

Monday Memo



Monday 13th July

Summer Term

Issue #37

Welcome

We are delighted to share some exciting staffing news with you.

Following a successful interview process, we have appointed a new Teaching Assistant and a new Year 5 Class Teacher to join our team.

Our new Teaching Assistant Miss Laher is already a familiar face to many of our children, having worked within Year 3. We know she will be warmly welcomed into her new role and will continue to build on the positive relationships she has already established.

We are also pleased to welcome our new Year 5 teacher Ms Coxon, who impressed us throughout the interview process with her enthusiasm, knowledge, and commitment to providing the very best learning experiences for our pupils. Ms Coxon will teach Year 5 for half the week, alongside the wonderful Mrs Porter.

Diary Dates

Thursday 16th July

Whole School End of Term
Awards 09:00am - 09:30am
in school hall

Year 6 Leaver's Awards
10:30am - 11:30am in school
hall

SATs Results

Friday 17th July

End of term service at St.
Paul's Church 1:30pm
- 2:00pm
Collect from church

Wednesday 2nd September

Autumn 1 begins



St. Pauls' Parish News & Events



Tuesdays 09:00am—11:30am

Warm Space (coffee and bacon butties)

Attendance w/b 06/07

Reception: 97%

Year 1: 94%

Year 2: 92%

Year 3: 98%

Year 4: 97%

Year 5: 98%

Year 6: 96%

Whole School Overall: 96%

Target: 97%

House Points w/b 06/07

Parlick: 80

Longridge: 47

Pendle: 79



Bowland: 67



House Points Winners

Parlick: 17



Pendle: 20



Longridge: 7

Bowland: 16





Wild about the outdoors? So are we.

[Scouts.org.uk/join](https://scouts.org.uk/join)
#SkillsForLife

Squirrels.

The youngest branch of the Scouts' family tree. Where 4-6 year olds can join in too.

This is an age when minds are fizzing, when energy and curiosity levels are sky high, when little lives are full of wow and wonder.

Start your adventure today.

We hold our Squirrel meetings at our Scout group

**St Pauls, Church Hall, Church lane
Farington Moss**

We meet on Mondays 4.30pm to 5.30pm

**If you would like to know please come along
and speak to me on any Monday night**

If you would like your son / daughter to join us
and would like further details please contact me.

Karen Bell

gsl.1stfarington@southribblescouts.org.uk

07752 2515610

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www.instagram.com/faringtonmossstpauls/



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What Parents & Educators Need to Know about

SKIN BETTING

WHAT ARE THE RISKS?

'Skin betting' is the term used when players gamble using virtual in-game items, such as weapon 'skins' or character cosmetics. Although these items appear purely decorative, some can hold significant real-world value. Research suggests that children as young as 13 have engaged in this type of betting, often on sites with limited age checks or safeguards, blurring the line between gaming and gambling.

UNREGULATED PLATFORMS

Skin gambling typically takes place on third-party websites that are not licensed or regulated. These platforms often lack age verification, making them easily accessible to children. By linking their gaming accounts, users can deposit skins, place bets, and withdraw winnings as cash or higher-value items – often without adults being aware these activities are happening.

REAL-WORLD VALUE

Skins may look like simple cosmetic upgrades to in-game items and characters, but some are worth hundreds or even thousands of pounds. They can be traded or sold on online marketplaces, meaning they function much like real money. When young people bet with skins, they are risking items of genuine financial value, even if no physical cash is exchanged directly.

INFLUENCER PROMOTION

Some gaming influencers and streamers have promoted skin betting sites in their content. This can make the behaviour appear normal or even desirable, potentially encouraging younger audiences to engage in these activities without fully understanding the risks involved.

SOCIAL STATUS PRESSURE

In games such as Counter Strike: Global Offensive (CS:GO) and Fortnite, rare skins can act as status symbols. Young players may feel the pressure to own high-value items to fit in with peers. This can lead them to take risks – such as using gambling sites – to obtain desirable skins, similar to how branded goods can influence behaviour offline.

LIMITED OVERSIGHT

Skin betting can take place both in-game and on external websites that parents and educators may not be familiar with. Because skin betting does not always resemble traditional gambling, it can go unnoticed until significant losses have occurred, in both items or money.

GATEWAY BEHAVIOURS

Skin betting mirrors many aspects of traditional gambling, including chance-based outcomes, reward systems and excitement. Early exposure to these mechanics can normalise betting behaviours before children and young people even reach legal gambling age. Research indicates that this may increase the likelihood of developing unhealthy habits later, particularly if early wins create a false sense of control or skill.

Advice for Parents & Educators

UNDERSTAND IN-GAME ITEMS

Familiarise yourself with the games young people are playing and learn whether they include tradable or sellable items. Titles like CS:GO and Rust are known for skin marketplaces, but similar systems are increasingly common across games.

DISCUSS VALUE AND RISK

Help children and young people understand that cosmetic items like skins can carry real-world value. Explain that losing them through betting is comparable to losing money, therefore reinforcing the connection between in-game actions and real financial consequences.

LOOK FOR WARNING SIGNS

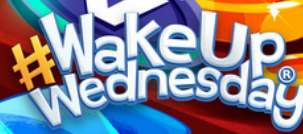
Be alert to changes in behaviour, such as secrecy around gaming, a strong focus on acquiring specific skins, or a sudden loss of in-game items. These could indicate involvement in skin gambling and provide an opportunity to start a conversation about it.

USE CONTROLS AND SAFEGUARDS

Make use of parental controls and platform settings to restrict trading, purchases, and access to external websites. Where possible, disable marketplace features on games and monitor young people's account activity to reduce the risk of unauthorised transactions.

Meet Our Expert

Nathan David is Head of Foundation and Programme Lead for Esports Coaching at the University Campus of Esports.
Bubba Gaeddert is a Senior Lecturer and Head of Events at the University Campus of Esports, as well as President and Co-Founder of the Videogames and Esports Foundation.



The National College

See full reference list on our website



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