



Student contract – Computer Gaming at School

Access to the computer lab for gaming is permitted at lunch times on designated computers. A collaborative and creative culture is encouraged and students are expected to share their knowledge and take an interest in creating as well as playing computer games.

I, _____, understand that access to the computer lab for recreational gaming is a privilege that can be taken away if I do not abide by the school rules and expectations.

- I will only play approved games as outlined in the Guidelines for Computer Gaming at School
- I will show respect and sportsmanship when playing games with others.
- I will not install software onto the computers or play games from an external drive. Students hacking, altering unauthorized files, or using the network in any way other than that intended will lose their computer privileges.
- I will not share my password with anyone or use a password that belongs to someone else.
- I will not move any equipment or cables.
- I am responsible for the workstation I use and will inform a teacher if I notice any damage.
- I will save to my personal school drive, Google or MS One Drive and log off (but not shut down) at the end of the session.
- If I have any concerns I will talk to the teacher on duty.

Signed: _____ Date: _____

I want to play Minecraft EDU Yes/No (please circle) DET User ID _____

Eg marg.simpson44



Guidelines for computer gaming at school

As a general rule, games that can be accessed using a student log in through the portal may be played on school computers. However, first person shooter games are not allowed and teachers have the right to forbid the playing of any games deemed to be inappropriate for school. Games may not be copied onto school computers from external drives or played directly from an external drive.

Approved gaming activities include:

- Game websites accessed through the student portal such as Sploder and Cool Math Games
- Minecraft EDU – school edition
- Creating computer games - Students are strongly encouraged to create their own games using software such as Scratch, Kodu Games Lab, Unity (school edition) and MS Makecode
- Learning to code - Students can learn coding skills from websites such as: hourofcode.com/au, code.org, groklearning.com, www.appinventor.org and www.khanacademy.org