



## Mobile phones and computer games

At IGS, students' use of mobile phones and their access to computer gaming while at school is limited. Excessive computer gaming has been recognised by the World Health Organisation as a potential "disorder" and "disease". To give students time away from gaming and distractions, digital games are not allowed from the time students arrive at school until the time they depart for home.

Any student who is using their device for gaming at school may have a range of measures put in place, such as having their laptop or phone removed from them for a period of time. Students in Years 7 to 11 are not to have their phones out at school between 8.30am and the end of the school day. Mobile phones are to be stored in lockers.

Students in Years 10 and 11 are permitted to have their phone with them when they are off campus at break times.

Students are not to play any computer/video/phone games of any sort while at school except as part of organised, co-curricular clubs. Staff should be alerted and exceptions requested if a student has special circumstances requiring the use of their mobile phone during school hours (eg health issues).

Mobile phones must not be brought into exams or class assessments (even if they are turned off or on silent mode). Mobile phones must not be used inappropriately. Refer to our Bullying Prevention and Intervention, Cyber Safety and Information and Communication Technology Policies. Phone cameras are not to be used within the school grounds and in particular, where it would be considered inappropriate such as in change rooms or toilets.

Students should never photograph or record any person without their express permission. Reports of all incidents of misuse of mobile phones will be recorded and retained on the student's file. Parents are to be informed that in cases of emergency, the School remains an appropriate point of contact to reach their child quickly.

### Seek further support if you need it

Students who feel they are having issues with the amount of time they spend playing computer games or engaging with social media, either at home or at school, are encouraged to take steps to take control.

At IGS, we understand that these types of issues can be challenging. Students should feel free to communicate with IGS staff if they or a friend need support or ideas for helpful strategies. Consulting a healthcare professional might also be also be worth considering.