



19h May 2020

Staff and Governors of Oldfield Primary School are committed to the safeguarding of children

Dear Parents/Carers

We still have a number of PE kits which have not been collected following an e-mail to parents recently. They are available to collect from outside the main entrance every day until 3.30pm.

Please find some information below from Braywick Nature Centre and Wild Maidenhead you may be interested in looking at.

ABC to Read has also sent us some games and puzzles for children of all ages which we have included on the back of this newsletter.

Kind regards

School Office

We will be going ahead with our usual **Bag2School** collection this week. We are sure you have all been clearing out wardrobes and cupboards and we would be grateful for your contribution!

Please **drop your bags between 8.15am and 3.30pm on Thursday, 21<sup>st</sup> May.**  
If you do not have the official Bag2School bag, it is OK to use a black bin liner instead.  
You will need to drop your bags outside the KS1 entrance gates. We will place a tarpaulin there and we ask you to please place your bags on the tarpaulin.

Items that **can be donated** are:

**OK - Good quality adults' and children's clothing, paired shoes, hats, belts, hand-bags, soft toys, bedding, curtains and towels.**

Items that are **not accepted**:

**NO - Duvets, pillows, cushions**

For additional guidance before filling your bags, please go to their website for further information. A list of the items you can (and cannot) donate at the following link <https://bag2school.com/what-we-collect>.

**Please do not include any non-accepted items or the bags will be left here at the school and we are unable to dispose of them.**



### MESSAGE FROM BRAYWICK NATURE CENTRE

Our latest virtual school trip is now online at:

<https://vimeo.com/415903899>

'Pond Dip' features a variety of aquatic life, including tadpoles, snails, damselfly nymphs and great diving beetle larvae, and covers topics such as predators and prey and the differing life cycles of insects and amphibians.



This is presented by  
Alistair and Jason



## WILDLIFE AWARDS FOR GARDENS IN MAIDENHEAD

Do you try to help wildlife like bees, butterflies, birds or hedgehogs in your garden? You could be awarded a Bronze, Silver or Gold certificate in the new **Wild About Gardens Awards** scheme and win recognition for your contribution

+  
24 different garden features qualify!

+  
Launches 29th March | Closes 31st July

+  
Enter online at [www.wildmaidenhead.org.uk/waga](http://www.wildmaidenhead.org.uk/waga)

Designated Person for Safeguarding and Child Protection: Mr Richard Jarrett

Deputy Designated Personnel: Mrs Louise Greene and Miss Claire Howard



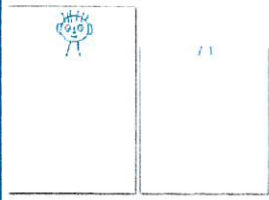
**Fold Overs or Picture Consequences** Players: 2 or more

Players take turns in drawing a head, a body, and a pair of legs, without letting the other player see them. The point of the game is the fun of seeing the resulting pictures.

**Description:**

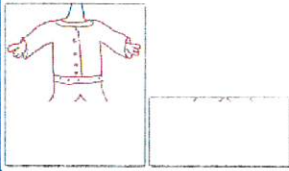
Each player starts with a piece of paper and begins by drawing a head in the top third of the sheet. It can be an animal head or a person's head, as weird as you like.

They then fold it over so just the neck is showing.



The players then exchange pieces of paper, taking care not to let the other player see their drawing.

Each player then draws a body in the centre third of the paper, joining the neck lines, and folds over the paper so just the legs are showing.



Again, the players exchange pieces of paper.

Finally, each player draws legs and feet, joining the leg lines, and folds the paper so nothing is visible.

Finally, after exchanging again, each player opens their piece of paper to reveal the whole drawing.



**Variations**

An amusing addition is to add an extra stage in which each player folds the page to leave a blank strip at the bottom of the paper.

After exchanging, each player writes a name for the drawing in the blank space.

**Fold Over: Why? Because.**

Each person writes down a question beginning with why (for example, Why do cogs bark?).

You can help with the writing for children who find this difficult.

Fold the top over to hide the question, and pass to the next person who, without looking at the question, writes an answer starting with Because (for example, Because chocolate tastes good).

Then read out all the questions and answers.

LEGS & FEET

FOLD HERE

STOMACH & HIPS

FOLD HERE

CHEST & ARMS

FOLD HERE

HEAD

Fold Over template

**Dots and Squares**

Players: 2 or more

Begin by drawing a grid of dots on the paper.

Using red paper or green paper to make this a little easier.

**Description:**

The first player draws a line connecting two dots beside each other.

The second player then draws another line to connect another two dots.

The goal is to be the person who draws the last possible square.

Then you put your initials inside the square (or some other association to claim your square).

In some versions of this game, if you complete a square you get another turn.

The player with the most squares when all the squares are drawn is the winner.



**Grandma's Trunk**

This game is played along the lines of the Christmas Carol, 'The 12 Days of Christmas'. It's a memory game in which each successive player adds a new item to Grandma's trunk after listing all of the things other people have added. So, if the first person says,

"I am packing Grandma's trunk and in it I am putting a pitcher of orange juice"

The second person says,

"I am packing Grandma's trunk and in it I am putting a pitcher of orange juice and a dictionary"

Then the third person says,

"I am packing Grandma's trunk and in it I am putting a pitcher of orange juice and a dictionary and a saber-tooth tiger" and on and on.

The game need not be competitive. Children can be prone to forget when someone can't remember how the list goes. It's a fabulous game for strengthening everyone's memory and sequencing skills.

**Sim**

Players: Two

Players alternately join dots on a hexagon; the first player who completes a triangle in their own colour loses.

**Description**

First draw a board consisting of six dots arranged in a hexagon, with each dot connected to every other dot by a line:



The players take turns colouring an uncoloured line. The first player forced to complete a triangle in their own colour loses the game. The game cannot be a draw because there is no way to colour all the lines without creating at least one triangle.

**Example:** - For example, in the following game Blue plays first and wins after the fifth round because Red cannot play without completing a triangle.

