



St Mary of Charity Primary

Weekly Newsletter

Friday 23rd October 2026

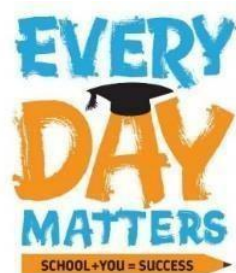


Telephone: 01795 532496

Email: office@smcs.aquilatrust.co.uk

Website: www.smcschool.co.uk

Attendance



EYFS Hamilton	Year 1 Donaldson	Year 2 Anning	Year 3 Malala	Year 4 Hockney	Year 5 Rosen	
96%	98%	92%	87%	92%	94%	91%
Year to date: 96.3%		This Term: 96.3 %			Target 96%	

Dear Parents and Carers,

We have reached the end of the first term of this year, it has been busy, successful and long and I know that all the children and staff are looking forward to a relaxing half term. I have been so impressed with how well all the classes have settled this term and everything that they have achieved.

Harvest Festival

A huge thank you to all of the parents and family members who braved the wet and windy weather to join us at church for our Harvest Festival today. It was wonderful to come together as a school community to celebrate this special occasion and reflect on our school values. It is always so lovely to hear the church full with the children's singing. Thank you all for your harvest donations, I know that these will be gratefully received by Faversham Foodbank.

Year 3 Curriculum Revue

It was also a pleasure to welcome parents to our Year 3 Curriculum Revue on Thursday. The children were incredibly proud to share their learning from this term, and it was lovely to celebrate their achievements together. Thank you to those parents who stayed afterwards for the workshop, where we shared information about the transition from Key Stage 1 to Key Stage 2 and what this important next step in your child's education looks like. This was our first ever curriculum revue and all our other classes will also complete one during the year.

School Council and House Captains

This week I held my first School Council meeting of the year with our newly elected School Counselors and House Captains. We enjoyed some very interesting discussions and it was wonderful to hear the children's views about life at SMC.

The children spoke positively about many aspects of school, including:

- How staff help them to learn and succeed.
- How they feel listened to and valued.
- The friendships they have across the school.
- The opportunities they enjoy such as school trips and enrichment days.
- The range of playground games and facilities available to them.

The children also shared ideas about things they would like to see developed further. Many suggestions centred around having school or class pets, more non-uniform days and additional whole-school celebration events. We are looking forward to working with the School Council throughout the year to explore some of these ideas and continue developing our school community together.

Homework Reminder

We have recently received a small number of queries regarding homework arrangements in school. I would like to take this opportunity to remind parents that a letter outlining our homework expectations was sent home on 18th September. This included a link to the school's Homework Policy, which can be found on our website.

Children are given one week to complete homework tasks and are supported through our lunchtime Homework Clubs, which take place every Monday and Thursday. These sessions provide an opportunity for children to complete homework in school should they need additional support or time.

As outlined in our policy, children who do not complete homework will lose a Dojo point per subject.

And finally, I would like to thank all of our pupils, staff and families for their hard work and support this term. Next term is always a busy one so please read the calendar dates carefully for all upcoming events in school on the lead up to Christmas

I hope you all enjoy a restful and enjoyable half-term break. We look forward to welcoming the children back to school on 9th November.

Yours sincerely,



Mrs Rowley-Jones

Headteacher

WRITING COMPETITIONS FOR CHILDREN & YOUNG ADULTS

SUBMIT A STORY OR POEM
UP TO 500 WORDS

THREE ENTRY LEVELS:

- YEARS 3-6
- YEARS 7-10
- YEARS 11-13

1ST PRIZE: £30 BOOK TOKEN

2ND PRIZE: £20 BOOK TOKEN

Plus the winning entry from each group will
win £100 worth of books for your school
library or a nominated book charity

Deadline for entries: 15 January 2027



FAVERSHAM
LITERARY
FESTIVAL

Entry to the competition is free.
To enter you must be living within or
attending a school within the
Faversham postcode area.

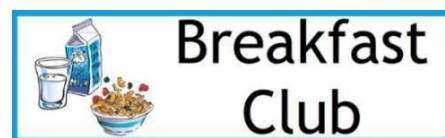
Entries can be submitted
through participating schools
or sent direct to Faversham Literary
Festival:

info@favershamliteraryfestival.com

All entries must include the entrant's
name, age, and your school or your
home postcode

www.favershamliteraryfestival.org

**PLEASE
NOTE..**



We run our own **Breakfast Club** and **After School Club**; spaces for these need to be pre-booked at least 24 hrs in advance using the MCAS App. Please contact the school office if you need support booking a place for your child.

Breakfast Club: 7:30am-8:35am

After School Club: 3:15pm- 6pm (with a 4pm, 5pm & 6pm collection option)

Please note: If you wish to collect after 5pm, we require 7 days' notice. Contact the office via email or phone to book a 6pm slot.



Caution

Please take care on school site, no parking or driving in pedestrian areas and ensure that groups of parents do not block entrances/pathways into the school.

We have had to make the decision to ban the use of school bikes after school and these were not being cared for or supervised adequately. Children are not allowed to ride bikes on the playground after school. Please ensure that your child does not do this.

Children need to bring a water bottle into school daily. This should be filled with plain water only unless your child has a medical condition that necessitates a different type of fluid. The children have opportunities to refill their bottles throughout the day and are reminded to do so.

Due to the changing nature of the weather children are required to have a waterproof coat with them each day. We always try to get outside regardless of the weather. We also recommend your child having wellington boots in school for access to the grass and mud kitchen areas when it is wet.

**Don't
Forget!**

This week in Worship

This week in worship we focused on Harvest and our school values. Thank you for all joining us at our Harvest festival.



COLLECTIVE CELEBRATION

**GLORIA, JJ, JAX, THEA,
LOUIS, DARCI, PIPER-MAE,
RAMONA, ROBYN, FINLEY,
LEO, JAYDEN, JEROME,
ELLIS, FREDDIE, JOSHUA,
IMOGEN, RUNA, ZAMIRA,
NATHANAEL, ADA, NOAH
AND ALL OF YEAR 3**



IMPORTANT ANNOUNCEMENT

INTERNET SAFETY

This week's poster is about **How Gaming can support Positive outcomes**. Please continue to monitor your child's online behaviour and access. If you need help with a specific app we have not highlighted yet, please talk to Mrs Ling.

ATTENDANCE



If your child is poorly and unable to come to school, please ensure that you inform the office via telephone or leave a message on our answer phone.

You **MUST** phone in before 9.10am.

DROP OFF

Can we please remind parents that school gates shut at **8:45am**. If you arrive late, please drop off your child/ children at the school office.

For safeguarding reasons we do not allow parents/carers to drop off their children to their classes.

MAIN ENTRY

**ALL VISITORS
MUST REPORT
TO THE
SCHOOL OFFICE**



We would politely ask all parents/carers to supervise your child carefully during drop off and pick up. Ball games are not permitted before school as this poses a risk to other children, please do not allow your child to play with a ball anywhere on the school site before the start of the school day.

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 hear "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 Lipscombe is a writer who specialises in technology, video gaming, virtual reality and Web3. Author of 15 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.



Source: https://www.ofcom.gov.uk/_data/assets/pdf_file/0024/234809/childrens-media-use-and-attitudes-report-2022.pdf

NOS National Online Safety®
#WakeUpWednesday

REMINDER

The School Gate

Please be mindful of other children and parents at the school gates. The front of the gates can become a very crowded place and we want children to have ease entering the school in the morning. Please encourage your child to walk through the gates on their own and do not stand in groups talking where you potentially block the entrance. It is intimidating for children to walk through adults into school.

HEALTHY LUNCHES



We promote healthy eating at St Mary of Charity Primary School and would appreciate parents adhering to the healthy eating guidelines as below:

Sweets: Please do not pack sweets or chocolate bars.

Drinks: children under 5 receive free milk with their snacks and water is available for everyone whenever they want to drink. Please do not send in fizzy drinks with your child's packed lunch.

Nut Free: Please be aware that we are becoming a nut-free school. We now have children in school who have potential life-threatening nut- allergies which can be triggered by direct or indirect contact with nuts in the environment. To keep our children safe, we request that parents please find a nut-free alternative. This also includes NUTELLA or any CHOCOLATE spread.

Thank you for your co-operation.



SCHOOL DINNERS –

Dinner Money cost £3.10

Please be reminded school meals are to be paid for in advance.

WRAPAROUND CARE: Both Breakfast and Afterschool club bookings are placed under this tab and payments need to be made when you book your session for your child. *This is done to avoid any payments not made.*

Please be reminded to clear out any outstanding balances under individual accounts of your children.

**NO NUTS OR NUT
PRODUCTS ALLOWED
IN SCHOOL**



Dates for your Diary



Term 2	
Date	Event
9 th November	Start of Term 2
10 th November	Year 4 Egyptian Day
11 th November	Kent Fire & Rescue Fire Safety talks for each class PGL Presentation for Year 5 Parents – 3.15pm
13 th November	Children In Need
16 th – 20 th November	Anti-Bullying Week MOCK SATS Year 6 Book Fair in School
17 th & 19 th November	Parents Evening 2.30pm – 5.30pm
25 th November	Flu Vaccine for pupils
26 th November	Planetarium Visit
27 th November	School Tours for EYFS 2027 starters
1 st December	Christmas experience at Davington Church, Year 4
3 rd December	School Tours for EYFS 2027 starters
7 th December	NCMP Year R and Year 6
9 th December	Governor Prize Giving
11 th December	Carols on the Playground
14 th December	Year 5 Curriculum assembly
15 th December	KS1 Nativity
16 th December	Christmas Lunch Day & Santa visit
17 th December	Year 6 Golden ticket award Class Christmas Parties
18 th December	Christingle Service 9.30am Last Day of Term 2pm finish

