



GWANDALAN PUBLIC SCHOOL

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Tuesday 16th June, 2015

17th June	Multicultural Public Speaking Zone Finals
23rd June	NAIDOC Day
24th June	Disco
25th June	Presentation Day Reports to go home
26th June	Last Day of Term
13th July	Staff Development Day Term 3
14th July	Students return

Principal's Report

I am sure it is the news that all the school community would like to know and we have been waiting to announce the new Principal of Gwandalan Public School. The position went to merit selection and the new Principal is Mr Todd Osland. I have invited him to our Naidoc Day and I am sure that everyone will be looking forward to meeting him. Mr Osland writes:

I would love the school to know that I am very excited about working with everyone at Gwandalan PS. I believe in high expectations and working from a strengths-based approach. I value quality relationships across the school and hope to continue the great work that is already occurring across our school. I am passionate about enhancing student-centred learning approaches so that everyone can reach their potential.



Other news from last week sees Charlotte Lowe going through to the State level for Cross Country. Congratulations Charlotte and well done to our other three representatives MJ Lowe, Ella Blundy-Edwards and Emily Bush-Charnock for their fine efforts at the Regional carnival.

This Wednesday we see our Public Speaking representatives speak at the Zone final. We wish them all the very best on the day. The representatives are: Amiah Thompson, Cameron Thurston, Daemon Titley and Joel Perrin.

School Jumper/Sloppy Joe

We have been advertising in the school office foyer a new school jumper that would be available from Lowes that is of a high quality and has the school emblem embroidered on it. We are hoping that we can include this piece of uniform in our existing range. We are seeking your support to do this. Please fill in the attached survey form about the inclusion of this piece of uniform and return this to school by Friday 26th June, 2015. We would really appreciate your feedback. The jumper would sell for \$32.00.



Safety Concern in Courtyard Area

I ask that all parents with small children (non-school aged) are thorough in their supervision of them in the Courtyard before school or alternatively from 8.40am or later, please drop your school aged child off at the gate as there is supervision for them. Many staff on duty find it difficult to supervise the K-2 students when their younger siblings are often running around, along with the hazards of the school bags. We also ask that parents not approach other children to help solve problems or issues that may arise either in the classroom or playground. If there are concerns the matter needs to be taken to the class teacher or Supervisor or alternatively the teacher on duty to deal with it. We ask for your cooperation in this matter.

Social and Emotional Learning: Suggestions for families—Part 6

Give Children Choices

To develop responsibility, children need practice in making choices that are appropriate for their age and experience level. You can help children build decision-making skills by encouraging them to explore options and helping them think through the reasons for their choices. Involving children in family decision-making (that you are in charge of) helps them develop skills for responsible decision making and encourages cooperative family relationships.

This resource is part of a range of KidsMatter Primary information sheets for families and school staff. View them all online at www.kidsmatter.edu.au

Premiers Debating Challenge

Once again our debating team worked together to put forward many valid points about the topic. They won a very close debate against Gorokan Public School, the topic was related to banning violent computer games. The debate was held at lunch time with a very attentive Stage 3 audience. Well done team!

Pictured: Daemon and Emmett Titley, Georgia Brown and Samarra McHale.



Chess tournament

Our chess teams played 16 games against Wyong Creek Public School who came dressed as pirates for a school fundraiser. Some of our members won their first game. One student has won or had a draw for every game.

All students enjoyed the challenge.

Pictured: Luke Mitchie



Parking

You may have noticed that the Police and Council Rangers have been patrolling our exits in the mornings and afternoons. Please obey all traffic and parking regulations. The School does not have any control of these regulations. There is plenty of parking in the new estate. Please park safely and legally and walk your child into School.

It has also come to our notice that parents/students are entering and exiting the school via the Staff car park. This is a dangerous practice. Please teach your child the correct and safe way to enter the school. That is via the covered walkways.

P&C News

We raised \$1625.00 on our Breakfast BBQ and Mothers Day Stall, thank you to all who donated and purchased items to make this a great success.

A date for your diary: 8th August, P&C Trivia Night. The P&C are asking for donations for non-perishable items to make up grocery grab baskets for our Trivia Night. Any items can be left at the Office.

Found

Found one small pair of prescription glasses with purple frames on the oval 2nd June. Can be picked up at the office.

YOU CAN DO IT AWARDS

Getting Along Tyler Smith
Confidence Lilly Howard
Persistence Joel Perrin
Resilience Samarra McHale
Organisation Tori Sharp

Primary Assembly Awards 2015 Term 2 Week 8

Class	Name	Reason
3T	Angel Zreika	Working hard to achieve her goals
3T	Jordan Lonergan	Using her time effectively in class
3T	Tyler Blake	A much improved application in class
3T	Luke Perrin	Great sportsmanship during PE lessons
3/4S	Blake Boslem	Improved efforts in the classroom
3/4S	Hayley Knight	Improved efforts in the classroom
3/4S	Riley Morrison	Effort with Chinese art
3/4S	Tyler Smiyth	Effort with Chinese art
4H	Billy Smidt	Trying hard during dance
4H	Lilian Howe	Increased confidence during class discussion
4H	Dylan Warren	Outstanding improvement in literacy
4H	Connor Tandberg	Great work during our maths sessions
4/5C	Seth Hambly	Positive contributions to class discussions
4/5C	Ebonie Hanley	100% application to all learning tasks
4/5C	Fletcher Payne	Thoughtful and insightful contributions to class discussions
4/5C	Janayah Coutts	Working well to achieve her goals
5A	Bradley Reed	Being a positive class member
5A	Kyan Perricone	Making good decisions in class
5A	Kyah Van Den Berg	Working hard in Mathematics
5A	Harry Peard	Always working hard to achieve great results
6V	Adam Ings	A huge improvement in his approach to school work
6V	Jack Davis	Displaying a wonderful attitude
6V	Brock Mitchell	Displaying an interest in the book "Red Piano"
6V	Charlotte Lowe	Outstanding bookwork and presentation

Survey Form

School Jumper/Sloppy Joe

I would like to see the school jumper become part of the Gwandalan School Uniform.

Y/N

Thank you for your time



Australian Council on Children and the Media fact sheet

Overview of computer and video games

Computer and video games were first developed in the 1970s. As technology and programming improved, games became more accessible to individuals in their own homes and the industry experienced massive growth. Australians spent \$452 million on computer and video games in 2001, an increase of 23.6% on the 2000 figures. Microsoft Australia projected that the revenue gained by the video game industry in 2002 would grow to \$678 million.

Many children enjoy playing computer and video games and while there are benefits to be experienced there are risks also.

This topic covers:

- what are computer and video games?
- benefits of playing computer games
- risks in playing computer games
- what parents can do.

It does not include 'educational' games which are a separate topic.

What are computer and video games?

Computer and video games are programs that are designed for recreational use. They can be used on a variety of platforms, that is on many different types of machines, systems or devices. Games can be bought or downloaded from the internet. You can play games on:

- tablets and iPads
- a computer, either Mac or PC
- home consoles used with TV sets. Commonly used systems are Playstation, Nintendo and Microsoft XBox.
- coin-operated arcade game machines
- handheld game systems. The most commonly used systems are Nintendo Game Boys.

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- give practice in following directions, problem solving and logic, use of fine motor and spatial skills, visual skills
- provide occasions for parents and children to play together.

Risks in playing computer and video games

There are many risks associated with computer and video games, which include:

- becoming addicted
- being exposed to violence, particularly practising violent acts in the first person
- developing or reinforcing negative racial or sexual stereotypes.

Becoming addicted

Often children can become 'hooked' into the fast moving world of computer games. Excessive exposure to games can lead to a number of problems, such as poor eating habits, not mixing with others, poor communication, trouble with school work, social isolation and not paying attention in class.

- A child who is cutting back on:
- the time they spend outside
- being with friends

- playing sports

- other social or club activities

in order to spend more time playing computer and video games may be at risk of developing an addiction.

Exposure to violence

There is a growing body of research which indicates that playing computer games where violence is the major theme, is harmful to children. (See related topics *Violence in computer and video games* and *Violent Video Games and Other Media Violence: Craig Anderson answers FAQ's*)

- Studies find a relationship between violent television watching and behaviour. Practising violent acts by playing computer games may contribute more to aggressive behaviour than passive television watching.
- Game environments are often based on plots of violence, aggression and gender bias.
- Playing violent video games may be related to aggressive behaviour (Anderson & Dill, 2000; Gentile, Lynch & Walsh, under review).

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- In many violent games, players must become more violent to win. In first person shooter games, the player may be more affected because he or she controls the game and experiences the action through the eyes of his or her character.
- Some claim playing violent video games provides an outlet for aggression. This view is not supported by the research.

Development or reinforcement of negative stereotypes

- Women are often portrayed as weaker characters that are helpless or sexually provocative.
- Villains are often portrayed as coming from ethnic backgrounds other than Anglo Saxon.

What parents can do

It is helpful to be clear in your own mind about the potential impact of computer and video games. Dr Craig Anderson, one of the leading researchers on video game violence, has produced a simple three point summary, stating:

- learning happens
- content matters
- venting (the theory that players get rid of angry feelings when they play computer games) doesn't work.

It is important to be aware of what games your children are playing. Get involved in purchases they are making and use the classification to guide their choices. Learn as much as possible about the games, perhaps even playing them with your children. Make clear rules about what games are and are not acceptable in your home and the amount of time children are allowed to play them.

See related topic: *Strategies for parents around computer and video games.*

Related topics

Violence in computer and video games

Violent Video Games and Other Media Violence: Craig Anderson answers FAQ's

Strategies for parents around computer and video games

Readings & research

Computer / video games

Warning to Parents

There have been a number of concerns raised about the types of computer/video games some children may be playing at home. Games like *Grand Theft Auto* & *Soldier of Fortune* contain high levels of violence which can impact on a child's wellbeing and behaviour.

Exposure to violence in any form, through TV, movies or computer games, can have short and long term effects on children which can increase aggression when playing, increase their anxiety and possibly result in children being more likely to choose to use violence to solve conflict than those who are not exposed to violent games/TV shows/movies.

The following article provides some helpful information about playing computer and video games. Primary aged children need assistance to pick age appropriate games/movies/TV shows- those with a G or PG rating. It is important as parents that we encourage supporting and caring behaviour and discourage aggressive behaviour. While there can be some benefits to playing computer/video games, they need to be age appropriate and played in moderation to avoid social- emotional and physical side effects.

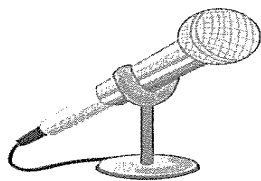
Cheers

Leanne Taylor

School Counsellor/Psychologist

G.S.P.F.C. PRESENTS

"COBRAS"



**GOT
★ TALENT**

25th July, 2015

Doors Open at 5.30

Show Begins at 6.00pm

Entry Fee—Juniors \$5.00

Seniors \$10.00

Gwandalan Bowling Club

: Prizes : Raffles : Games : Fun :

: Open Mic :

Spectator entry by Gold Coin Donation!

www.gwandalancobras.com.au for entry form and details