
Policy Statement

Activity Centres Inc. believes that electronic games should be incorporated into children's play and leisure experiences. We support the appropriate use of technology and media by the children and Staff and recognise that children will engage in many forms of media platforms both within and outside the Service. We believe that the use of technology should be used for entertainment and leisure activities and must not place at risk the safety or wellbeing of the Staff, children or their families or any visitors to the Service.

Considerations

- ✓ Education and Care Services National Law 2010
- ✓ Education and Care Services National Regulations 2011(current version 1 February 2018)
- ✓ Education and Care Services National Quality Standards 2011(current version 2018)
- ✓ Activity Centres Incorporated Confidentiality Policy
- ✓ Activity Centres Incorporated Disciplinary Policy
- ✓ Activity Centres Incorporated Grievances Policy
- ✓ Activity Centres Incorporated Social Media Policy
- ✓ My Time Our Place
- ✓ Privacy Act

Procedures

- Children will have access to different forms of technology whilst at the Service.
- All electronic games and media shall be rated G or PG and be age appropriate for children in our care. Games saved on the devices that children wish to play at the Service must also be G or PG.
- Movies or clips saved on the child's devices must not be viewed while at the Service unless or they are rated G or PG.
- Staff must provide adequate supervision and will filter media and remove anything that may be unsuitable for the children.
- Staff will filter and remove any form of media or technology that may offend any particular race, gender or culture.
- Children who bring electronic devices to the Service will have restricted play times; the times will be either displayed around the Service or will be displayed on the program depending on what Service your child attends.
- Educators must ensure that all electronic devices need to have any camera lenses covered
- Educators must ensure that internet access must be disabled on all devices prior to children playing them, including mobile data.
- Children are only to bring in one game cartridge with their hand held game that must be rated G or PG.
- If Staff feel a PG game is inappropriate to be played at the Service, they can instruct children to stop playing and remove game.
- Staff and Management will take no responsibility for any items lost or broken. Children are responsible for their own property.
- Children can sign their electronic games into the safe keeping box, all care will be taken to ensure children's personal property is kept safe, however no responsibility will be taken by Staff or Management, all precious items and valuables should be left at home.
- It is the families responsibility to ensure that all items brought into the Service have the child's name clearly labeled.
- Rules relating to this policy will be noted on information hand-outs to parents:
 - Children can bring along their electronic device to be played with during the allocated times only – when not being played children can lock games up and sign them into our register for safe keeping

Electronic Games Policy

- All cameras must be covered at all times
 - **One** device per child is to be brought in
 - Games and Apps used need to be – rated G or PG only. Educators may not allow children to play games if they deem as inappropriate
 - Please label all devices
 - We will not charge game consoles – they must come fully charged
 - Children are only permitted to play their own device
 - All devices have internet capabilities shut off
- If Educators feel that any child is not following the rules set down by this policy, the device or games may be confiscated, until the child is collected from care.
 - Children are not to have access to social media on their devices while at the Service.
 - Games that allow for interaction between children’s devices must be age appropriate and rated G or PG.
 - No headphones are to be worn or brought into the Service, as the Staff need to be able to hear what games or songs are being played with or listening to.

Definition

Technology is the study or use of systems (especially computers and telecommunications) for storing, retrieving, and sending information.

Electronic games could be, but are not limited to;

- ✓ Nintendo game consoles - DS
- ✓ Sony consoles – PSP
- ✓ Windows based tablets
- ✓ Apple products such as ipads, ipods and iphones
- ✓ Smart phones
- ✓ Other consoles such as
 - Wii,
 - X box
 - Play stations

Service iPads

Service iPads are used during operating hours as follows:

- ✓ for research purposes
- ✓ for learning games purposes
- ✓ using as a tool for an activity/experience
- ✓ for leisure experiences

Checklist for Staff

- Check internet access is disabled.
- Check camera lenses are covered.
- Check games are P or PG.
- Ensure children sign their personal electronic devices in and out of the safe keeping box.
- Observe children while playing their devices and act according to this policy.

_____ end of policy _____

Policy is only endorsed if initialled by 2 members of the Management Committee

Endorsed by the Management Committee on the 30th April 2018

Electronic Games Policy is to be reviewed by the 30th April 2021