In Touch with Technology News

**The growing age of gaming**

**What do the PEGI labels on console games mean?**

The PEGI labels appear on front and back of the packaging indicating one of the following age levels: 3, 7, 12, 16 and 18. They provide a reliable indication of the suitability of the game content in terms of protection of minors. The age rating does not take into account the difficulty level or skills required to play a game.



**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.



Term 4 Newsletter

**Story writing ideas**

The use of computing for writing is becoming an increasingly popular skill. Below are some exciting ways to creatively write using tablets and computers.

My Storybook: An intuitive online book creator – write, draw and share. The site has a bank of backgrounds to choose from!

Storybird: An exciting online book creator which provides high quality illustrations to inspire creative minds.

Safari Tales: £2.99 IOS/Android app. Turn safari adventures into digital storybooks to share. Also you can use a word wheel to ask questions about what they can see.

**Online safety update**

02 have joined forces with NSPCC to talk e-safety. Follow the link for tips, articles and help with parental controls. A handy website to find out more and keep up-to-date!

<http://www.o2.co.uk/help/nspcc>

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**Top Tips:** Ransomware is currently a number one threat around the world, affecting many big businesses and even the NHS. Recently, there have been concerns that similar threats could affect schools and personal accounts. Ransomware comes via and email. If you get a suspicious/unexpected email, do not open it. In particular, only open email attachments and links from users you trust and attachments you’re expecting.