



THE CRAWFORD CHRONICLE

Friday 30th January 2026

Class Attendances

23 rd January 2026			30 th January 2026		
C1	C2	C3	C1	C2	C3
98.2%	96%	97.9%	100%	98.7%	97.6%

**School Target
96%**

A note from Class 1...

Class 1 have had a fantastic half term filled with exciting outdoor learning experiences. The children have loved starting our new Forest School sessions, where they have been climbing trees, building dens, and working together to transport and construct structures using natural materials. A highlight for many has been toasting marshmallows around the fire, which has supported turn-taking, listening skills, and teamwork.

Through these sessions, the children are also developing important self-regulation and independence skills. They are learning how to keep themselves warm and dry by choosing appropriate clothing, understanding that staying active helps to regulate their body temperature, and confidently dressing and undressing themselves when changing into clean, dry clothes. It has been wonderful to see their confidence, resilience, and cooperation grow as the term has progressed.



Coming up @ Crawford...

Diary Dates

Mon	After School - Craft Club
Tues	Lunchtime - Self-love Club After School - Eco Club
Wed	Lunchtime - Choir
Thurs	Lunchtime - Brass / Chess Club After School - Table Tennis
Fri	Lunchtime - Micro:bit/Coding Club
Mon	After School - Craft Club
Tues	Lunchtime - Self-love Club
Wed	Lunchtime - Choir
Thurs	Lunchtime - Brass / Chess Club After School - Table Tennis
Fri	Lunchtime - Micro:bit/Coding Club School closes for half-term 3.30pm

Next week:

3rd February 2026
C3 Swimming

5th February 2026
Y1 Fire Safety & Y6 Road Safety Visit

6th February 2026
NSPCC Number Day
Posh Nosh

Later in the half-term:

9th February 2026
Safer Internet Week
PTA Valentines Disco

10th February 2026
Safer Internet Day
Y5/6 Trip to Up Holland High School - 'Oliver!'
C3 Swimming - Final session

11th February 2026
Sponsored Pancake Flip

12th February 2026
Young Voices

Dear Parents and Children

We've had a busy few weeks in school since we returned after Christmas ... and it seems to have passed over in the blink of an eye - we are steamrolling into the half term!

I'd like to extend a huge thank you to all those parents / grandparents who were able to join our Reception children for their Mastering Number maths workshop. It certainly is a great way for us all to learn together collaboratively. We've also had the Class 1 Stay & Play this week which, as always, was really well-attended. This is also another great opportunity to see the children in their school environment and they absolutely love showing off the classroom to you!

All the clubs are back in full swing and it's wonderful to see so many children participating in extra-curricular activities and getting so much enjoyment from it. The Forest School sessions are also receiving lots of positive feedback, despite the really cold weather!

If you happen to be watching the Women's Football on Sunday (Manchester City vs Chelsea), keep your eyes peeled for one of our pupils who has been selected to be a mascot. What a great privilege for her – we look forward to hearing all about it next week!

Wishing you all a fantastic weekend,

Mrs Eaton

Mrs Eaton's Column

Award Winners



Star of the Week

C1 Emily
C2 Beatrix
C3 Phoebe &
Harriet

C1 Zach
C2 Lottie
C3 James



Pride Award

C1 Olivia
C2 Eliza
C3 Rosie

C1 Birdie
C2 Darcey E
C3 Phoebe
Y3/4 Lilian

Super Writers



C1 #Avery
C2 Nova
Y3/4 Max

C1 Elliott
C2 Heath
C3 Sophia

Housepoints



1st



2nd



4th



3rd

Find us on social media...



Crawford Village Primary School



@crawford_school

Don't forget to log on to your child's Seesaw account. You will find work that they do in school, photographs and videos that are not uploaded to social media and you can upload photos from home. Please ask if you are having any problems logging on and we will help if we can.



Do not forget to check out our school website! You will find details of upcoming events, term dates, important key documents and policies plus lots of information and photographs showcasing what we have been doing in school.



WOODWIND DAY 2026

SIGN UP!



FREE TO ATTEND

VENUE

ST MICHAELS CE HIGH SCHOOL
ASTLEY RD, CHORLEY PR7 1RS

WHEN

SATURDAY 14TH FEBRUARY 2026

TIME

10AM-3:30PM



#WHEREWILLMUSICTAKEYOU



LANCASHIRE
MUSIC SERVICE



What?

On the Holderness Coast in England, an old Cold War bunker that had been teetering on the edge of a cliff has finally fallen onto the beach below.

The bunker was built in 1959. If a nuclear explosion had ever happened, people inside would have sent important information across the UK. When it was first built, it was more than 100 metres away from the sea.

People had been keeping a very close eye on the bunker as it slowly crept closer to the edge. Photos and videos (like this one) showed it balancing dangerously, with nothing but air and crumbling cliff beneath it. Last week, the land finally gave way and the bunker slid down onto the beach.

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Source: internetgeography.net

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ODDIZZI Share the world comes to life

What Parents & Educators Need to Know about MENTAL HEALTH MISINFORMATION ONLINE

A research study by Ofcom revealed that children aged 9-15 increasingly use online platforms like TikTok for mental health advice, with 50% relying on social media for information. Unverified medical content online is concerning, with the potential to cause confusion, anxiety, or incorrect self-diagnoses. This guide provides expert strategies to help parents and educators tackle misinformation effectively and ensure safer digital experiences for young people.

WHAT ARE THE RISKS?

POPULAR ONLINE SOURCES

Platforms like TikTok and Instagram are two of the main sources of young people's mental health content. Videos and posts frequently feature unqualified influencers, contributing to misinformation, myths, and oversimplification. While appealing to young audiences, this unverified content can distort perceptions, and create unrealistic expectations and misunderstandings about mental health conditions.

RISK OF SELF-DIAGNOSIS

Media's misleading content encourages young people to self-diagnose complex mental health conditions incorrectly. Misdiagnosis can exacerbate anxiety, cause unnecessary worry, or delay essential medical or professional intervention. This has the potential to escalate manageable conditions into more significant mental health issues requiring comprehensive clinical support.

LACK OF FILTERS

Social media platforms struggle to filter misinformation effectively, allowing false information to spread widely and quickly. Without proper guidance, young viewers may not discern fact from fiction, potentially internalising inaccurate beliefs about mental health and negatively influence their decisions about seeking professional help or managing mental wellbeing.

Advice for Parents & Educators

MONITOR ONLINE ENGAGEMENT

Regularly review and discuss a young person's online activity, providing appropriate guidance on discerning accurate content. Tools such as parental controls or co-viewing options can help mediate exposure to harmful misinformation, facilitating safer digital habits and informed critical thinking about mental health.

IDENTIFY RELIABLE SOURCES

Teach young people to critically evaluate mental health content by checking credentials, sources, credibility, and evidence-based information. Encourage them to refer to trusted medical or educational platforms and to consult healthcare professionals for clarification. This reduces young people's reliance on potentially harmful or misleading online sources.

Meet Our Expert

Anna Botman is Director of Holton Education Ltd, Director for wellbeing and Family Services at Loughborough, and lead expert for mental health at The National College. Anna specialises in strategic mental health solutions for schools, supporting educators and families to improve resilience, emotional literacy, and overall wellbeing for children across the UK.

SCHOOL-HOME COLLABORATION

Strengthen collaboration with educators to integrate digital literacy into the school curriculum, emphasising misinformation awareness. Jointly delivered education sessions, analysing and responding to misinformation can significantly improve pupils' ability to critically assess mental health content, supporting their mental wellbeing effectively both online and offline.

ENCOURAGE OPEN DIALOGUE

Foster a non-judgemental environment where young people feel comfortable discussing online content. Regularly talking about their online experiences and perceived mental health and trust, thereby enhancing their resilience and mitigates misinformation, building trust, thereby enhancing their resilience and digital literacy. Model situations where you have sought advice from accurate sources and not solely relied on social media for health advice.



The National College

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What Parents & Educators Need to Know about ROBLOX

Roblox is an online platform where users can play and create games known as 'experiences' made by other users. Roblox has a large UK audience. ITV News has reported that millions of people in Britain use the platform regularly, with children forming a significant proportion of its users. The sheer scale of it makes it extremely difficult to moderate effectively, creating risks for unsupervised children.

WHAT ARE THE RISKS?

A PLATFORM RATHER THAN A GAME

Roblox differs from traditional video games in that it hosts millions of user-created experiences rather than a fixed set of developer-produced content. Each experience is self-rated by its creator rather than independently rated, as is the case with PEGI-rated games. With millions of user-created experiences, moderation is largely automated, which means that inappropriate content can reach younger players and have a harmful effect.

MATURE CONTENT

With much of Roblox's moderation automated through AI and creators self-identifying suitability, inappropriate content frequently appears on the platform. Some experiences may include content intended for older players. While some tools to restrict access based on age settings, these systems are not always perfect. Younger players are likely to encounter content you may deem unsuitable.

IN-GAME SPENDING

Roblox is free to play, but many experiences and cosmetics include optional purchases using Robux, the platform's virtual currency. This business model is common across online games, but reporting has highlighted where children have spent large amounts of money unintentionally or without understanding the real-world cost.

Advice for Parents & Educators

USE PARENTAL CONTROLS

Roblox's parental controls provide an important starting point. Linking a child's account to an adult account allows parents to apply spending controls, limit communication features, and review game activity. Regular supervision, use of parental controls, and conversations with children about what they see online can help reduce the risk of exposure to inappropriate content.

CONSIDER LIMITING OR DISABLING CHAT

Although Roblox is introducing lighter age-based chat restrictions, some parents and educators may prefer to disable chat entirely for younger children. Children can still play games while communicating with friends they know through other supervised platforms.

Meet Our Expert

Alan Martin is a technology journalist who has written for publications including *Wired*, *Technoblog*, *The Telegraph*, *The Evening Standard*, *The Guardian* and *The New Statesman*.

See full reference list on our website

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RISK OF ADDICTION

Roblox encourages repeated and extended play. Many experiences are modelled on short tasks, rewards, and progression for longer periods of time. Some games also use reminders, daily rewards, and timed events to encourage frequent logins. These design can make it difficult to stop playing. Spending time on Roblox online may affect sleep, schoolwork, or other activities if boundaries are not in place.

COMMUNICATION WITH OTHER USERS

Roblox includes text and voice features that allow players to chat in shared game spaces. While the platform uses automatic filtering, researchers have found that inappropriate and potentially harmful messages can slip through. There are risks that children could be targeted by gamers. In response, Roblox has increased changes to how chat works. The platform plans to use face and age-estimation technology to restrict chat access between adults and children they do not know.



Playing Roblox with a child can help adults understand the types of experiences available, how monetisation works, and how children interact online. This shared insight can also make it easier for children to raise concerns if something feels self-rating nature.

ENCOURAGE OPEN CONVERSATIONS

Many Roblox experiences are creative and age appropriate, and for many children, this platform is an important way to socialise with friends. Rather than banning it outright, parents and educators should talk openly with children about online safety, spending, and how to respond to inappropriate behaviour.

ChildLine
0800 1111

SHARES

Multi-Sports and ACTIVITY CLUB

Mon-Fri
9am-4:30pm



Age: 5-11 yr

Highly
Qualified &
experienced
staff.

VENUE:

St Francis of Assisi
Primary School,
Blakehall,
WN8 9AZ.

16th February-20th
February

Activities Include:

Basketball

Football

Dodgeball

Tennis

Hockey

Dance

Arts & Crafts

Water Sports

Games

Painting

£17 per day or
£75 per week
for SHARES
SCHOOLS



£22 per day or
£100 per week -
NONE SHARES
SCHOOLS



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All staff are DBS checked.