eSmart Newsletter
Term 2, 2020

Welcome to our first eSmart Newsletter for 2020. In this edition we reveal this year's eSmart 'Year Level' Leaders, discuss issues with iMessage / email / gaming and ratings and how to set restrictions. We hope these eSmart Newsletters are interesting and informative. If you have any ideas or suggestions, we would love to hear from you…

eSmart 'Year Level' Leaders

In Term 4 of 2019 we announced some exciting news about our 'eSmart Leader Program' and the expansion to include not only the eSmart Year 6 Captains but also our school wide Year Level Leaders.

We are pleased to announce the following students from each year level were selected:

Year 1:
Hayden K
Olivia K

Year 2:
Kate F
Sharni C

Year 3:
Levi S
Cerys W

Year 4:
Chelsea M
Cameron K

Year 5:
Ester B
Karla S

Year 6 eSmart Captains:
Ayen A
Lena S
Sienna S
Kristian C

These students, who have shown an interest in technology and in helping others, will take on extra responsibilities to help with technology and support fellow students within the classroom. Congratulations to them all!

Each eSmart Year Level Leader has undergone in-house training and will be guided and supported by their classroom teacher, the eSmart Committee and Year 6 eSmart Captains.

The aim of the school wide eSmart Year Level Leader / Captain program is to encourage, promote and support safe and responsible technology use, whilst gaining leadership skills and knowledge.

Ratings / Social Media / Email

How long has it been since you had a look at the games your children are playing and apps that they are using? Are they age appropriate? Are they causing issues at home or during school? Some of the top games children are playing at the moment are NOT deemed appropriate for primary school children.

The Australian Classification Board website (https://www.classification.gov.au/) allows you to search easily for the ratings on each game. Some of the more popular ones we are seeing at the moment are:

Fortnite: M 15 and up.

Ark Survival Evolved: MA15+.

Call of Duty: MA15+ through to R18+ dependent upon version.

Grand Theft Auto: MA15+ through to R18+ dependent upon version.

Tik Tok: requires that users be at least **13 years old** to use the full Tik Tok. Anyone under the age of 18 must have approval of a parent or guardian.

Social Media at School:

- Using iMessage (or other social media) at school is not permitted. This means no texting other students, friends or parents. If students need to contact parents (or vice versa) please go through the Office.

- Email: Students may only use email in school time to send schoolwork to teachers.

Social Media at Home:

- Talk to children about being kind online and not posting videos or photos of others without permission.

- Encourage your child to talk to you if they are being bullied or read/see hurtful things about others.

- Be aware of what social media your child is using. Who are they communicating with? How much time are they spending on social media and where?

All children who go online are at risk of cyber bullying (or becoming a cyber bully). It is important that children understand the do's and don'ts of playing online and using social media

Unfortunately, teachers are regularly having to deal with iMessage/social media issues that occur outside school – but end up impacting learning in the classroom. They are also constantly having to monitor students and inappropriate gaming in the classroom. Please help us to keep all kids safe…

Setting Content and Privacy Restrictions

With Content & Privacy Restrictions in Screen Time, you can block or limit specific apps and features on your child's device as well as restrict the settings on your iPad for explicit content, purchases downloads, and privacy.

- Go to Settings and tap Screen Time and turn on Screen Time. Tap continue, then choose "This is My Child's [Device]".

- Follow the prompts setting the desired restrictions until you get to Parent Passcode and enter a passcode. Re-enter the passcode to confirm.

Make sure that you choose a passcode that's different from the passcode your child uses to unlock their device.