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**The Roaches School**

**Gaming Club Policy**

**Aims**

The Roaches School acknowledges that some of our children can become socially isolated especially given many of them travel in to the school as day students. Gaming club represents an opportunity for residential children and socially isolated day pupils to interact with each other after school hours in an informal environment where shared interests can bring them together to have fun and build social skills.

**Content and Structure**

Children enjoy games such as Fortnite and Roblox where the PEGI rating is 12 or below. Call of Duty Ghost (2013) was the first COD title to be awarded a 16 rating and can be played by club attendees who are old enough for this game to meet the PEGI classification. Some children may wish to chat or play offline games on tablets while other children like to make cups of tea for everyone and organise the sharing of biscuits or treats.

**Rules, Risk Assessment and Supervision**

Gaming club does not operate under the school and homes token economy systems. This allows children to function more closely to a non-specialist school environment whereby the club’s rules may either prevent further attendance or represent a temporary ban. The rules are agreed ad hoc and discussed at the time by the children but follow rules which are demanded of British citizens (protected characteristics and fundamental British values) in terms of tolerance for others but also go further into concepts of compassion and selflessness. Games are assessed according to suitability but this judgement goes beyond PEGI’s own classifications as we assess some games more fully according to their online experience. This is an ongoing and organic process and requires constant supervision from the staff present. Supervision ratios are slightly lower than during a school day at 1:5 maximum.

**Risk assessment discussion:**

Example: CS:GO – rated PEGI 18 for gore and violence. However, CS:GO’s predecessor online CS:S (rated PEGI 12) still allows player-produced ingame sprays which may contain offensive images which would otherwise be rated as 18 or above. The online nature of a game determines judgements about its suitability. Likewise, Fortnite is rated 12 and yet has very close graphical similarities to CS:GO and CS:S. CS:GO could feasibly be played without any shots fired. Therefore GC’s decision making about suitability is based also upon the Gaming Club supervisor’s extensive online gaming experience. Online interactions can prove dangerous if a young person is exposed to persistent contact with a potential sexual groomer. Players of Fortnite have contact with their peers by using the same server/map and share experiences with each other verbally across the class space. Discussion takes place with the supervisor about sportsmanlike game play, about the futility and ‘uncoolness’ of game rage and likewise about any ‘griefers’ or ‘weirdos’ that may join the server the players are based on at the time.

PEGI ratings relate only to the game content and do not classify the online experience other than to disclaim that it may be an 18+ online experience. Gaming club is partly designed to enable children to make sensible decisions and judgements about themselves and others while gaming. This dialogue continues through each 90 minute session and helps children form robust online gaming identities that are less susceptible to bullying, intimidation, angry outbursts or grooming.

**Rules: (established so far by children and staff and subject to constant change or review)**

Don’t complain about the brew that has been made for you.

Show respect and appreciation for the brew maker.

Do not become angry (unless as part of a rage parody) ingame or out of game.

No swearing, griefing, bullying or intimidation of others.

Leave the class environment ready for the next school day.

Hoover once in a while, especially if you want to be made a brew regularly.

Do not observe or interact with games that are not age appropriate.

Report to the supervisor any behaviour from online peers that is potentially dangerous immediately.

Do not damage equipment, playfight or physically interact in anyway other than to shake hands, request a consented hug or ruffle of hair if feeling down.

Relinquish control of music if chosen in poor taste and likely to lead to an ‘uncool’ label being attached to GC.

Control bodily functions to the best of your ability. Seek consent to leave the room.

Acknowledge the obvious superiority of much better gamers and be prepared to be ‘sat down’ on a regular basis.

Initiation November 22nd 2018. Review yearly.