



## Multimedia Resources Policy

*(Ratified by School Council: Feb 2016)*

### **PURPOSE:**

To ensure that the use of multimedia resources, such as films and software, are appropriately selected and utilised to enhance learning at Glen Waverley Primary School.

### **GUIDELINES:**

When selecting a multimedia tool as a teaching and learning resource, teachers will:

- ensure that curriculum resources are suitable for the age group using them
- ensure that media resources link directly to the year level's current curriculum
- consider the particular needs of all students
- ensure students are not exposed to offensive or obscene materials or themes
- consider the words, behavior, images or themes of the resources in terms of the:
  - context
  - impact on the audience age group
  - literary, artistic or educational merit of the material
  - intention of the author and general character of the material
  - how parents might react to their children being exposed to this content
  - impact on persons from different ethnic, religious, social and cultural backgrounds.

### **IMPLEMENTATION:**

All media resources must link to educational goals and the year level's current curriculum with the exception of the following times;

- During Recess (11:00am to 11:30am) and lunchtime (1:30pm to 2:30pm). If it is raining and a Wet Day Timetable is actioned then the Teaching and Learning Leader may authorise a "G" rated content to be shown.
- Out of Regular School Hours: as part of the Out of School Hours Program, the students may engage in viewing "G" rated content as outlined in the curriculum program produced by Camp Australia as part of the Out of School Hours Care.
- With written notification sent home to parents not less than five school days prior to the Media Resource being accessed.

### ***Ratings;***

In the Australian market, films and computer games are required to be classified before they can be sold, hired, exhibited or demonstrated. Classification of a film or computer game can be checked on the national classification database via [www.classification.gov.au](http://www.classification.gov.au)

Some films and computer games are exempt from classification if they are mild in content and fall within certain categories. Some of the categories include:

Educational	A film or software whose main purpose is for training instruction or reference, as a manual, a lesson an encyclopedia or a guide
Current affairs	A film wholly comprising news reports or information about, or analysis of current issues or events of public interest or importance
Scientific	A film or software for use pursuant to a branch of knowledge conducted on objective principles involving the systemised observation of, and experiment with phenomena.
Sporting	A film wholly comprising a documentary record of a sporting event.
Musical	A film wholly comprising a musical presentation
Religious	A film wholly comprising a documentary record of a religious event or activity
Community/ cultural	A film wholly comprising a documentary record of a community or cultural activity or event

The following guidelines must be followed at all times when utilising Media Resources.

M, MA15, X or R	The resource cannot be used.
PG	The resource can be considered for use with approval from School Leadership and, Parents must be informed at least five school days prior to the resource being used, and the reasons for its selection outlined. Parents may request that their child be excluded.
G	The resource can be used with approval from School Leadership and given that it meets the guidelines expressed in this policy.

**RELATED LEGISLATION:**

Broadcasting Services Act 1992

**RELATED POLICIES:**

Curriculum Policy

English Policy

ICT Policy

**POLICY EVALUATION:**

Evaluation will be conducted every two years by the Policy Review (Education) Sub Committee of the School Council.

**DUE DATE FOR REVIEW:**

Due for review in Feb 2018.