

# Online Safety Newsletter

November 2021



At Bishops Itchington Primary School we are passionate about keeping children safe online. As the weather is getting colder and children may be starting to spend more time indoors, this newsletter focuses on PEGI age ratings of games, in addition to looking at ways of encouraging children to talk about their online activities and how to promote positive online experiences.



## Gaming: what's appropriate for your child?

All games released in the UK will have one of the following **PEGI** age ratings on the packaging: 3, 7, 12, 16 or 18. The rating means that the game shouldn't be played by a child under that age.

Why? Because there may be content within the game which could potentially be harmful, frightening or worrying to children. As well as an age rating, PEGI also uses icons showing content descriptors, letting you know if a game contains violence, drugs, bad language, discrimination, fear, gambling, sexual content, or in-app purchases.

The following websites have more information about PEGI age ratings and why they are so important:

**Think u know**

<https://www.thinkuknow.co.uk/parents/articles/gaming-whats-appropriate-for-your-child/>

**The Video Standards Council:**

<https://videostandards.org.uk/RatingBoard/>

## Gaming consoles & Platforms

If your child is a keen gamer and uses a range of consoles or devices to play the latest games, take a look at this guide from **Internet Matters**. It contains step-by-step parental control guides for all the main consoles, platforms and gaming apps so you can set the right level of protection to give your child a fun and safe online experience.

<https://www.internetmatters.org/parental-controls/gaming-consoles/>



## The behavioural consequences of children playing age-inappropriate games



Child Mind  
Institute

As technology advances around us, the choice of games for children to play increases. The links below contain informative articles about the alarming behavioural and psychological effects playing age-inappropriate games can have on our children.

<https://www.psychologytoday.com/gb/blog/screen-play/201908/how-young-is-too-young-fortnite>

<https://childmind.org/article/parents-guide-dealing-fortnite/>

### The Online Together Project



This interactive tool has been designed by Internet Matters and Samsung to help all young people, their parents and carers, to develop critical thinking skills and encourage a positive and inclusive culture online.

<https://www.internetmatters.org/resources/theonlinetogetherproject/>

### Lego Build and Talk



Lego's collection of fun, free Build & Talk activities give you the tools to have relaxed conversations with your kids about life online, over some LEGO building. As your child gets creative you can break the ice about important online safety topics like **managing screen time** and **avoiding scammers or bullies**.

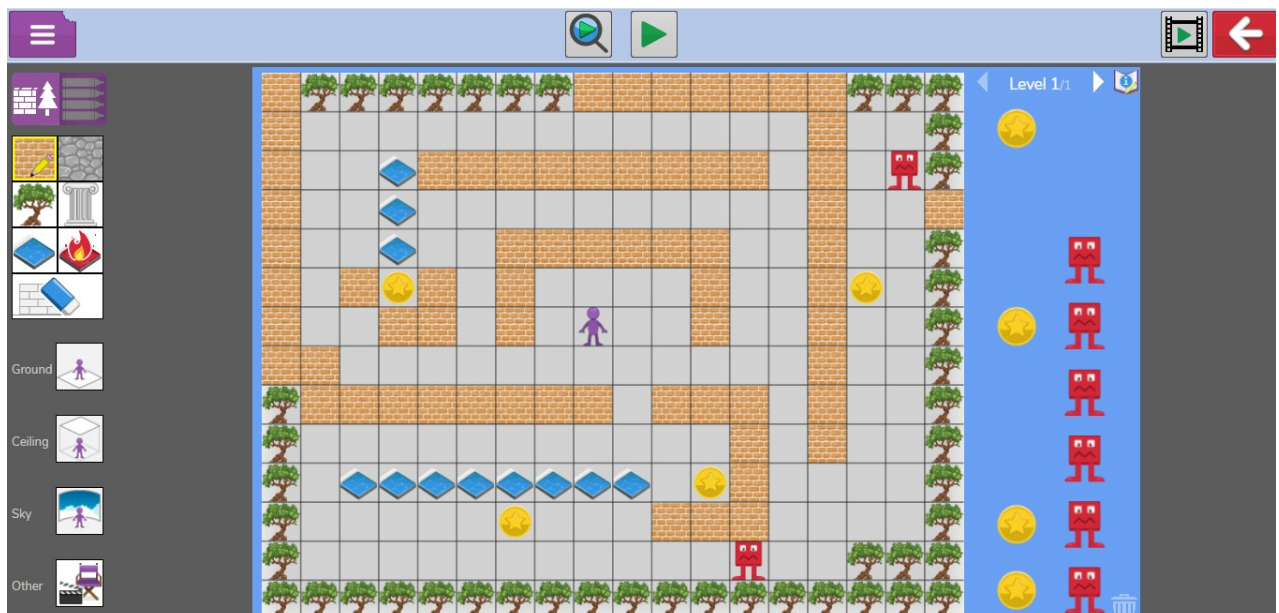
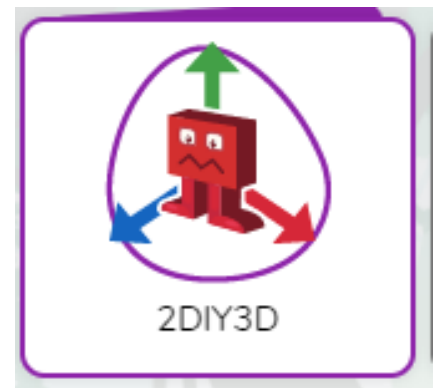
<https://www.lego.com/en-gb/sustainability/children/buildandtalk/>



# Do your children like creating their own games?



**2DIY3D** on **Purple Mash** (our school learning platform) allows children to be creative online and design their own multi-level games in a safe online environment.



# ONLINE SAFETY DIGITAL LEADERS

## Calling all Year Six children!



**Would you like to become an Online Safety Digital Leader at our school?**

Activities will involve the following:

- Attending monthly online safety meetings (during lunchtime).
- Sharing your knowledge of online safety with other children in our school.
- Leading online safety assemblies.
- Reading online safety stories to younger children.
- Creating films, presentations, publications and other media to promote online safety in our school.
- Recommending **safe, age-appropriate** games and websites to other children.
- Many more activities!

Applications will be given out this week! If you are interested, please hand in your application form by **Thursday 25th November**.