



Lowerhouse Junior School Newsletter

Friday 2nd October 2026



At Lowerhouse Junior School, we build everything we do around our four key values of

Aspiration, Integrity, Resilience and Respect

Our School Motto is '*Inspiring a lifelong love for learning.*'

Dear Parents and Carers,

A huge well done to all our children for another wonderful week of learning at Lowerhouse!

It has been fantastic to see so much enthusiasm across school. We have enjoyed some incredible writing in English, exciting investigations in science and brilliant sportsmanship during PE lessons and our after-school clubs. We have also seen wonderful creativity in art, from impressive digital artwork to some fantastic sketching.

We are incredibly proud of the hard work, enthusiasm and creativity our children continue to show each week. Well done, everyone!

Mrs H Marsden

Deputy Headteacher

The School's Attendance

Target is 96%

Class	Attendance
Elm	92.6%
Willow	94.3%
Maple	87.8%
Rowan	93%
Chestnut	94.1%
Oak	94.7%
Ash	99.3%
Sycamore	93.3%
This week's winners are... Willow and Ash	

Headteacher's Value of the Week – RESPECT

Yr3 Elm

Bobby

Yr3 Willow

Jayden

Yr4 Maple

Arthur

Yr4 Rowan

Ella

Yr5 Chestnut

Sophie

Yr5 Oak

Louis

Yr6 Ash

Miya-Lilly

Yr6 Sycamore

Qandeel



Class Dojo Winners



Lower Juniors

Willow

Upper Juniors

Ash



Stars of the Week



Yr3 Elm

Essie

Yr3 Willow

Holly

Yr4 Maple

Riley-Rose

Yr4 Rowan

Maddie

Yr5 Chestnut

Maisie

Yr5 Oak

Seth

Yr6 Ash

Tiffany

Yr6 Sycamore

Jensen-James



Maple Winner

Harvey

Rowan Winner

Lilly-Mae

Football Team Success

A huge well done to our school football team, who put in a fantastic performance in a closely fought **4–3 defeat against Rosewood.**

The team represented Lowerhouse brilliantly, showing respect, teamwork and wonderful sportsmanship throughout the match. We are incredibly proud of the way they supported one another and demonstrated such a positive attitude. Well done, team!



Learning across the school:

Digital Creativity in Year 3 Elm

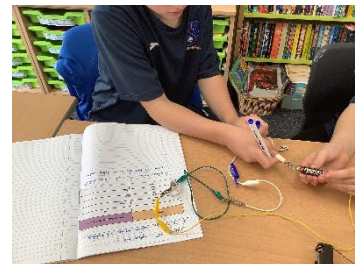
Year 3 Elm have been exploring how digital devices can be useful and creative tools. The children created their own paintings using the iPads before challenging themselves to recreate their digital designs using paints. What a fantastic way to combine computing and art – we were so impressed by their creativity and wonderful artwork!



Super Scientists in Year 5 Oak!

Year 5 Oak have been busy investigating **electrical conductors and insulators** in their science learning. The children tested a range of different materials to discover which allowed electricity to flow through them and which acted as insulators.

A fantastic hands-on investigation with lots of brilliant scientific thinking and discussion. Well done, Year 5!



Dates for The Diary

14th September – Yr6 PGL Parent Meeting (5:30pm)

16th September - MHST Children's Mental Health in Digital Age Yr6

24th September – Non-Uniform Day Macmillan Cake Sale Donations

24th September – European Day of Language

24th September – Yr5/Yr6 Football Festival @ Broadfield

25th September – Macmillan Coffee Morning Cake Sale (School Council)

5th-7th October – Yr6 PGL Residential

9th October – **Hello Yellow Day** (YoungMinds) Non-Uniform

13th October - Year 3&4 OAA Bonanza TBC

21st October - Panathlon Ten Pin Bowling Competition @ Discobowl



Maths Problems of the Week – Yr6

Use the digit cards to make the calculation correct.
Each card can only be used once.

	0	1	2	3	4	5	6	7	8	9
+										
	3	1	7	•	3	6	7			

Picture News & British Value!



Which British value do you think this week's story highlights?



Individual Liberty is highlighted because people should have the freedom to express their ideas, experiences and stories however they choose.

The Bayeux Tapestry shows how stories can be understood and represented in different ways, highlighting Mutual Respect and Tolerance.



Do you agree with either person, or think something different?

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Staff Shout Out

Each week we like to celebrate our amazing staff and the hard work they put in for everybody at school. Our winner this week is **Mr Cosgrove and Mr Calcutt**



for being a wonderful help for Miss Lee when moving furniture

around the classroom.

Lowerhouse Junior School Facebook

Follow the link below to like and share our school Facebook Page.

<https://www.facebook.com/share/12FgqYkUfLH/?mibextid=wwXlfr>



What Parents & Carers Need to Know about LOOT BOXES

Marketed as increasing a player's enjoyment of a game, loot boxes are usually purchased or given as rewards. When opened, they unlock items for use in the game, such as better weapons or new characters to play as. Loot boxes feature in many games and are therefore available to various age groups. They have often been criticised for emulating gambling: the odds of unlocking certain items can seem astronomical, while the money being spent is often high compared to the potential reward. It's imperative that trusted adults understand the risks that loot boxes can pose.

WHAT ARE THE RISKS?

MOUNTING COSTS

Loot boxes can be bought with in-game currency or earned as rewards for completing tasks – but many of them are paid for with real money. Prices vary from game to game, and purchases can stack up quickly. It's easy for children to overspend on loot boxes, especially if they really want the item on offer – a recent study found that 31% of young gamers were unaware loot boxes actually had a cost at all.

POTENTIAL ADDICTION

The sense of anticipation, and the feeling of joy when unearthing a rare or badly wanted item, can make opening loot boxes very addictive. As the boxes give out semi-random items which vary in usefulness or rarity, players often end up striving for the less common items – as well as chasing the 'buzz' of finding one. Loot boxes can be compared to scratch cards, delivering similar highs and lows.

NORMALISING GAMBLING

Because loot boxes cost money for the chance – but no guarantee – of scooping a big reward, it's easy to see the link to gambling. Players spend a set amount of money, with no idea of what they'll get in return once the loot box is open: it could be the best item in the game, or the worst. Many games are beginning to phase out loot boxes completely to avoid breaking local gambling laws.

ADVANCED SCAMS

Most games don't let players trade the items they get in loot boxes, but a few titles do allow exchanges with other players. This could lead to young gamers being tricked or harassed into trading items they paid for or won fairly. Rare items from some games can be quite valuable and are bought and sold on the 'grey market', using external sites – leaving children vulnerable to being scammed.

Advice for Parents & Carers

CONSIDER THE ODDS

It's a smart move to check the odds on the items in the loot boxes, to see how hard it is to find a particular reward. Show your child and explain to them whether it's likely (or not) that they'll find the item they want inside the box. Of course, there's a sizeable element of chance – but if an item says it's likely to drop once out of every 10,000 boxes, it's wise to adjust your child's expectations.

RESTRICT SPENDING

Even if you're happy for your child to purchase loot boxes, it's safest to restrict how much they can spend. Options include adding a temporary payment method, or making sure they ask permission first. If a credit or debit card is linked to the gaming account, excited young players could soon run up an eye-watering bill. Ensure your child recognises how much each box costs and understands that they're using real money.

USE PARENTAL CONTROLS

Most video gaming consoles, as well as the individual games, allow parents and carers to place purchasing restrictions on the child's account. This is an effective way to avoid overspending or prevent children from buying any loot boxes in the first place. Not all games offer this feature, so it's best to investigate your options on each new game before your child starts playing it.

DISCUSS THE RISKS

Be open with your child about how much loot boxes (and individual item purchases) cost and how the system works, in terms of probability. If a child realises it's unlikely they'll get that rare reward, they may prefer to spend their money on a guaranteed item – like a skin in the online store – instead of gambling on a loot box. Outline how other people might try to exploit online trading systems to steal their valuable items.