

P19 SKAPE Safe Gaming Policy

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DEFINITIONS FOR THIS POLICY

A child: A person who is of compulsory school age (a child is of compulsory school age until the last Friday in June in the school year in which they reach age 16).

A young person: A person under the age of 18.

A vulnerable adult: A person aged 18 or over:

- who is or may be in need of community care services by reason of mental or other disability, age or illness,
- who is or may be unable to take care of him or herself, or unable to protect him or herself against significant harm or exploitation'.
- This could include:
 - people with dementia
 - people with learning difficulties
 - people with mental health problems
 - people with drug or alcohol problems
 - people with sight, hearing or physical disabilities
 - people who through age or illness are dependent on other people to help them
 - people who care for others.
 - A person aged 18 or over who has a condition of the following type:
 - a learning or physical disability
 - a physical or mental illness, including an addiction to alcohol or drugs; or
 - a reduction in physical or mental capacity.

Parent : A mother, father or a person appointed by a legally recognised court to represent a child's, young person' or vulnerable person's best interests (as legally appointed guardian or carer)

Staff: Those working for organisations contracted by the SKAPE Centre to provide services or agency staff.

Health and Welfare: Health means 'physical or mental health' and development means 'physical, emotional, social or behavioural development'. Children/young people's health and development and vulnerable adults' health, well-being and independence.

Safeguarding and promoting the welfare of children and young people:

This means:

- protecting children and young people from maltreatment
- preventing impairment of children's/young people's health or development
- ensuring that children/young people are growing up in circumstances consistent with the provision of safe and effective care; and
- undertaking that role so as to enable those children/young people to have optimum life chances and to enter adulthood successfully.

Adapted from the Children's Act 1989.

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Safeguarding and promoting the welfare of vulnerable adults:

This means:

- protecting vulnerable adults from maltreatment
- preventing impairment of vulnerable adults' health and well-being
- ensuring that vulnerable adults are living in circumstances consistent with their needs and with the provision of safe and effective care; and
- undertaking that role so as to enable those vulnerable adults to have optimum life chances and independence.

USEFUL LINKS:

[Home - ParentPowerUps \(askaboutgames.com\)](http://askaboutgames.com)

[| Pegi Public Site](#)

[Establishing a safe learning environment for sensitive activities | Childnet](#)

INTRODUCTION AND AIMS

SKAPE is committed to providing student's the opportunity to learn utilising latest generation technology. SKAPE also upholds a positive reinforcement approach to behaviour, whereby students may be rewarded for achievements in their learning journey. As such, there are opportunities within the premises for students to become involved in both individual, and team gaming by use of gaming consoles and racing/flight simulator equipment. SKAPE, therefore, has a duty to ensure that the highest regard is given to safeguard and promote the welfare of children and young people when such recreational activities are utilised. Gaming can have many positives: it can encourage creativity, help develop strategy and decision-making skills and develop the ability to work as a team. It's also a social activity, where children and young people can relax, connect with friends and play. Play is critical to a child/young person's development and a key part of helping them discover and understand the world around them. There are, however, essential safeguarding practices which SKAPE has a duty to implement in the Centre regarding safe gaming and online safety.

This policy should be used in conjunction with SKAPE policies:

- P01 Safeguarding Children and Vulnerable Adults
- P10 E-Safety Policy

The aim of this policy is to outline how SKAPE will ensure the safety and wellbeing of students during recreational activities that involve console/simulator gaming.

PEGI RATINGS

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The Pan European Game Information (PEGI) provides age classifications for video games in 38 European countries. The age rating confirms that the game content is appropriate for players of certain age. PEGI considers the age suitability of a game, not the level of difficulty. PEGI Ratings are defined as follows (adapted from [What do the labels mean? | PEGI Public Site](#)). SKAPE will utilise the following classification system to determine the suitability of games for our students:

PEGI 3



The content of games with a PEGI 3 rating is considered suitable for all age groups. The game should not contain any sounds or pictures that are likely to frighten young children. A very mild form of violence (in a comical context or a childlike setting) is acceptable. No bad language should be heard.

PEGI 7



Game content with scenes or sounds that can possibly be frightening to younger children should fall in this category. Very mild forms of violence (implied, non-detailed, or non-realistic violence) are acceptable for a game with a PEGI 7 rating.

PEGI 12



Video games that show violence of a slightly more graphic nature towards fantasy characters or non-realistic violence towards human-like characters would fall in this age category. Sexual innuendo or sexual posturing can be present, while any bad language in this category must be mild.

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. The use of bad language in games with a PEGI 16 rating can be more extreme, while the use of tobacco, alcohol or illegal drugs can also be present.

PEGI 18



The adult classification is applied when the level of violence reaches a stage where it becomes a depiction of gross violence, apparently motiveless killing, or violence towards defenceless characters. The glamorisation of the use of illegal drugs and of the simulation of gambling, and explicit sexual activity should also fall into this age category.

PEGI !



In addition to the numerical PEGI ratings, you will also see the "Parental Guidance Recommended" rating for some non-game apps, introduced by PEGI for storefronts that use IARC (<https://www.globalratings.com/>). This serves as a warning that these apps can offer a broad variety of user generated or curated content. Typically, this applies to products such as Facebook, Twitter or YouTube.

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PEGI CONTENT DESCRIPTORS



The game contains depictions of violence. In games rated PEGI 7 this can only be non-realistic or non-detailed violence. Games rated PEGI 12 can include violence in a fantasy environment or non-realistic violence towards human-like characters, whereas games rated PEGI 16 or 18 have increasingly more realistic-looking violence.



The game contains bad language. This descriptor can be found on games with a PEGI 12 (mild swearing), PEGI 16 (e.g. sexual expletives or blasphemy) or PEGI 18 rating (e.g. sexual expletives or blasphemy).



This descriptor may appear as 'Fear' on games with a PEGI 7 if it contains pictures or sounds that may be frightening or scary to young children, or as 'Horror' on higher-rated games that contain moderate (PEGI 12) or intense and sustained (PEGI 16) horror sequences or disturbing images (not necessarily including violent content).



The game contains elements that encourage or teach gambling. These simulations of gambling refer to games of chance that are normally carried out in casinos or gambling halls. Some older titles can be found with PEGI 12 or PEGI 16, but PEGI changed the criteria for this classification in 2020, which made that new games with this sort of content are always PEGI 18.



This content descriptor can accompany a PEGI 12 rating if the game includes sexual posturing or innuendo, a PEGI 16 rating if there is erotic nudity or sexual intercourse without visible genitals or a PEGI 18 rating if there is explicit sexual activity in the game. Depictions of nudity in a non-sexual context do not require a specific age rating, and this descriptor would not be necessary.



The game refers to or depicts the use of illegal drugs, alcohol or tobacco. Games with this content descriptor are always PEGI 16 or PEGI 18.



The game contains depictions of ethnic, religious, nationalistic or other stereotypes likely to encourage hatred. This content is always restricted to a PEGI 18 rating (and likely to infringe national criminal laws).



The game offers players the option to purchase digital goods or services with real-world currency. Such purchases include additional content (bonus levels, outfits, surprise items, music), but also upgrades (e.g. to disable ads), subscriptions to updates, virtual coins and other forms of in-game currency.

This content descriptor is sometimes accompanied by an additional notice if the in-game purchases include random items (like loot boxes or card packs). Paid random items comprise all in-game offers where players don't know exactly what they are getting prior to the purchase. They can be purchased directly with real money and/or exchanged for an in-game virtual currency. Depending on the game, these items may be purely cosmetic or they may have functional value.

The notice is always displayed underneath or near the age label and content descriptors:

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SKAPE will ensure that all games which could be deemed to be inappropriate to the student based on age will have restricted access and cannot be accessed without an access pin code. Parental/care giver consent is also required in order for students to utilise gaming equipment. Written consent is documented at admission and all consent forms are held securely at the SKAPE centre.

SAFETY MEASURES

Game restriction

All consoles within SKAPE are restricted to a PEGI rating of 12. This means that access to games with a PEGI rating higher than this will require an access pin code only known by staff members. Staff members must never give out the access code to a student or anyone who is not employed by SKAPE. For SKAPE students of primary school age, gaming recreation will take place in separate area of the gaming floor, whereby gaming console restrictions will be set to a PEGI rating of 7. Individual discretion will be applied for primary school age children, where parental/guardian consent has been granted and recorded to access games with a PEGI rating higher than 7 but not more than PEGI 12. Parental/care giver consent should be recorded and stored in the students file and updated on a termly basis. The following measures ensure that children and young people of both primary and secondary school age have restricted access to games which may be unsuitable for their age.

Internet restriction

Access to the internet, such as youtube, internet browsers etc. is also only accessible by an access pin code.

Screen time

In 2019, The Royal College of Paediatrics and Child Health (RCPCH) produced guidance for screen time use in under-18s, advising that no set amount of time is necessary to adhere to but that devices should not replace sleep, exercise or family time. RCPCH advise that devices should be avoided in the hour before bed to promote healthy sleep. There is no 'one size fits all' approach to screen time, however, SKAPE will standardise console usage to a maximum of 2 hours per recreational gaming/racing activity, which will be non-consecutive. Further information on screen time usage can be found here: [rcpch screen time guide - final.pdf](#) Healthy gaming habits will be promoted within the centre and psychoeducation on sleep, exercise and the value of 'non-screen' based activity, will form part of the PSHE curriculum. This policy will be updated in line with emerging evidence and recommendations for console gaming screen time for children.

Use of names:

Students must be encouraged to use nicknames only when online gaming instead of their real names.

Use of personal accounts:

No personal accounts to be used by students, this will be overseen and monitored by SKAPE staff.

Social Networking Sites/Invites to Games:

Under no circumstances should personal accounts in social networking sites be used to communicate with children/young people/vulnerable adults that staff members have met during the course of their work. The use of a professional social networking site may only be used in line with the Centre's safeguarding policy and under no circumstances will be used to communicate directly with individual students.



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If children, young people or vulnerable adults unknown to staff "invite you to be a friend" staff should not accept their invitation. This is also the case if any child, young person or vulnerable adult sends an invitation for an online game outside of the workplace. SKAPE employees must never online game with a student outside of the workplace under any circumstance.

Online gaming:

Online console gaming involves connecting a console to a network over the Internet for services. Through this connection, it provides users the ability to play games with other users online, in addition to other online services. Students are prohibited from participating in online console gaming during SKAPE centre hours and consoles are restricted to prevent the use of online gaming.

Awareness raising:

SKAPE employees have an in-depth knowledge and insight within the gaming industry. SKAPE commits itself to providing its students/parents/caregivers/commissioning schools, information on safe gaming practises to raise awareness and equip the child/young person with knowledge and skills to enable them to make positive choices when it comes to gaming and online safety.

Signed: D. James

Date: 08/11/25

Print Name: D. James

Reviewed: Annually

Review Date: November 2026

Date	Reason for Change	Approved By	Revision Number
30/08/23	Initial Policy Written	K Watson	Rev 1
11/03/24	Amendments to include primary school age children	K Watson	Rev 2
30/08/24	Policy Review	K Watson	Rev 3
08/11/25	Policy Review	K Watson	Rev 4

