UNIT 2.6

We are game raters

Understanding and applying the PEGI rating system for games

1 About this unit

UNIT SUMMARY

In this unit, children will understand that not all digital games are suitable for everyone. They will learn about the **PEGI rating** system and develop a rating for a game of their choosing.

REPORTING ROUTES

In Year 2, children should know a range of ways to report concerns and inappropriate behaviour through:

• talking to a trusted adult.

This point should be re-emphasised in any teaching and learning where children are working online.

If any safeguarding issues or concerns arise during this unit, you must follow your School Safeguarding Policy.

ONLINE SAFETY FOCUS

In this unit, children will:

- recognise the PEGI age rating system for digital games
- understand that the system is useful for helping people decide which games are appropriate
- understand what to do if someone nearby is playing a game which is inappropriate for them.

ENGAGING PARENTS AND CARERS

- In this unit, children might investigate PEGI ratings of games found at home with a trusted adult.
- Consider running a parent session about gaming. Encourage parents to get involved in their children's gaming activities.

TEACHER KNOWLEDGE

- The PEGI rating system is an age-based content rating system which helps consumers make informed decisions when buying computer games. It is used in this unit as a starting point for children to recognise that some digital games are not suitable for everyone and to help them develop greater responsibility over their choices as their independence increases.
- A comprehensive guide to age ratings for games: www.askaboutgames.com/section/parent-guides/
- Review the definition of the following term using the glossary on page 64: **PEGI rating**.

CROSS-CURRICULAR LINKS

Computing
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

② Getting ready

ONLINE SAFETY PRINCIPLES

Think about how you can embed the online safety learning and outcomes from this unit within your whole-school online safety strategy through:

- whole-school e-team engagement
- online safety displays
- use of a website online safety area
- Twitter tweets. For example: 'This half term our Year 2 pupils are finding out about PEGI games ratings.'
- a school newsletter: You may wish to paste the following advisory text for parents and carers into your school newsletter, or send home in book bags (see editable *Newsletter text* on My Rising Stars): 'This half term, Year 2 pupils have been finding out about the PEGI rating system for games, and devising their own rating for a game of their choice. Children have been asked to find out if there are any PEGI ratings in games around the house. Please support them to do this.'

THINGS YOU NEED

- Interactive whiteboard for listing keywords (see Step 1)
- Web browser for accessing the PEGI website

THINGS TO DO

- Familiarise yourself with the steps of this activity before running this online safety session.
- Double-check the content of all websites before sharing in class.
- Check you can access www.pegi.info/en/index/ in your school.
- Print and photocopy *My games rating* photocopiable master – one per child.
- After this last online safety session of the year, ensure that the Year 2 online safety rules (developed in *Unit 2.1*) are passed on to the Year 3 teacher(s) to ensure children recognise the rules they developed in Year 2 when it comes to reviewing them at the start of Year 3.

⭐ MY RISING STARS RESOURCES

- *My games rating* (.pdf)
- *PEGI ratings* (.ppt)

⭐ OTHER RISING STARS RESOURCES

- Any session using *Switched on Minecraft* can be used to give children a real life context for evaluating the PEGI rating system.
- The session also links with *Switched on Computing Unit 2.2 – We are games testers.*

👥 INCLUSION/THINGS TO CONSIDER

- Some children with sight difficulties may benefit from screen magnifier tools when accessing web content.

- You may like to edit the *Safe gaming agreement* photocopiable master from *Unit 1.6* to include the use of age appropriate games, so it can then be reused within this unit.

www USEFUL LINKS

- Home page of the PEGI system: www.pegi.info/en/index/
- Common Sense Media page for game reviews: www.commonsensemedia.org/reviews

3 Running the lesson

Resources

- Home page of the PEGI system:
  www.pegi.info/en/index/
- *PEGI ratings* (PowerPoint presentation)
- *My games rating* photocopiable master –
  one per child.

Possible outcomes

- The children will use their knowledge of the PEGI system to rate their own games.

Step 1: Introducing the session

- Explain to the children that in this online safety session they are going to learn about PEGI, which helps people decide which games are most suitable for their age.
- Explain that we can't always know if a digital game is suitable from its title or the picture on the box so we need more information to help us make good choices.

Step 2: Choosing the right games

- Explain that we can't always know if a digital game will be suitable without playing it first. To help people decide, digital games have an age rating that tells us the correct age group for playing the game.
- On the interactive whiteboard show the *PEGI ratings* PowerPoint presentation. Point out the numbered ratings on the first screen: one of these numbers is on every computer game. The number tells you the youngest age you can be to be able to play the game.
- Ask the children to decide which number is the correct number for them (e.g. 3). Explain that if they want to play a game that has a number bigger than their real age, it might be scary, boring or difficult.
- Explain that responsible gamers always look at age ratings to see if a game is suitable.

Step 3: Extra tools to help people choose

- On the next slide of the PowerPoint, point out the four different images. Explain that these PEGI images give us more information about the game.
- Point out each of the images and read the captions. Make it clear that even if a game is the correct age, it might contain content that we don't like. The images help us to make a decision. Explain that 'online' means the game can be played with other people on the internet.
- Tell the children that they are going to test the PEGI system. Visit the PEGI site, click SEARCH and type in 'Minecraft'. Find Minecraft: Wii U Edition (second screen). Point out that Minecraft: Wii U Edition is rated age 7 but has the spider and fist images. Ask the children who they would recommend this game to in their family and to give reasons.

Step 4: Applying our online safety rules with inappropriate games

- Now ask the children to decide what they would do if someone in the same room as them was playing an unsuitable video game, at home or when they were visiting someone. If this person was old enough to play the game, would it be fair to ask them to stop? Children may find this a difficult question to answer; support them to develop a strategy for this type of scenario: to speak to the gamer and explain they are finding the game upsetting, or to leave the room and speak to a trusted adult.
- Reinforce that everyone has the right to not join in with a game if they feel uncomfortable. Remind them to talk to their trusted adults if they have any concerns.

Step 5: Rating our own games

- Explain to the children that they are now going to rate their own game. It can be any game they like. Give children time to decide on their game.
- Once children have decided on their game, provide them with the *My games rating* photocopiable master. Ask them to think carefully about the best age rating for their game by considering how difficult it is. They should then consider any extra information someone might need before deciding to play, e.g. Buckaroo might need a spider symbol because it makes players jump. What about other PEGI symbols that are appropriate? Do they need to create any new symbols (for example, a multiplayer symbol)? Encourage children to draw these on the sheet and explain what they mean.

Step 6: Summing up

- Recap that the PEGI system is useful because it contains lots of information that helps us make informed choices about the suitability of digital games. It is usually safe to choose a game that is recommended for people younger than our real age but games that are recommended for older people will not be suitable.

4 Taking it further

- Encourage children to explore any boxed games with PEGI ratings at home with their parent or carer. Ask them to consider if the picture on the front gives them any idea what the game is about and who it is suitable for.

- Children could think about television programmes or YouTube videos they watch. How would they rate them, using the PEGI system? Are they all appropriate for their age group?