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| **Objective:**To recognise and understand the symbols that inform us about video games. |
| **Activity:**This activity can be used to discuss the games that your pupils like to play, and to help them become more aware of the age recommendations for different titles, as well as the themes a game may contain.A good place to start is by discussing with pupils what games they like to play, and on what devices. This could be linked to the ‘home survey’ activity about their internet and technology use outside of school.You may wish to make a list of the most popular titles they mention to refer to throughout the activity.Explain to pupils that people of all ages enjoy videogames, and that there are some games out there that are for adults. Because some games are only for adults, and some are for older children, special symbols are used on the game box or website to show the age you should be to play that game.Show pupils the PEGI age rating symbols (either using the accompanying PowerPoint or flashcards). * Which symbol tells us the game is just for adults? (PEGI-18)
* Which symbol tells us most people can play the game? (PEGI-3)

Explain that these age ratings are like the ones used for films, DVDs and Blu-rays to help us know when we may see something violent, scary or something that makes us uncomfortable.There are also symbols to show us the types of things we may see in a game. Using the flashcards or PowerPoint presentation, ask pupils if they know (or can guess) what type of content each symbol represents.NOTE: Further discussion may be needed on the different types of content, particularly in clarifying what might be meant by discrimination or sexual content in games. The PEGI website has clear information on what merits a certain age or content rating: <http://www.pegi.info/en/index/id/33/>. Refer back to the list of favourite games and ask pupils if they know what PEGI ratings those games carry, and which symbols might they see for that age rating.It is important to be honest in these discussions about the themes that PEGI-16 and PEGI-18 games will contain but not to judge or blame pupils if they are playing these titles underage, as these would have been purchased by an adult on their behalf.The important message to deliver to your pupils is that if they ever experience anything in a game that upsets, worries or makes them uncomfortable then they should stop playing and tell an adult. That adult can then discuss what they have seen, what it may mean and offer support.Talking about games also offers the opportunity to explore the differences between scenes portrayed in a game and things that happen in real life. Linking these discussions to other activities in the [‘TRUST’](http://www.childnet.com/resources/star-toolkit/trust) section can help pupils become more aware that not everything shown online or in a game is necessarily real or trustworthy.Discussions may also be needed around who they chat to in games and can be linked to activities from [‘RESPECT’](http://www.childnet.com/resources/star-toolkit/respect) to explore friendship and communication online, and activities in ‘Safe’ in understanding what personal information they should/shouldn’t share online. |
| **Key Vocabulary:** |