

**LETTER FROM THE  
PRINCIPAL  
WEEK OF OCTOBER 25,  
2021**

Dear Families,

I am writing this week to let you know that we have adapted our Halloween parade a bit. We are taking it outside starting at 9:45 am so that you can watch from across the street, if you would like. We have decided not to stream it for the privacy of students who wish not to be filmed or broadcast. Thanks for understanding. Please refer to the attached materials for more information on our Halloween festivities.

It seems that Halloween has brought us "Squid Games," which is a show on Netflix meant for adults. Even Roblox has gotten on the Squid Games bandwagon. It turns out the show and the game are quite violent. We trust that families know what is best for their children. This letter isn't meant to tell you what to watch or to let your children watch. Rather, we have seen the idea of "squid games" intruding upon our fun playground games.

Children are starting to enact some of the violence that is featured on the show and in the game.

We will be reminding your children that violence, even simulated violence, is not appropriate for school or the playground. They shouldn't be pretending to shoot people. They shouldn't be aiming even pretend weapons at one another. We don't want our students to simulate wrestling, fighting, or other forms of physical aggression because this tends to escalate.

In keeping with this idea, we want to issue another reminder that we prefer Halloween costumes be non-violent. I will be something cute and cuddly for Halloween. This may not be everyone's cup of tea, but in promoting nonviolence, let's try to stick with costumes that lean more on the cute side than the scary side. What do you think?

Our school counselor weighed in on the issue, and this is what she had to offer:

*Technology by itself is not bad for children; unlimited, unmonitored, or age-inappropriate technology is. Squid Games may be the latest craze, but it isn't the only*

*(or the last). Rather than specific rules about this one topic, take the opportunity to talk with your children about your family rules and values related to technology. Consult with your pediatrician about how much screen time is considered safe for children and why. Ask yourself: Am I concerned by my child's technology usage? Does my child exhibit a negative behavior change when I try to limit tech time or when they've reached the time limit and I take it away? Is my child otherwise healthy, getting enough exercise and sleep, reading, spending time outside and with peers, contributing to family chores? After considering these, refine your screen time approach if necessary. Add screen time limits as well as appropriateness limits. [Common Sense Media](#) is an excellent resource if you are looking for guidance.*

*Electronics, particularly some video games, cause the brain to release high levels of dopamine, a pleasure neurotransmitter. This is the same feel good chemical released in the brains of people who use drugs. When you pair*

*violent games with  
pleasure release in the  
brain, that is something  
you as parents want to be  
very aware of and decide  
how you will limit that  
pairing for your children.*

*Questions? Worried?  
Overwhelmed by  
information? Please reach  
out to your School  
Counselor or Social  
Worker for help!*

Sincerely,

Jim Martin

