

29 January 2024

Dear Parents / Carers

As many of our pupils have received devices over the winter, we thought this would be a good opportunity to share some reminder information around online safety.

Smart Watches and Activity Trackers

As per our uniform policy please remember that Smartwatches (devices that can access the internet, connect to devices with Bluetooth, have a camera or receive messages and phone calls) are not allowed in school and must be switched off and handed in with mobile phones if they are inadvertently brought in. These devices can be potentially broken easily when children are playing at break and lunchtimes and the school accepts no responsibility for any damage or loss to these devices.

Gaming



Video game ratings using the PEGI (Pan-European Game Information) system became legally enforceable in 2012. This means that retailers who sell titles with ratings of 12, 16 or 18 years to children below the age limits can be prosecuted. The PEGI rating considers the age suitability of a game, not the level of difficulty. For example a PEGI 3 game will not contain any inappropriate content, but it may be too difficult to master for younger children and while a PEGI 18 game may be very easy to play, they contain elements that make them inappropriate for a younger audience.














Many games that young people play are online and allow them to play against their friends and other people in the online gaming community. It is important that young people feel safe and in control when they are playing against others online. As part of our online safety curriculum we stress the importance of being respectful and responsible towards others when online, keep personal information private and to speak to an adult if they are worried or concerned.

We have also attached National Online Safety guidance on snapchat and there is one for smartwatches too.

Yours sincerely

H Walker

Mrs Walker
Computing & Online Safety Lead

Label	What the label means
	The content of games with a PEGI 3 rating is considered suitable for all age groups. The game should not contain any sounds or pictures that are likely to frighten young children. A very mild form of violence (in a comical context or a childlike setting) is acceptable. No bad language should be heard.
	Game content with scenes or sounds that can possibly be frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence) are acceptable for a game with a PEGI 7 rating
	Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards humanlike characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild.
	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. The use of bad language in games with a PEGI 16 rating can be more extreme, while the use of tobacco, alcohol or illegal drugs can also be present.
	The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence, apparently motiveless killing, or violence towards defenceless characters. The glamorisation of the use of illegal drugs and of the simulation of gambling, and explicit sexual activity should also fall into this age category.
	The game contains depictions of violence. In games rated PEGI 7 this can only be non-realistic or non-detailed violence. Games rated PEGI 12 can include violence in a fantasy environment or non-realistic violence towards human-like characters, whereas games rated PEGI 16 or 18 have increasingly more realistic-looking violence.
	The game contains bad language. This descriptor can be found on games with a PEGI 12 (mild swearing), PEGI 16 (e.g. sexual expletives or blasphemy) or PEGI 18 rating (e.g. sexual expletives or blasphemy).
	This descriptor may appear as 'Fear' on games with a PEGI 7 if it contains pictures or sounds that may be frightening or scary to young children, or as 'Horror' on higher-rated games that contain moderate (PEGI 12) or intense and sustained (PEGI 16) horror sequences or disturbing images (not necessarily including violent content).
	The game contains elements that encourage or teach gambling. These simulations of gambling refer to games of chance that are normally carried out in casinos or gambling halls. Some older titles can be found with PEGI 12 or PEGI 16, but PEGI changed the criteria for this classification in 2020, which made that new games with this sort of content are always PEGI 18.
	This content descriptor can accompany a PEGI 12 rating if the game includes sexual posturing or innuendo, a PEGI 16 rating if there is erotic nudity or sexual intercourse without visible genitals or a PEGI 18 rating if there is explicit sexual activity in the game. Depictions of nudity in a non-sexual context do not require a specific age rating, and this descriptor would not be necessary.
	The game refers to or depicts the use of illegal drugs, alcohol or tobacco. Games with this content descriptor are always PEGI 16 or PEGI 18.
	The game contains depictions of ethnic, religious, nationalistic or other stereotypes likely to encourage hatred. This content is always restricted to a PEGI 18 rating (and likely to infringe national criminal laws).
	The game offers players the option to purchase digital goods or services with real-world currency. Such purchases include additional content (bonus levels, outfits, surprise items, music), but also upgrades (e.g. to disable ads), subscriptions to updates, virtual coins and other forms of in-game currency.