

Top Tips for Setting Boundaries around Gaming



Almost half (46%) of 8to 11-year-olds in the UK play online video games with people that they don't necessarily know I necessarily gamers worry that their child might be pressured into making expensive in-game purchases I necessarily

Most children find gaming immensely enjoyable, but its volume of potential risks – and capacity to influence behaviour – often make it problematic for parents. Our #WakeUpWednesday

guide suggests some sensible ground rules for promoting safer, healthier gaming habits.

Please <u>click here</u> to download the guide