

WE ARE 'REACHING HIGH'

Fairlands eSafety News

The eSafety newsletter of Fairlands Primary School and Nursery

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Dear Parents and Carers,

Welcome to our eSafety newsletter. These newsletters are sent out each term to give you the most up to date eSafety advice. Don't forget to check here each term for all of the latest e-safety guidance to help keep your child stay safe online. If you have any questions or suggestions of things you would like advice on please feel free to contact me via e-mail. My e-mail address is emily.thompson@fairlands.herts.sch.uk.

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AGE RATINGS ON VIDEO GAMES

We have had lots of incidences in school of children playing on games that are unsuitable for them. Here is breakdown of the content of games according to their age rating as defined by PEGI (Pan European Game Information):



The content of games given this rating is considered suitable for all age groups. Some violence in a comical context (typically Bugs Bunny or Tom & Jerry cartoon-like forms of violence) is acceptable. The child should not be able to associate the character on the screen with real life characters, they should be totally fantasy. The game should not contain any sounds or pictures that are likely to scare or frighten young children. No bad language should be heard and there should be no scenes containing nudity or any scenes referring to sexual activity.



Any game that would normally be rated at 3 but contains some possibly frightening scenes or sounds may be considered suitable in this category. Some scenes of partial nudity may be permitted but never in a sexual context.



Video games that show violence of a slightly more graphic nature towards fantasy characters and/or non graphic violence towards human-looking characters or recognisable animals, as well as video games that show nudity of a slightly more graphic nature will fall into this category. Any bad language in the category must be mild and fall short of sexual expletives.



This rating is applied once the depiction of violence (or sexual activity) reaches a stage that looks the same as would be expected in real life. More extreme language, the encouragement of the use of tobacco and drugs and the depiction of criminal activities can be included in this category.



This adult rating is applied when the level of violence reaches a stage where it becomes gross violence and/or includes elements of specific types of violence. In general terms it is where the level of violence is so visually strong that it would make the reasonable viewer react with a sense of revulsion. This rating is also applied where the level of sexual activity is explicit which may mean that genitals are visible. Any game that glamorises the use of real life drugs will also probably fall into this category.

Please ensure that you safeguard your children by not allowing them to play games that are inappropriate for their age. Staff will record any concerns regarding the playing of inappropriate games.

IN SAFE

The international eSafety organisation is an excellent online resource for all eSafety issues. It has lots of useful information for parents and carers and children too. This includes good practise guides and activity packs to help you support your child at home with eSafety.

<http://www.saferinternet.org/online-issues>

NEW TECHNOLOGIES AND SLEEP

Here at Fairlands we are avid fans of new technology and how this can be used to support learning however, we recognise that there are other methods too. Children are spending more and more time using new technologies and this is having an impact on their sleeping patterns. This is something we have seen impacting on their ability to learn in school. Tired children do not make good learners with or without technology! The link below will take parents to an article discussing the results of a study carried out by the Journal of Sleep Research about the effect having electronic devices in children's bedrooms has on their sleep.

<http://www.examiner.com/article/the-new-age-of-electronic-devices-like-smartphones-alters-sleep-children>

While we think it's great that children have access to a range of new technologies we would urge parents and carers to remove these from their bedrooms and ensure that access is always supervised.

eSAFETY GROUP

We now have an active eSafety group within the school. The group is made from staff, governors and pupils. We discuss eSafety in school and at home and the children help to make decisions about how to make eSafety even better at our school. The representative will then feedback to their class about what has happened within the group that term.

We were particularly impressed with the knowledge that the children had around eSafety and how to stay safe online. It is good to see that key messages are being listened to by children to keep them safe.

eSAFETY WEEK

eSafety week is nearly upon us again. This year we have asked our school's eSafety group about what topic they think we should cover. They have decided upon:

"Click or trick?"

This relates to in-app and in-game purchases when they are gaming online.

Keep your eyes peeled for more information. There will also be the annual parents information event. This year it will be in the evening!

eSAFETY PROGRESSION OF SKILLS

We have developed a progression of skills for computing linked directly to the Computing Curriculum for 2014. In the progression of skills we have distinguished the eSafety skills that children should be mastering during their time at Fairlands. This makes it really clear to staff and children the expectations that

This eSafety Newsletter will be published termly. If there is any advice you would like to see in the next newsletter please contact me at emily.thompson@fairlands.herts.sch.uk