

PARENTS' EVENING

on Gaming and Creative Media Work (13-18 years)

Plan your Parents' Evening Step by Step

1

Start Planning

The first step is to start with the organisational preparations for the parents' evening. Where do you want to hold it? Are you already in contact with an institution, e.g. a school, or do you want to organise the evening independently? Book a room and make arrangements with people on site. Go back to the *basic module Planning a media education parents' evening* and use the support materials shown there. Use our planning sheet to prepare systematically and not forget anything.

I cooperate with the teacher at the school and jointly organise a media education parents' evening for children between the ages of 13 and 18 on the topic of gaming and creative media use. We will use the school's premises and jointly invite the parents of the school class.

2

Find Your Topic

Decide - possibly in consultation with the parents or educators with whom you are holding the parents' evening - whether you want to talk about gaming and creative media work or whether you want to focus on a particular topic, e.g. only gaming. Use the steps described in the module *Conducting a media education parents' evening*.

We decide to talk about the topics of gaming and creative media use of 13 to 18 year olds, focusing on the topic of gaming and only presenting and making recommendations about active and creative uses.

1. Think about what the general goal of your parents' evening is. Think about who you are addressing with your presentation and what the central theme is. Formulate the guiding principle for your topic. Our example:

To inform parents about gaming by young people in the 13-18 age group and to provide thematic tips on media education.

2. Derive the key points of your parents' evening from this objective. Keep your target group in mind: What information is needed to understand the topic? What information is needed to fulfil the overall purpose? Our example:

Main Point 1	Explain what role games play for 13-18 year olds.
	To show what opportunities exist for young people.
	Introduce different game genres and game platforms in terms of suitability for the age group.
Main Point 2	Explain risks and challenges with digital games for the age group.
	Explain how to deal with risks and challenges at home.
	Explain characteristics for identifying age-appropriate games.
Main Point 3	Explain what creative media work is.
	The benefits of promoting media literacy through creative media work.
	Using examples to give recommendations and tips to take home.

3. Choose two to three subtopics to focus on during your parents' evening.

Main Point 1	Show what learning possibilities and opportunities exist for young people
Main Point 2	Explain how to deal with risks and challenges at home.
Main Point 3	The benefits of promoting media literacy through creative media work.

3

Inform the Parents about your Parents' Evening

Once you have found your topic for the parents' evening, booked a venue and set a date, it is time to inform the parents about your parents' evening. We have created a template for an invitation in our documents section.

4

End your Presentation

1. Structure your topics logically and prepare them visually. You are welcome to use the presentation template we have prepared as a basis.

We have structured our presentation thematically - from learning opportunities for young people through gaming, to challenges, to benefits of creative media work.

2. Pay special attention to the introduction and conclusion. Involve the parents from the beginning. Use the introduction to draw attention to your topic and prepare parents for the content of the parents' evening. Make sure that all the content you promise in the introduction is also covered in the parents' evening. Use the conclusion for a concise summary and state your central concern or a call to action for the parents.

To start, we watch the video "10 Secret Reasons Why Playing Video Games Is Good For Your Brain". Afterwards we go into the parents' own childhood: Who used to play digital games? What was particularly fascinating about it? etc. Playing games loosens the mood, connects and possibly takes away initial worries.

3. Give the parents a handout that, for example, summarises the most important contents, contains recommendations for action and gives your contact details for requests. You can find an example in the documents.

Our aim is that parents leave the parents' evening informed and with clear advice and tips. They should feel more confident in dealing with media and be able to better accompany and support their children in everyday life.

A handout can help to summarise the most important contents and give concrete recommendations for action. Our handout also contains concrete recommendations for age-appropriate games and apps that can be used for creative media work. Apps for analogue-digital family outings, e.g. for Actionbound, are also listed.

5

Actively Involve Parents

To positively influence the atmosphere and cooperation at the parents' evening, it is advisable to start with an activity that loosens up the atmosphere. This is called an icebreaker. Icebreakers can be used to help the group get to know each other better, but also to explore interest and expectations about the topic. The key to success is to ensure that the activity is specifically designed to achieve your goals and fits the group of people involved.

To break the "ice" and create a relaxed atmosphere and highlight the positive aspects of gaming, we watch the video "10 things parents of gamers need to know".

Also during your presentation, you can always address the parents and ask about their own experiences:

- What video games do you remember? Why would you (not) recommend them?
- Where do you see the biggest challenges when young people play digital games? What does it take to protect you?
- Can you think of ways to use digital media actively and creatively?

In this way, the experience and educational skills of parents are always valued. You can respond directly to what has been said and to the individual needs of the parents.

Engage parents in conversation during your parents' evening. Involve parents actively in the evening through exercises and support them in questioning their own role and their child's media use. Use the exercises and tips we have compiled at the end of each module for MediaParent consultants.

6

Ask for Feedback

Be sure to ask parents for feedback on your parents' evening. This can be done by sticking dots on a flipchart or by sending an online survey by email afterwards. The results will help you to prepare your next parents' evening even better.