

Mobile Phone and Electronic Games Policy

Introductory Statement:

This policy was drawn up in response to technological advances, which have seen a significant increase in hand held electronic 'gadgets' amongst the school population over recent years.

Rationale:

- *iPods, mobile phones, Game Boys, PSP's, MP3's etc. are intrusive and distracting in a school environment*
- *Strategies must be put in place to reduce the intrusiveness of unauthorised technology in a school situation*
- *Some electronic devices may be harmful due to frequent use*
- *Mobile phones might be used to conduct bullying campaigns*
- *Mobile phones might be used to record or take photographs without consent*

Relationship to School Ethos:

The use of mobile phones and other electronic games contravenes the provision of a safe and secure school environment and is not conducive to learning - a provision which is central to the mission statement and ethos of Ballylooby National School.

Aims:

- *To ensure a "safe" school environment*
- *To lessen intrusions on and distractions to children's learning*

Internal School Procedures:

The following are the guidelines for mobile phone/electronic games usage in the school;

- *All electronic gadgets including mobile phones are banned, during school, during all school activities and during out of school activities.*
- *Children who need to contact home during school hours may do so through the school secretary using the school landline phone*
- *Any pupil who brings a mobile phone or electronic game to school will have it confiscated.*
- *Parents/ guardians will be informed of the matter.*
- *A parent/ guardian will be asked to collect it the following day at the earliest.*
- *Staff have access to the school landline if urgent calls need to be made to parents*
- *Staff personal calls are normally confined to break times*

Roles and Responsibilities:

All staff share in the co-ordination and implementation of this policy.

Evaluation:

This policy is monitored on an ongoing basis and amendments added as new technology comes on stream.