

Chandlers Ridge Academy

Acting Head Teacher Mrs CL Lidgard B.Ed (Hons)
School Office 01642 312741
www.chandlersridge.org.uk



22nd January 2016

Dear Parents & Carers

Re: Online Safety

Your child is fortunate enough to be growing up in an increasingly technological age, meaning that their learning can be heightened through the use of many different technologies. Also, it enables the children to communicate with their friends and peers using a variety of tools, platforms and media.

However, it is vital that children are reminded of the importance of using the internet in a safe and careful manner. Recently, we have been made aware of a number of instances of our pupils accessing and using the social media platform Instagram in an unsafe way.

Although, this is not a school matter as the use of the internet and social media occurs outside school hours, the school will intervene in these issues when they impact on behaviour and learning.

Therefore, we would ask for parents and carers to be extra vigilant when your child is using social media sites such as Instagram, Snapchat and Facebook. We have enclosed an information leaflet which we hope you will find useful. If however, you feel you need further information, support or advice regarding your child's use of social media sites, then please contact Miss Anderson, our Online Safety Co-ordinator at crlanderson@chandlersridge.org.uk. We are all learning together in this new technological age, and there are tools and support available if needed.

Also, overleaf is some further information regarding guideline of age ratings for videogames. Statistics have shown that children as young as 7 across the UK are accessing and playing 18 rated games such as Grand Theft Auto and Call of Duty. We have also been made aware of children from our school setting up their own Youtube accounts and sharing themselves playing these games.

Whilst we appreciate how difficult it is not to succumb to peer pressure, we must stress the importance of thoroughly vetting these games yourself first. These 18 rated games are subjecting young children to obscene language, sexual activity and extreme violence at a very impressionable age. Again, the school will intervene in these issues when they impact on behaviour and learning, so please help us prevent these issues occurring by following the PEGI guidance overleaf.

Kind Regards

A handwritten signature in black ink that reads "L. Lidgard".

Mrs L Lidgard
Acting Head Teacher



**Chandlers Ridge
Academy**

Chandlers Ridge Academy
Nunthorpe
Middlesbrough
TS7 0JL
01642 312741 fax 01642 327779

Company Registration No. 8149765.
www.chandlersridge.org.uk
enquiries@chandlersridge.org.uk
www.friendschandlersridge.org
twitter @chandlersridge



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.

Descriptors shown on the back of the packaging indicate the main reasons why a game has received a particular age rating. There are eight such descriptors: violence, bad language, fear, drugs, sexual, discrimination, gambling and online gameplay with other people.