



MacIntyre Academies  
Quest Academy

## DECEMBER 2023 EDITION 1 NEWSLETTER



“Quote  
of  
the week”

*“I will honour Christmas in my heart, and try to keep it  
all the year. I will live in the Past, the Present, and the  
Future. The Spirits of all Three shall strive within me.  
I will not shut out the lessons that they teach!”*

*~ A Christmas Carol by Charles Dickens*

# WELCOME



Dear Parents/Carers,

We hope this newsletter finds you well and ready for the festive season! As we approach the end of the year, we're thrilled to announce two upcoming events.

- **YEAR 10/11 PARENTS EVENING:**

We invite all parents and carers of Year 10 and 11 learners to join us for our upcoming Parents Evening on **Thursday 14<sup>th</sup> December 2023**, starting at 4pm and concluding at 6pm. This is a fantastic opportunity for you to engage with your child's teachers, discuss their progress, and gain valuable insights into their holistic journey.

During the evening, our dedicated teaching staff will be available to provide updates on your child's achievements, share insights into their strengths, and discuss any areas where additional support may be beneficial. We encourage open and constructive conversations to ensure the best possible educational experience for your child.

If you intent on coming to the Parents Evening, please contact your child's tutor by 12pm on **Wednesday 13<sup>th</sup> December 2023**, so that we can schedule you in with the appropriate specialist teacher/s. We look forward to strengthening the partnership between home and school to support your child's overall success.

- **CHRISTMAS FAYRE:**

Get ready for festive fun at our annual Christmas Fayre, taking place on **Friday 22nd December**, from 2pm until 3pm! Join us for an afternoon of holiday cheer, featuring an array of activities and delights for the whole family.

We look forward to seeing you at both of these exciting events as the calendar year comes to an end.

Warm regards,  
*Tyla Owen*  
Interim Principal

**Y10 & 11 Parents Evening**  
Thursday 14th December, 4 - 6pm

**Christmas Fayre**  
Friday 15th December, 2 - 3pm

**Christmas Lunch**  
Wednesday 20th December  
£2.72 unless Free School Meal

**Term Ends**  
Friday 22nd December, 1:30pm

*We are successful because...*

*...the father of one of our learners said that his son is clearly thriving at Quest. He said that his son is a very happy and independent young man, of whom his family are very proud.*

*...the mother of one of our learners said that he is happy at school and that he seeks out members of his network of support.*



# Book of the Week

## There's an Elf in Your Book

by Tom Fletcher (Author), Greg Abbott (Illustrator)

A festive interactive adventure from bestselling author Tom Fletcher!

GOLLY GUMDROPS . . . A LITTLE ELF HAS FOUND THEIR WAY INTO YOUR BOOK!

What does Elf want? Oh! Just to see if you've been **naughty** or **nice** this year!

Elf will ask you a few simple questions to find out. And surely there won't be any tricks to try and get you to be naughty . . . will there?

Hmmm, this could be quite a tricky little elf. You'd better keep your wits about you if you want to make it on to Santa's Nice List!

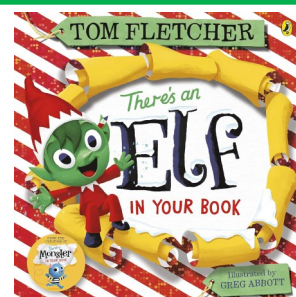
A fantastically fun and uniquely interactive treat from the creators of *There's a Monster in Your Book*. Discover a wonderful new Christmas tradition in a book to read again and again.

Also available: *There's a Dragon in Your Book*, *There's an Alien in Your Book*

Reading age

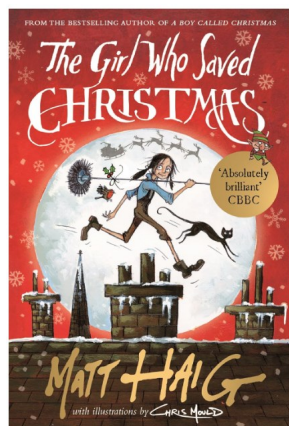


3 - 5 years



To pass the test, Elf will ask you to do some NICE things . . .

But WATCH OUT! Elves can be a bit cheeky!



## The Girl Who Saved Christmas

by Matt Haig (Author), Chris Mould (Illustrator)

Reading age



7 - 10 years

It is Christmas Eve and all is not well. Amelia Wishart is trapped in Mr Creeper's workhouse and Christmas is in jeopardy. Magic is fading. If Christmas is to happen, Father Christmas knows he must find her.

With the help of some elves, eight reindeer, the Queen and a man called Charles Dickens, the search for Amelia - and the secret of Christmas - begins . . .

## The Way Past Winter

by Kiran Millwood Hargrave

Mila and her sisters live with their brother Oskar in a small forest cabin in the snow. One night, a fur-clad stranger arrives seeking shelter for himself and his men.

But by the next morning, they've gone – taking Oskar with them.

Fearful for his safety, Mila and her sisters set out to bring Oskar back – even it means going north, crossing frozen wild-lands to find a way past an eternal winter.



Reading age



9 - 14 years



*This gorgeous story of bravery, sisterhood, goodbyes and beginnings is a must for everyone.'* JESSIE BURTON

*'Gorgeous, heartfelt and incredibly exciting. Her best yet, and that's saying something.'* ROBIN STEVENS





## CHRISTMAS JUMPER DAY 2023



### CHRISTMAS LUNCH

Wednesday 20th December  
£2.72, unless recipient of Free School Meals

**Roast Turkey,  
Cocktail Sausage, Stuffing Ball  
with Gravy**  
or  
**(vg) Roast Quorn Fillet,  
Stuffing Ball with Gravy**

**Served with Crispy Roast Potatoes,  
Garden Peas and Sliced Carrots**

**(vg) Christmas Shortbread or  
(v) Christmas Cup Cake**



Seasons Greetings  
from The Nutrigang  
& everyone at  
Educaterers

educaterers A FOOD STORY



# ACADEMIC YEAR 2023 - 2024

## AUTUMN TERM 2023

Y10 & 11 Parents Evening 4 - 6pm	Thursday 14th December 2023
Xmas Fayre 2 - 3.30 pm	Friday 15th December 2023
<b>Term Ends</b>	Friday 22nd December 2023
<b>Christmas Holiday</b>	Monday 25th December 2023 to Friday 5th January 2024

## SPRING TERM 2024

<b>Starts</b>	Monday 8th January 2024
<b>Half term</b>	Monday 12th February to Friday 16th February 2024
<b>Learners Start Back</b>	Monday 19th February 2024
Y9 Parents & Options Evening 4 - 6 pm	Thursday 7th March 2024
<b>Trust INSET Day (no learners on site)</b>	Friday 8th March 2024
Easter Fayre 2 – 3.30 pm <b>Term Ends</b>	Friday 22nd March 2024
<b>Spring (Easter) holiday</b>	Monday 25 March 2024 to Friday 5 April 2024

## SUMMER TERM 2024

<b>Starts</b>	Monday 8th April 2024
Y7 & 8 Subject Parents Event 4 - 6pm	Thursday 11th April 2024
<b>Bank Holiday (no learners on site)</b>	Monday 6th May 2024
<b>INSET day (no learners on site)</b>	Tuesday 7th May 2024
<b>Half term</b>	Monday 27th May 2024 to Friday 31st May 2024
<b>Learners Start Back</b>	Monday 3rd June 2024
<b>Ends</b>	Tuesday 23rd July 2024

### The Nurture Group 10-Week Programme

#### 10-week programme for parents/carers at:

Henry Hinde Junior School  
Cornwallis Road, Rugby  
CV22 7HN

**The Programme starts on the 20<sup>th</sup> November and lasts  
till the 5<sup>th</sup> February at 12:30 – 14:30**

Being a parent is exciting and rewarding but there are also times  
when children behave in ways that are challenging.

The Nurturing programme helps deal with those challenges so that  
you can have a calmer, happier life.

The 10-week Nurture Programme gives parents/carers practical  
tools and information to support you to raise happy, confident, and  
emotionally resilient children.

To book a place  
scan QR code:



For any enquires please contact  
ehparenttrainers@warwickshire.gov.uk



## HOLIDAY ACTIVITIES AND FOOD (HAF)

**The Holiday Activities and Food (HAF) Programme** is funded by the Department for Education (DfE) to provide young people who are in full-time education (Reception to Year 11) and eligible for benefits-related free school meals with access to enriching activities and meals, for free, during the three main school holidays: Winter, Spring and Summer:

You can browse **available activities online**. All bookings are made directly with providers. If you need your HAF code to be resent, please send an email, including your child's full name and date of birth, to [hafprogramme@warwickshire.gov.uk](mailto:hafprogramme@warwickshire.gov.uk)



## FOOTBALL PLAYERS WANTED, UNDER 12'S & UNDER 16'S

Rugby Borough Football Club are joining a brand new inclusive football league starting in February 2024. Supporting neuro diverse children and those with mild physical differences that love football who currently don't have access to grassroots.

These 7 aside matches will be played on the last Sunday of every month and its free to join.

If you would like any more information please contact Gareth

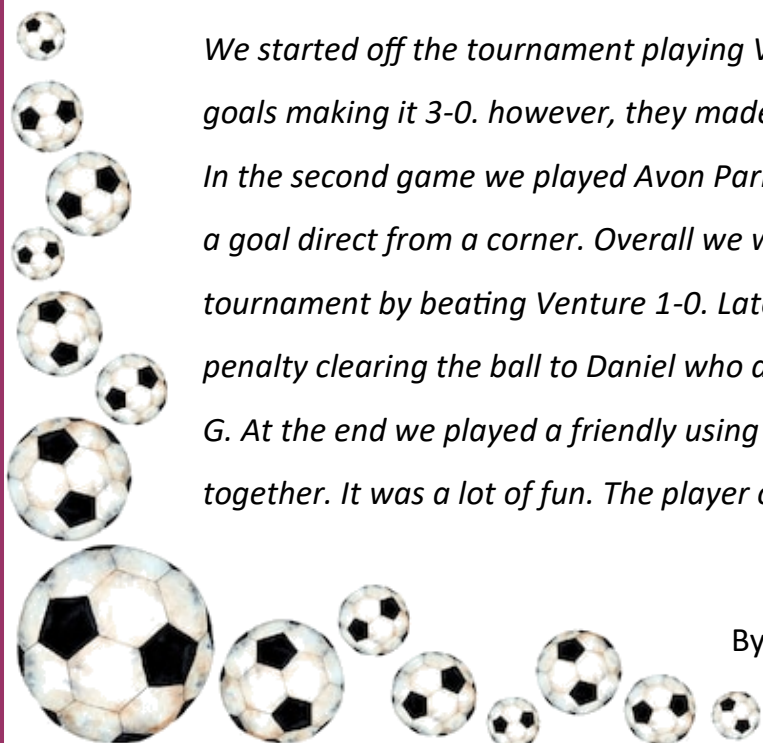
[Gareth.llewelyn@macintyreacademies.org](mailto:Gareth.llewelyn@macintyreacademies.org)

## YEAR 7-8 FOOTBALL TOURNAMENT MATCH REPORT

At Rugby Borough Football Club, 30.11.2023

<https://www.rugbyboroughfc.co.uk/>

Teams in attendance: Quest Academy, Venture Academy, Avon Park and ALP Nuneaton



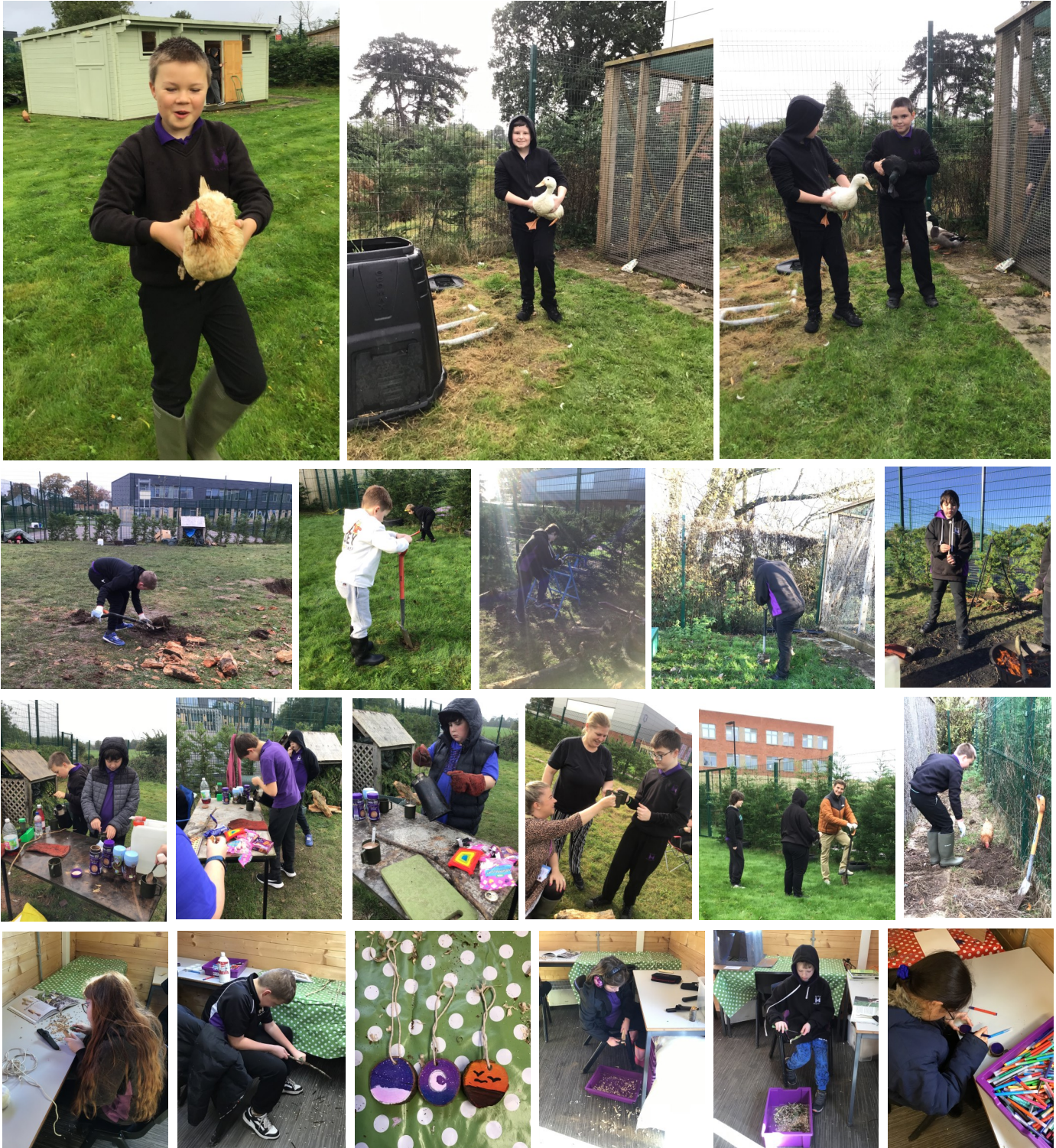
*We started off the tournament playing Venture Academy. We got 3 early goals making it 3-0. however, they made a great comeback to make it 3-3. In the second game we played Avon Park and won 2-0 and Damien scored a goal direct from a corner. Overall we won 4 and drew 2, winning the tournament by beating Venture 1-0. Late in the game Samuel saved a penalty clearing the ball to Daniel who assisted the winning goal by George G. At the end we played a friendly using the full pitch with all the players together. It was a lot of fun. The player of the tournament was Samuel B.*

By Samuel B , George G and Daniel.



# FOREST SCHOOLS

This term we are looking at different ways to care for our local flora and fauna. Learners have enjoyed planting new trees, helping to care for the animals, making wood craft in the cabin and making each other a warm drink at the end of their sessions!



Learners do not need to bring in their own balls, we have them available. If they do, they will have to be handed in on arrival like tech.



# Babi: The Labyrinth of Shadows



By Charlie R and Dungeon AI



As you step foot into the Forbidden Jungle, the eerie silence that surrounds you sends a chill down your spine. The dense foliage above casts a shadow on the forest floor, making it difficult to see more than a few feet in front of you. You take a deep breath and steel yourself for what lies ahead. After a few moments of wandering, you come across a cave entrance hidden behind a waterfall.

The sound of rushing water echoes throughout the cave, and it takes a moment for your eyes to adjust to the dim light. As you make your way deeper into the cavern, you notice strange markings on the walls that seem to glow in the darkness. Suddenly, you hear a mischievous cackle that echoes through the cavern.



You turn around to see a witch called 'The Spooky Spoon Babietta' hovering in mid-air. She cackles again and beckons you forward, inviting you to explore the Labyrinth of Shadows.

"Welcome, welcome!" she cackles.

"You seek adventure, do you not? The Labyrinth of Shadows is where you'll find it. But be warned, it's not for the faint of heart. Many have ventured in, but few have returned. Are you brave enough to face the challenges that lie within?"

"No I'm scared :(" said Babi.

The Spooky Spoon Babietta cackles again, her eyes gleaming with amusement. "Scared, are you?" she taunts. "Perhaps it's best if you turn back now, before the shadows claim you." But as she turns to fly away, you catch a glimpse of something hidden in the darkness behind her.

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As it slithers out of the darkness you hear a deep bellowing sound erupting from the darkness. It reveals itself as a... Giant Trombone with googly eyes! The Giant Trombone with googly eyes suddenly starts to play a jazzy tune, swaying its body from side to side. Despite your fear, you can't help but tap your foot to the rhythm. The Spooky Spoon Babietta seems surprised by the sudden appearance of the trombone, and she looks at it sceptically.

"What are you doing here?" she asks.

The trombone responds with a sly grin.

"Just passing through, my dear. But I couldn't resist the opportunity to join in on the fun." The Spooky Spoon Babietta snorts in amusement.

"Fun, you say? This place is no playground. It's a death trap." The trombone chuckles and continues to play its jazzy tune.



"Stop it!" The witch screams.

But the trombone doesn't stop, and the music seems to have an effect on the witch. Her cackling turns into a giggle, and she sways to the rhythm of the song. The trombone then starts to move towards the entrance of the cave, beckoning for you to follow.

"Come on, don't be afraid," the trombone says. "It's just a little adventure. And who knows? Maybe we'll find some treasure along the way."

Despite your initial fear, you feel drawn to the trombone's playful energy and decide to follow it deeper into the Labyrinth of Shadows. As you follow the trombone and the witch deeper into the labyrinth, you notice strange symbols etched into the walls and floor. They seem to glow with an otherworldly light that illuminates the darkness around you. The air grows colder, and the eerie echoes of your footsteps resonate throughout the cavern.

Suddenly, you hear a faint whisper that seems to be coming from all around you.



"We're in the walls, we're in the walls," the dark voices chant repeatedly, sending shivers down your spine. The trombone suddenly stops playing, and the witch looks around nervously.

"What was that?" she asks, her voice trembling. The trombone shrugs.

"Just the shadows playing tricks on us," it says.

"Don't worry, we'll be fine as long as we stick together."

As you continue on, the labyrinth seems to grow more complex and twisted. You come across traps and obstacles that require quick thinking and agility to overcome. The trombone and the witch both prove to be valuable companions, each using their unique skills to help you navigate through the dangers.

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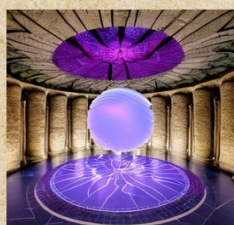
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After what seems like hours of navigating through the labyrinth, you come across a large room with a pedestal in the centre. On top of the pedestal rests a glowing orb that seems to pulse with an otherworldly energy. As you approach the pedestal, you hear a voice whispering in your mind, urging you to take the orb.

"Come on groovy dude, be a cool cat and take the orb", the voice whispered in a 70s disco voice. You hesitate, unsure of what the orb could do or what consequences it might bring. The witch and the trombone both look at you, waiting for your decision.

"Do you think it's safe?" you ask them.

"It's hard to say," the witch replies. "But if it's glowing like that, it must be valuable." The trombone nods in agreement.



As you turn back towards the orb you see in the corner of your eye the trombone's face briefly turn into an evil grin, you double take but shrug it off, "how could the trombone be evil?" you think, "he's so jazzy and friendly."

You take a deep breath and reach out to grab the orb. As your fingers touch the surface of the orb, you feel a surge of energy coursing through your body. You hear a loud cackle, and suddenly the witch disappears in a puff of smoke. The trombone's face contorts into an evil grimace as it reveals its true form: an evil trombone.

"I am Trombonkin Destroyer Of Worlds And Eater Of HotDogs" he bellows, his once playful tone now menacing. You try to run, but the labyrinth seems to have shifted around you, trapping you in the room with the evil trombone.

"You foolish mortal," the trombone says. "Did you really think a mere mortal like yourself could handle the power of the orb?"

The evil trombone raises its bell, preparing to strike you with a powerful blast of sound. But before it can attack, the orb in your hand starts to glow brighter and brighter. The energy coursing through your body intensifies, and you feel yourself starting to levitate off the ground. The evil trombone looks at you in surprise, unsure of what's happening.

Babi then says "Damn I just went super Saiyan HotDog mode, and will now destroy you in an epic battle!" As Babi charges towards Trombonkin, you notice that your body is emitting a bright light. The light engulfs both Babi and Trombonkin, and suddenly everything around you disappears. You find yourself floating in a void, with only the two of them and the orb. Babi charges towards Trombonkin, ready to fight.

But before the battle can begin, a voice booms from the darkness.

"STOP!" The voice echoes through the void, and both Babi and Trombonkin freeze in their tracks. Suddenly, a figure materializes before you. It's a being made of pure light, with a kind face and gentle eyes.

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"You were not meant to wield the power of the orb."

"I am Beeg Yoshi, Keeper of the Void Realm," Beeg Yoshi continues, "The orb was never meant to be taken by mortals. It holds the power to destroy worlds and bring chaos to the universe." You feel a pang of guilt and fear wash over you as you realize the gravity of your actions.

"I'm sorry," you say, feeling ashamed. "I didn't know what I was doing." Beeg Yoshi nods understandingly.

"I can see that you didn't. But now you must make things right. The power of the orb must be returned to its rightful place, or else the consequences will be dire." Beeg Yoshi takes the orb from your hand, and with a wave of his hand, the void disappears. You find yourself back in the labyrinth, with the witch and the trombone by your side.

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The witch and the trombone look at you expectantly, waiting for your next move. You realize that you have to make things right and return the orb to its rightful place. But first, you need to find out where that is.

"Do either of you know where the orb belongs?" you ask them. The witch shakes her head.

"I've never seen anything like it before." The trombone shrugs.

"I'm just a trombone, man. I don't know anything about mystical orbs."

You take a deep breath and try to think. Suddenly, you remember a legend you heard about a powerful wizard who lived in a distant land. Legend has it that the wizard was the only one who could handle the power of the orb. You turn to the witch and the trombone.

"We need to find that wizard," you say determinedly. "He's the only one who can help us return the orb to its rightful place." The witch nods in agreement, and the trombone grins.

"Let's go and find him then" Said Babi.

You set out on your quest to find the powerful wizard who can help you return the orb to its rightful place. The labyrinth seems to shift and change around you as you navigate through it, but you press on. After days of wandering, you come across a small village nestled in a clearing. The villagers tell you that the wizard you seek lives in a tower at the edge of the world.

You thank the villagers for their help and set off towards the tower. The journey is long and treacherous, but you persevere, driven by your determination to make things right. When you finally reach the tower, you are greeted by a stern-looking wizard with a long beard and piercing eyes.



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"What brings you to my tower?" he asks, his voice grave and serious. You explain to the wizard the situation with the orb and how you accidentally took it from its rightful place. The wizard listens intently, stroking his beard as he considers your words.

"I see," he finally says. "The orb is a powerful artefact that must be handled with great care. It must be returned to its rightful place before it causes any more harm."

The wizard takes the orb from your hand and inspects it closely.

"Luckily for you, I know exactly where the orb belongs. But returning it won't be easy. The orb's rightful place is in the heart of a dangerous volcano, guarded by a powerful dragon." You feel a sense of dread wash over you as you realize the enormity of the task ahead.

In the heart of the ancient Forbidden Jungle, there lies a mysterious dungeon known as the Labyrinth of Shadows. Legends tell of a mischievous baboon named Babi who, in a moment of playful curiosity, finds himself trapped within the dungeon's dark and winding passages. As Babi navigates the labyrinth, he discovers that each twist and turn is guarded by mystical creatures and perplexing puzzles.

The dungeon is a living entity, responding to Babi's every move with eerie echoes and shifting shadows. To escape, Babi must unravel the secrets hidden within the labyrinth, confront his deepest fears, and forge alliances with the dungeon's enigmatic inhabitants. Throughout his journey, Babi encounters a motley crew of fellow adventurers—a spoon-shaped witch, a fun and jazzy trombone and a very large lizard. Together, they form an unlikely alliance to overcome the labyrinth's challenges and reveal its ancient mysteries.

As Babi and his newfound companions delve deeper into the dungeon's depths, they uncover a mysterious orb and nearly trigger dire consequences. Will Babi conquer the Labyrinth of Shadows, meet the legendary wizard and return the orb in time? The fate of the Forbidden Jungle hangs in the balance as Babi's adventure unfolds.

The End...So Far?

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## FOOD TECH

Some of the year 11s and 10s have been working hard at making two dishes in 2 hours.

Here are some great examples.



Billy made Cheese and pasta bake, and chocolate fudge crinkle cookies.



Lauren made some Christmas themed chocolate fudge crinkle cookies.



Suni made macaroons in PL and crinkle cookies and tuna pasta bake in lesson.



Grace made tuna pasta bake and crinkle cookies.





**Attendance:** At Quest Academy, we seek to ensure that all our learners receive a full time education which maximizes opportunities for each learner to reach his or her true potential: we feel that good attendance (95% or above) and good punctuality too are a vital part of this and we want all learners to strive towards this.

Government statistics have proven that children with poor attendance are 47% less likely to meet their potential examination results compared to learners with good attendance.

We have a desire to strive towards 100% attendance for all of our learners and expect all parents/ carers to actively support us in ensuring that their children are in school, safe, at all times. We also aim to hold all parents / carers that give low priority to good school attendance accountable.

**Lateness:** Pupils must attend registration on time to be given a present mark. Registration starts at 8.50am until 9am. Arrival after the start of morning registration will be given an 'L' code. After 9.30am a 'U' code (unauthorised absence) will be given.

### Quest Contact Details:

Quest Academy  
Anderson Avenue  
Rugby  
Warwickshire  
CV22 5PE

E: [quest.office@macintyreacademies.org](mailto:quest.office@macintyreacademies.org)

T: 01788 593 112



**How to contact members of staff:** Please contact Reception if you would like to speak with a member of staff. You will either be transferred or reception will email the member of staff to let them know that you have called.

**Reporting pupil absence and lateness:** Please can we remind parent/carers to call school on **01788 593 112**, before 9am if your child may be late or is unwell. You will also need to contact the taxi company to let them know. If your child is absent for more than 7 days you will need to provide a doctors certificate. If we do not receive a doctors note and have not seen your child we will have no alternative but to refer the matter to the Safeguarding Board in line with our safeguarding procedures.

## PRIVACY NOTICE

MacIntyre Academies collects and uses pupil information which complies with General Data Protection Regulation (GDPR). This is Europe's framework for data protection laws – it replaces the previous 1995 data protection directive, which UK law has previously been based upon.

**Please note that limited personal data is used and stored as per the MAT Retention Policy.**

You can read the full details of our [Privacy Notice](#) in the policy. This includes more details of our legal basis for the use of specific information.