



Headteacher's Comment:

Today, we are thrilled to announce the new Executive Head Girl and Boy, Evie and Jayden, along with their supporting team, at Chase High School and Sixth Form. This marks the beginning of a new chapter for Chase High School and Sixth Form.

This is the first time we have had an executive student team, and I am confident they will forge strong connections with the established Junior Leadership Team in the main school to bring about change and share a collective voice on how to continually improve experiences for the Chase community.

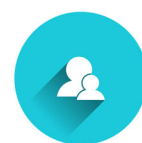
All of the sixth form students who applied and interviewed performed exceptionally well, and I am incredibly proud of their conduct and dedication.

#ProudToBeChase



Football Success:

On Thursday the U13 girls had their first borough game of the season and won 1-0 against Shoeburyness High School. The girls showed brilliant teamwork and communication skills, being able to work together to beat the opponents. Congratulations to Isabelle on being awarded 'Player of the Match'.



Year 8 Parents' Evening:

We are holding out Year 8 Parents' Evening online on Thursday 10 October from 15.00 and hope all parents/carers take advantage of speaking with staff about their child's attainment and engagement. The booking system is now open. If you are having difficulties booking appointments, please email the Year 8 Deputy Year Leader on stephanie.walker@chasehigh.org who will be able to assist you.

<https://chasehighschool.parentseveningsystem.co.uk/>





Black History Month Assemblies:

Black History Month gives everyone the opportunity to share, celebrate and understand the impact of black heritage and culture. Throughout this week, pupils have joined Mr Keshiro in assemblies looking at different topics, such as, 'Why Do We Celebrate Black History Month?', 'Hidden History,' as well as 'The Windrush Generation.' The theme for Black History Month 2024 in the UK is 'Reclaiming Narratives.' During the month, our social media accounts will be sharing books everyone can read, that celebrate black authors contribution to literature.

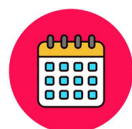


Autumn Bake Sale:

The Friends of Chase charity are hosting an Autumn bake off on Thursday 17 October and Friday 18 October to raise money for the school. Pupils are encouraged to sign up to take part in this LORIC Cup competition by giving their name to Mr Spencer in the Tech department. Pupils' bakes will be sold at break time and lunch time by members of the Junior Leadership Team. The house who make the most money from their bakes will be awarded the Food Preparation and Nutrition LORIC Cup trophy!

Age Restrictions for Social Media Apps:

13+		16+	
Facebook	Snapchat	WhatsApp	
Instagram	Twitter	17+	18+
TikTok	Kik		
YouNow	Yubo	YOLO	LiveMe
House Party	Monkey		



Dates for your Diary:

- 10.10.24 Year 8 Parents' Evening
- 17.10.24/18.10.24 Friends of Chase Cake Sale
- 24.10.24 Year 11 Curriculum evening/ P16 Open Evening
- 28.10.24 – 08.11.24 Half Term
- 11.11.24 Back to School/Week 1/Remembrance Event



DISCOVERY
EDUCATIONAL TRUST

Chief Executive Officer: Mr R Duff

Chase High School is proud to be part of the Discovery Educational Trust

CHASE HIGH SIXTH FORM OPEN EVENING



Thursday 24 October 2024
16.00 - 19.00

Ofsted
Good
Provider

“Students are well prepared for
university, or the workplace.”

Ofsted February 2022



FOUNDATION

What Parents & Educators Need to Know about IN-GAME CHAT

WHAT ARE THE RISKS?

Video games are continuing to grow in popularity – including, of course, among children and young people – and the emergence of gaming communities has been accelerated by the inclusion of chat functionality across many different titles. While in-game chat isn't inherently a bad thing, it can create some concerns about online safety and the people that children might be interacting with.

DIFFERENT TYPES OF CHAT

There are a number of ways that gamers commonly chat with one another online. As the name would suggest, in-game chat happens within the game itself. There's also party chat: a group voice conversation that console users can have with anyone on the same platform. This tends to be more commonly used by players who already know each other. Finally, many gamers – especially on PC – will chat via a third-party app such as Discord.

CONTACT WITH STRANGERS

Whether it's text- or voice-based, in-game chat is frequently open to all players to use. Many games default to making it an opt-in function, but some don't: meaning a child could start seeing messages within the game from people they're playing with, regardless of whether they know those individuals or not. While most strangers won't necessarily have ill intent, there are some who may behave inappropriately when chatting to a child – intentionally or otherwise.

DANGER OF GROOMING

It's been reported that some young gamers have encountered older players online who pretend to be a lower age to manipulate children, sending gifts in exchange for chatting and sending photos. Just as on any messaging platform, it's good to advise young people to avoid speaking to strangers; emphasise that they shouldn't accept gifts from anyone online that they don't know.

BULLYING AND ABUSE

While some in-game chat can turn toxic because of how a match plays out, others turn that way because of people who engage in trolling – in essence, behaving in an offensive and abusive way simply to cause pain or get a rise out of whoever they're talking to. These 'trolls' often lean on racial slurs, anti-LGBT sentiment and other hateful rhetoric; they normally feel most confident preying on younger, more impressionable gamers.

POTENTIAL FOR PRIVATE CHAT

If a player would like a re-match with a stranger after meeting them in the game, they can send a friend request, or use the party chat together in the future. For the most part, this is harmless – but it might lead to messages being exchanged in private. This could then escalate to the sharing of private information, and potentially attempts to manipulate or scam younger players.

COMPETITIVE ATMOSPHERE

Certain games are very competitive, and players can sometimes get upset if they feel a teammate is underperforming, an opponent won unfairly, or they're just a bad loser. This can lead to unpleasant messages that stray away from playful 'trash talk' and wander into the territory of bullying. Some players have been known to get incredibly abusive in situations like this, and the impact of this on a young gamer's emotional wellbeing could be severe.

Advice for Parents & Educators

LOCK-DOWN IN-GAME CHAT

In-game chat can often be disabled in the game's settings. This allows children to play without risk of contact from strangers – but it will need to be done in each individual game. Text chat appears in the corner of the screen in many titles, so it's normally easy to take a quick glance and see what's being said. With voice chat, explain to children what behaviour is inappropriate, so they can spot the dangers themselves.

REPORT POTENTIAL OFFENDERS

Most games offer a robust means of reporting other players, so you can flag an account as potentially harmful. This normally leads to the account not being matched with yours in the future and, if that person's conduct breaks any of the game's rules, they may be banned from playing entirely. This is done within the game itself, so each title has a slightly different process, but these tend to be designed for simplicity.

CONSIDER OTHER CHAT OPTIONS

If a child wants to play with people they know, consider using party chat or a third-party service like Discord. This allows everyone involved to chat on a private server and even enjoy each other's company while playing different games. It's also far more secure, as anyone looking to join will need to request and be granted access – normally by whoever is hosting the chat.

COMMUNICATION IS KEY

Make sure children understand the differences between being competitive and being abusive. Talk about what constitutes unusual or inappropriate behaviour from strangers online. Be clear that if anything ever concerns or worries them, they should tell a trusted adult as soon as possible. Empower children to identify the risks of in-game chat for themselves and reassure them they won't get in trouble for seeking help if anything goes wrong.

Meet Our Expert

Lloyd Coombes is the Editor in Chief of GGRecon and has been working in the games media industry for five years. He's also a parent and therefore understands the importance of online safety. Writing mainly about tech and fitness, his work has been published at sites including IGN, TechRadar, and plenty more.



#WakeUpWednesday

The National College