ELECTRONIC GAMING DEVICES POLICY

Clifton Hill Primary School

September 2008

Rationale:
Electronic gaming devices increasingly dominate children’s leisure time. We recognise that adequately regulating access to these games during school hours poses a great difficulty and may produce unintended social and emotional difficulties.

Aim:
This policy aims to regulate student use of all electronic gaming devices that children may bring to school.

Principles:
This policy is guided by the following principles:

• Hand-held devices (e.g. Nintendo DS, Sony PSP, etc.) that can potentially load a range of different games (without ensuring that all games are G Rated) are not appropriate within a primary school setting.

• Hand-held electronic devices are increasingly capable of accessing the internet or of communicating with each other. This is not appropriate within a primary school setting.

• School recess and lunch breaks afford students the opportunity to be involved in active, physical, social play with their peers. Although these devices may promote some social interaction, they do so in a passive and sedentary way.

Implementation:
Clifton Hill Primary School informs parents, for the safety of all students, electronic games or devices are not to be brought to school.

A student found with a hand-held electronic device during school hours will have it confiscated and returned at the end of the school day. Parents will be notified of this.

REVIEW: 2011