

*Coffs Harbour Christian Community School*



# Audio-visual and Media Standards Policy



## Notes

*Name of Policy:*      Audi-visual and Media Standards Policy

*Year of Policy:*      2021

*Review Date:*              15 February 2021

### *Related Documents:*

- Computer Use Policy
- Internet Filter Policy
- Bring Your Own Device (BYOD) Policy
- Electronic Device Policy
- Copyright Policy

### NESA Reference:

Registered and Accredited Individual Non-government Schools (NSW) Manual (*the RANGS Manual*), March 2020

**Section:**      **3.6.2 Safe and supportive environment (Student Welfare – supervision)**



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# Policy Statement

## Rationale

Schools are neutral grounds for rational discourse and objective study. Audio-visual material presented to students as part of the teaching and learning process, including films and live performances, should be age appropriate, relevant to curriculum aims and objectives, and consistent with the values of Christian education.

## Aim and Scope

This policy establishes acceptable standards that are to be applied in selecting and presenting audio-visual materials to students at Coffs Harbour Christian Community School (CHCCS).



# Definitions

## CHCCS

Coffs Harbour Christian Community School Ltd.

## National Classification Scheme (NCS)

A co-operative arrangement under which a Classification Board classifies **films (including videos and DVDs), computer games and certain publications** on behalf of the States and Territories.



# Implementation

## Classification of films and computer games

The National Classification Scheme (NCS) is a cooperative arrangement under which a Classification Board classifies **films (including videos and DVDs), computer games and certain publications** on behalf of the States and Territories. The Scheme commenced in 1996 and administrative support is provided by the Commonwealth Attorney-General's Department.

Under the National Classification Scheme, the States and Territories are responsible for the enforcement of classification decisions. Each State and Territory has classification enforcement legislation to complement the Commonwealth Classification Act. The New South Wales legislation is the [Classification \(Publications, Films and Computer Games\) Enforcement Act 1995](#) and associated amendment acts.

Appendix 1 provides an extract of information published by the Federal government:

(<http://www.classification.gov.au/Public/Resources/Documents/fact-sheets/information-for-teachers--showing-films-and-playing-computer-games.pdf>).

In general, films and computer games are classified as:

- G,
- PG,
- M and
- MA 15+.

Films may also be classified:

- R 18+ or
- X 18+.

G, PG and M are **advisory classifications** recommending the appropriate audience.

MA 15+, R 18+ and X 18+ are **legally restricted classifications**.

Details of the classifications are to be found on the [Commonwealth's Classification website](#).

The [Broadcasting Services Act 1992](#) provides the framework legislation for television and radio broadcasts. While films that may appear on television are generally covered under the National Classification Board guidelines, television programs are classified using Television Classification Guidelines, included in the [Commercial Television Industry Code of Practice](#) coordinated by the [Australian Communications and Media Authority \(ACMA\)](#).

## Classification of television material (other than films)

Classification systems for television are similar to those used in the National Classification System and include C, P, G, PG, M, MA 15+, AV 15+ and details are available from the [Commercial Television Industry Code of Practice](#).



## Protocols for audio-visual Materials shown at CHCCS

**Audio-visual materials can be generally defined as all printed media (magazines, books, newspapers) and electronic materials (films, music, television, computer games).**

Use of the following audio-visual materials at CHCCS is NOT permissible:

- **Media that breaches copyright.** This includes any materials purchased from overseas, or in any other way obtained, that has been “pirated”. This includes most, if not all films, music and computer games purchased in Indonesia. It also includes materials illegally copied domestically.
- **“R18+” or “X18+” rated material.**

While it is important to assess the suitability of all audio-visual materials, there are a number of specific standards that must be maintained. The use of materials with explicit sexual references, foul language and physical abuse and/or cruelty should not be used. Literary standards do necessitate occasional exceptions to these standards, such as where a curriculum prescribes literature that may contain material considered improper from a conventional Christian perspective. Such material must be carefully and judiciously used.

Materials subject to media standards classification must comply with the following requirements:

- **Junior School and Middle School**
  - Staff are encouraged to give preference to “C” and “G” rated materials.
  - “M” rated materials are NOT permissible. If it has been edited, it must first be approved by the Head of Middle School.
  - “PG” rated material is NOT permitted to be shown to Year 6 students, without prior approval by the Head of Middle School.
- **Senior School**
  - Staff are encouraged to restrict materials to “C”, “G” and “PG” ratings.
  - “M” rated materials may only be used with prior approval from the Head Teacher of the faculty in which the material is to be used.
  - “M15+” and “MA15+” materials are not to be used. Material that has been suitably edited may only be used with approval from the Head of Senior School.



# Appendix 1

## Information for teachers—showing films and playing computer games in schools

This information sheet is provided to help teachers choose content that is appropriate for their students. Teachers should check their school or departmental policy for viewing films and playing computer games.

### Classifications and consumer advice



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

Classification markings displayed on films and computer games include the classification and the consumer advice. The consumer advice gives an indication of the content with the highest impact. The classifiable elements are: themes, violence, sex, language, drug use and nudity.

For films and computer games classified after June 2012, the classification database includes a matrix that shows the classifiable elements which the film or computer game contains and their impact level.

	None	Very mild impact	Mild impact	Moderate impact	Strong impact	High impact
Themes			✓			
Violence			✓			
Language				✓		
Drug use			✓			
Nudity	✓					
Sex				✓		










## Films and computer games exempt from classification

Some films and computer games are exempt from classification if they are mild in content (would be G or PG if classified) 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 encyclopaedia 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.

## Classification categories

Advisory classifications	G, PG and M
 <div>General</div>	<p>The content is <u>very mild</u> in impact.</p> <p>G films and computer games are for general viewing.</p>
 <div>Parental guidance recommended</div>	<p>The content is <u>mild</u> in impact.</p> <p>PG films and computer games contain material that a parent or carer might need to explain to younger children.</p>
 <div>Recommended for mature audiences</div>	<p>The content is <u>moderate</u> in impact.</p> <p>M films and computer games are not recommended for people aged under 15.</p>

Age restricted classifications	MA 15+ and R 18+
 <div>Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian</div>	<p>The content is <u>strong</u> in impact.</p> <p>People under 15 must be accompanied by a parent or adult guardian to hire or buy these films or games or to see these films in a cinema*. These games cannot be demonstrated in a public place.</p> <p>A guardian is a person who is exercising "parental control" over the person under 15 years of age. The guardian must be 18 years or over.</p>
 <div>Restricted to 18 and over</div>	<p>The content is <u>high</u> in impact.</p> <p>People under 18 are not permitted to buy or hire these films or games or to see these films in a cinema. These games cannot be demonstrated in a public place.</p>

## More information

For more information about the National Classification Scheme or to check the classification of a film or computer game visit [www.classification.gov.au](http://www.classification.gov.au) or contact (02) 9289 7100 or [cls@classification.gov.au](mailto:cls@classification.gov.au).