“[It is] a diabolical device of the demon of darkness ... imbued with a wild and satanic nature.”
All this technology is making us antisocial......
Over 90% of children regularly play games.
53% of all gamers are girls.
The average age of a gamer today is **33**. Within 10-15 years this is likely to be closer to **50**.
The top 200 apps make a total of $18 million per day, 92% of which comes from in-app purchases.
"Our games are not designed for young people. If you're a parent and buy one of our games for your child you're a terrible parent. We design games for adults because we're adults. There's a lot of kids games out there that we're not interested in playing. Just like you enjoy watching movies and TV shows with adult themes and language and violence that's the kind of thing we seek to produce."

- Lazlow Jones, Producer of Grand Theft Auto
<table>
<thead>
<tr>
<th>Rating</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EVERYONE</td>
<td>Content is generally suitable for all ages. May contain minimal cartoon,</td>
</tr>
<tr>
<td></td>
<td>fantasy or mild violence and/or infrequent use of mild language.</td>
</tr>
<tr>
<td>EVERYONE 10+</td>
<td>Content is generally suitable for ages 10 and up. May contain more cartoon,</td>
</tr>
<tr>
<td></td>
<td>fantasy or mild violence, mild language and/or minimal suggestive themes.</td>
</tr>
<tr>
<td>TEEN</td>
<td>Content is generally suitable for ages 13 and up. May contain violence,</td>
</tr>
<tr>
<td></td>
<td>suggestive themes, crude humor, minimal blood, simulated gambling and/or</td>
</tr>
<tr>
<td></td>
<td>infrequent use of strong language.</td>
</tr>
<tr>
<td>MATURE</td>
<td>Content is generally suitable for ages 17 and up. May contain intense</td>
</tr>
<tr>
<td></td>
<td>violence, blood and gore, sexual content and/or strong language.</td>
</tr>
<tr>
<td>ADULTS ONLY</td>
<td>Content suitable only for adults ages 18 and up. May include prolonged</td>
</tr>
<tr>
<td></td>
<td>scenes of intense violence, graphic sexual content and/or gambling with</td>
</tr>
<tr>
<td></td>
<td>real currency.</td>
</tr>
</tbody>
</table>

**PEGI 3**

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.

**PEGI 7**

Any game that would normally be rated at 3 but contains some possibly frightening scenes or sounds may be considered suitable in this category.

**PEGI 12**

Videogames that show violence of a slightly more graphic nature towards fantasy character and/or non-graphic violence towards human-looking characters or recognisable animals, as well as videogames that show nudity of a slightly more graphic nature would fall in this age category. Any bad language in this category must be mild and fall short of sexual expletives.

**PEGI 16**

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 bad language, the concept of the use of tobacco and drugs and the depiction of criminal activities can be content of games that are rated 16.

**PEGI 18**

The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence and/or includes elements of specific types of violence. Gross violence is the most difficult to define since it can be very subjective in many cases, but in general terms it can be classed as the depictions of violence that would make the viewer feel a sense of revulsion.
“Half the vices which the world condemns most loudly have seeds of good in them and require moderated use rather than total abstinence”

- Samuel Butler
'Ok guys let’s grab our notebooks. First things first'

'Is it going to need a hood?'
'Probably not...in fact yeah!'
'Ok then, I’ll make it'

'Vere going to have to work together'

'So what are we going to design?'

'Do you guys understand what I’m saying?'

'No we don’t have enough time to do this.’
'How long do we have?’
'Only about 10 minutes’

'I’m going to use pins...No pin’s are too dangerous. I'll use clips.’

'What colours should we use?’
'Blue!'
'Ok blue.’
'No. Let’s use this one, it’ll be good for our style’
Rather than decreasing social interactions, some studies have shown gaming can actually increase social interactions.
Profile/Status based social media

Media Based Social media

Communication Social Media

Other social Media
In almost every form of social media, women are the most common users.
Social media doesn’t replace real life social interactions; it augments them instead.
43% of children experience cyber-bullying, 60% have witnessed it, but only 1 in 10 report it.
Tips and tricks to help children in their digital lives.
Child Protection Concern

Are you Concerned about a child?

If you are concerned about a child:
Make a factual record of your concern.
(Include day, date, time, other witnesses, concern and your signature).

You should discuss any concerns with:

**Emma Malla/Gemma Caines**

If the above persons are unavailable, please talk to:
Any of the safeguarding Team:

Maifa Filion, Pabitra Deula, Chris Leadbeter,
Binu Magar, Sophia Groom, Alistair Paul

Do not delay sharing your concern.
Search for:
06. Child protection concern-Reporting form-Blank.docx
**Screen-Time Rules...**

To earn 2 hours of screen time you must...

- Make your bed
- Brush your teeth
- Tidy your bedroom
- Read for at least 20 minutes
- Spend 30 mins doing something creative
- Complete 2 chores
- Use your manners

**Time (20 mins) will be deducted for...**

- Arguing/fighting with sibling
- Name calling
- Yelling

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**18 months or younger**

- No screens are still best.
- The exception is live video chat with family and friends.

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**18 months to 2 years**

- Limit screen time and avoid solo use.
- Choose high-quality educational programming, and watch with kids to ensure understanding.

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**2 to 5 years**

- Limit screen time to an hour a day.
- Parents should watch as well to ensure understanding and application to their world.

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**6 or older**

- Place consistent limits on the time spent and types of media.
- Don't let screen time affect sleep, exercise or other behaviors.

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**Set family media-free times, like meals or driving, and media-free zones, like bedrooms.**

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**Continue discussing online citizenship and safety, including treating others with respect online and offline.**
Parental Controls

- [Windows] https://goo.gl/i4C3cj
- [macOS] https://goo.gl/INQdMC
- [iOS] https://goo.gl/PzlG0z
- [Android] https://goo.gl/EEscaH
- [IoT] https://goo.gl/qofCCX
- [Website] www.ourpact.com
Approximately 33% of Year 6 students in TBS have devices in their bedrooms.
TALK to your children