thurs 2/7/26	5pm 'The year in summary and the year ahead' – family information evening with the Senior Leadership team
Mon 06/07/26	Year 6 performance to BPWG
Wed 08/07/26	Year 6 performance to families
Fri 10/07/26	PTA Games Afternoon and Summer Fair
Mon 13/07/26 and Thur 16/07/26	Transition days (children spend the day with new teachers in new classrooms)
Thur 16/07/26	Year 6 Leavers' Event (for Year 6 children) after school
Fri 17/07/26	Final Celebration Assembly of the year
21/07/26-9:30	Year 6 Leavers' Assembly at 9:30

RAFFLE TICKETS



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ME



THEATRE
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Be weird
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THIS YEAR WE ARE USING
AN ONLINE PLATFORM
FOR PURCHASING RAFFLE
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DRAW WILL TAKE PLACE AT THE SUMMER FAIR
FRIDAY 10TH JULY, 5.30PM



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What Parents & Carers Need to Know about VIRTUAL REALITY

WHAT ARE THE RISKS?

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.

PREMATURE EXPOSURE

13+

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 flailing 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 gmr3.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.



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