

Issue 9, February (1) 2024-2025

Hello everyone! The teachers and I were really impressed by the large number of parents/carers who attended Parents Evening –it’s always wonderful to discuss the progress your child has made and what you can do to help them with their next steps so they can achieve their learning targets in Maths, Reading and Writing.

I look forward to seeing you at parents workshops, coffee mornings and PTA meetings. So please join us as these meetings are organised for all parents and carers so you could support your child/ren with their learning to make further progress.

Research shows that video games have become a prevalent source of entertainment, especially among children. Video game addiction has a significant negative impact on children’s attention and memory. So instead of allowing your child to play video games excessively, use memory games which would help to improve other brain functions, such as attention, concentration, focus and critical thinking skills. Please see the next page for examples of memory games to play during the holidays.

We are pleased to announce our new staff members who have joined us this term— Ms Maclaren, Senco/SRP VP, Mrs Greenacre, Welfare officer, Mrs Gupta, HLTA and Mrs Woodley, Family and Pupil Liaison Officer.

Finally, I would like to congratulate Mrs Adams on her recent appointment as Deputy Principal. She has been a staff member from the early days of Lake Farm Academy and has grown and developed her knowledge and skills to become our new Deputy Principal. Please join me in extending our warm congratulations to her. Mrs Subramaniam is now the Lower Key Stage 2 Vice Principal—warm congratulations to her as well.

Best wishes—Ms. H. Buttar

**Top Attendance for the Week
commencing 03/02/2025**

	Week Commencing 03/02/ 2025	%	Learning hours Lost
1	Year 4: Nikola Telsa	98.5%	20
2	Year 2: Badger	97.8%	30
2	Year 3: Maya Angelou	97.6%	30
2	Year 5: Katherine Johnson	97.4%	30
2	Year 6: Renzo Piano	97.3%	30
3	Year 2: Otter	96.9%	37
4	Year 2: Fox	95.6%	47
4	Year 1: Mole Class	95.1%	47
4	Year 3: Cressida Cowell	95.1%	47
4	Year 1: Rabbit Class	95.1%	47
5	Year 4: Marie Curie	94.6%	55
6	Year 5: Archimedes	93.9%	65
6	Year 6: Zaha Hadid	93.8%	65
6	Year 4: Charles Darwin	93.4%	65
7	Reception: Grasshopper Class	92.7%	75
7	Year 3: Charles Dickens	92.3%	75
8	Year 1: Squirrel Class	91.3%	85
8	Reception: Butterfly Class	91.2%	85
8	Year 6: Norman Foster	91.1%	85
9	Year 5: Maryam Mirzakhani	89.4%	105
9	Reception: Ladybird Class	89.0%	105

**Top Attendance for the Week
commencing 10/02/2025**

	Week Commencing 10/02/2025	%	Learning hours Lost
1	Year 2: Fox	98.6%	20
2	Year 2: Badger	97.0%	30
3	Year 4: Nikola Telsa	96.3%	37
3	Year 5: Katherine Johnson	96.2%	37
3	Year 3: Maya Angelou	96.0%	37
4	Year 4: Charles Darwin	95.9%	47
5	Year 3: Cressida Cowell	94.7%	55
6	Year 6: Norman Foster	93.4%	65
7	Year 2: Otter	92.9%	75
8	Year 6: Renzo Piano	91.3%	85
8	Year 1: Mole Class	91.0%	85
9	Year 4: Marie Curie	90.2%	95
9	Year 1: Rabbit Class	90.0%	95
10	Year 1: Squirrel Class	89.8%	105
10	Reception: Butterfly Class	89.7%	105
11	Reception: Ladybird Class	88.7%	115
12	Year 5: Maryam Mirzakhani	87.5%	125
12	Year 5: Archimedes	87.2%	125
13	Year 6: Zaha Hadid	86.6%	135
14	Reception: Grasshopper Class	84.8%	152
14	Year 3: Charles Dickens	84.7%	152

People who participate in brain games for a few hours a week have experienced lasting benefits. Research suggests that once people learn to have better control over their attention and mental processing abilities, they can apply what they learned from the brain games into day-to-day activities

- **improve concentration**
- **train visual memory**
- **increase short term memory**
- **increase attention to detail**
- **improve the ability to find similarities and differences in objects**
- **help to classify objects that are grouped by similar traits**
- **improve vocabulary**

Chess

The game of chess was designed to be a mentally intensive and intellectually challenging game. It requires reliance on short-term memory to fully analyze the board and create a strategy for each move. You will also have to anticipate the moves of your opponent and make sure each move works in a way to help you achieve your end goal. This action triggers your long-term memory so you are exercising both portions of your brain in a shifting pattern.



**BRAIN
GAMES**



Match Pair Cards

The aim of this game is to match pairs of cards. Click on a card in the interactivity below to turn it over. Then click on another one. If the two cards match, they will stay face-up. If the two cards do not match, they will return to being face-down.

Jigsaw puzzles

Jigsaw puzzles are effective brain training games, as they require you to work the left and right sides of the brain at once. They also reinforce the connections between the brain cells, which improves mental speed and improves short-term memory. Jigsaw puzzles reinforce visual-spatial reasoning as well, as you need to look at the individual pieces and identify where they fit into the big picture.

Sudoku

Sudoku can help improve your memory retrieval and stimulate other parts of your brain. To successfully complete this game, you are required to keep a range of numbers in your head while placing them mentally in one of the nine spaces on the grid. This game relies heavily on working memory to memorize the numbers and then uses logical thinking to figure out the next blank. Because Sudoku requires players to think strategically and use creative thinking to solve problems, it can help to increase both concentration and problem-solving skills. Players learn how to make decisions and take action with less hesitation.

Crossword puzzles

Crosswords are one of the most classic brain training games. These games can help test your vocabulary skills and draw on knowledge from history, science and popular culture. You can perform crosswords online or through gaming apps or go with the more traditional route, such as printed books or newspapers. Crosswords are often used as a cognitive exercise to delay the onset of dementia, especially when made into a regular habit. Focus on puzzles that are challenging and keep your brain engaged. Because it's possible to strain your brain, limit yourself to one challenging puzzle per day.

Rebus puzzles

A Rebus puzzle works well for improving memory and brainpower. This puzzle asks a question and then the clues to the answer are found in numbers, letters, pictures and symbols. Players must have knowledge of and be able to remember cliches and expressions to solve the puzzles.

Attendance Reminders

Lake Farm Park Academy has high expectations for every student from the moment they join our school. Children have the right to a high quality education and we provide this at Lake Farm Park Academy. High attendance is necessary to ensure that your child benefits fully from the learning opportunities on offer and to ensure they leave school having developed positive lifelong habits and as well rounded individuals.

Medical Appointments

Appointments, where possible, should be made outside of school hours or in the holiday period. This includes routine dental appointments. If this is unavoidable, your child should still attend school before or after the appointment where possible. Any session missed that was deemed reasonable to attend will be marked as unauthorised leave.

Absence Requests

Absence requests will only be considered for exceptional circumstances and these are dealt with on an individual basis.

What to do if your child cannot attend school:

Absence must be reported on a daily basis. You must contact the school (**before 9.00am**) on the first day of absence. This can be done by emailing

lfpaoffice@theparkfederation.org or by calling the school number 02085732622 option 1. Please leave the Child's name, class and the reason why they cannot attend school. If they are ill, please give a clear explanation of their condition. **For a prolonged absence due to illness, medical evidence will be requested.** This can be in the form of a prescription, medical paperwork or an appointment card/letter.



Lake Farm Park Academy

Learning, Achieving, Aspiring Together

PUNCTUALITY

How does this affect children?

If your child arrives late in school, he / she misses the teacher's instructions and the introduction to the lesson. They also disturb the learning of other students as the teacher has to acknowledge the lateness and go through the lesson with the child. Did you know how much learning children might miss out due to lateness?

Minutes late per day during school year	Equal days of teaching lost in a year
5 minutes	3.4 days
10 minutes	6.9 days
15 minutes	10.3 days
20 minutes	13.8 days
30 minutes	20.7 days

What can we do to help?

Ensure your child arrives on time. Children are able to come onto the school grounds at 8:30am or book them in the breakfast club through Get Active

Prepare for school the night before, including your book bag, lunch and uniform etc.

Punctuality is important for children to start the day well but also a good habit for life. If you need support or advice about punctuality please contact Miss. Dickerson or email

lfpaoffice@theparkfederation.org