

Lesson Plan – PEGI Age Ratings – Primary



Crib notes

Aim of the lesson:

PEGI Age Ratings are designed to prevent children from playing games which are inappropriate for their age. The PowerPoint for this lesson will teach pupils what the PEGI Age Ratings are for popular games. It allows for discussion on why certain games are or are not appropriate and how to be safe when playing online. The lesson plan below contains prompts and information on each game and their dangers.

Teachers Notes:

Here's the bit where we give you some key information so you can seem even smarter in the eyes of your pupils.

PEGI descriptors are a European game rating system. The label appears on the front of every game. There are also descriptors on the back which indicate the main reason(s) why a game is rated at a certain age.

Make sure to say "GG" to your pupils when they complete the game/task. This means "Good Game" in the gaming world.



Lesson plan

Resources:

PEGI Age Ratings PPT / PEGI Age Ratings worksheet.

Learning objectives:

- Gain an understanding of what PEGI ratings are and why they are used.
- Discuss why games are unsuitable for certain age groups.
- Learn the ratings of a selection of popular games.



Teaching:

Slide 1 and 2: Title page and Learning Objectives



Slide 3: Do you recognise these?

Show PEGI age ratings on screen. Where would you see these?

Slide 4: What are the PEGI age ratings? (Pan-European Game Information)

- Games in the UK are rated by PEGI.
- The PEGI age ratings are a great guide to suitable games for your age group.
- PEGI ratings have the following age levels: 3, 7, 12, 16 and 18.

Slide 5: PEGI ratings – Things to Remember

- Age ratings change for some games depending on the version.
- Remember these ratings do not apply to online chat in-game, on PSN/ Xbox chat or on Discord.
- A PEGI online rating ensures that the company is dedicated to protecting children using their online gaming platforms.

Slide 6: Do you recognise these? PEGI Descriptors

Have pupils guess what each descriptor means. (Left to right: violence, bad language, drugs, fear, sex, discrimination, in-game purchases, gambling)

Slide 7: What are PEGI descriptors?

- They are found on the back of games.
- They indicate the main reason why a game is rated for a certain age.



Task:

Slides 8-14 contains a 'Guess the PEGI age ratings' activity.

Slide 8: Hand out the worksheet for pupils to complete (see lesson pack for PEGI Age Ratings Worksheet).

- Pupils guess the rating on their worksheets and explain their reasons why. Once the worksheets are completed, use slides 9-14 to allow them to share their answers.
- Each slide contains gameplay of the game. Tap either space bar or the right arrow on your keyboard and the PEGI ratings appear (do not click on the video).
- Pupils can then click on the PEGI ratings on the interactive board to reveal the correct answer.
- Allow time for them to discuss why they have chosen that answer.
- Click on the next button to continue to the next example.



Slide 9: FIFA 20 – PEGI 3.

- Remind pupils of the danger of online chat via PSN chat, Xbox chat or Discord. Only to be used with friends, if used at all.
- Remind pupils about in-game purchases – asking parent's permission.

FIFA is a football simulation game. Users play as their favourite teams/players either against the computer or online.

Slide 10: Grand Theft Auto 5 – PEGI 18.

- GTA contains violence, misogyny, drugs and sex.
- It is not appropriate for anyone under the age of 18.

GTA is an open world game where users can drive, perform violent acts and crimes. GTA online allows users to chat with random gamers using the same lobby.

Slide 11: Minecraft – PEGI 7 or 12 depending on which version.

- Creative mode is recommended for Primary School pupils.
- PEGI rated 7, but developers (Mojang) require you to be over 13 to create an account.

Minecraft is a game where players explore created worlds and use building to customise them. Users break existing blocks and use them to build. We recommend younger pupils use creative mode, as there is no danger of their character being destroyed.

Slide 12: Fortnite – PEGI 12.

- Reminder about in-game chat – should only be in private chat with friends.
- Children need to mute the in-game chat.
- Remind pupils about in-game purchases – asking parent's permission.

Fortnite is an online survival game. You enter a lobby of up to 100 other players either in a solo, duo or squads (up to 4). The last surviving solo, duo or squad wins. This game contains guns and other weapons, although there is no blood or gore.

Slide 13: Roblox – PEGI 7.

- Chat forum – children may interact with players who are a lot older than them, so it is important that adults apply the settings best suited for their age group.
- Remind pupils about in-game purchases – asking parent's permission.

Roblox is a platform where users can access created games or create their own. Users can interact with others in the chat forum, so controls need to be set up to protect younger users.

Slide 14: Clash of Clans – PEGI 7.

- Global chat with other users - children may interact with players who are a lot older than them.



- It is important that adults apply the settings best suited for their age group.
- Remind pupils about in-game purchases – asking parent's permission.

Clash of Clans is a strategy game where you build villages and work with others in your clan. There is a global chat where users can talk to each other.


 **Plenary:**

Slide 15: Recap questions

2 closed questions:

- What are PEGI Age Ratings?
- What are PEGI descriptors?

1 open question:

- If a younger pupil wanted to play a game that was not appropriate for their age, what would you tell them?