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| **Focus**  Education for a Connected World Link (From Sept 22) | **Privacy and Security/Managing Online Information** | **Online Relationships/Online Reputation** | **Self-image and identity/Health, well-being and life style** | **Online Bullying** | **Copyright and ownership** | **Focus**  Focus on any areas that you think your children need to look at again or focus on. |
| **Year Group** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
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| Year 1 | **We are Y1 rule writers** | **We are kind and thoughtful** | **We are responsible internet and device users** | **We are information protectors** | **We are good digital citizens** | **We are responsible gamers** |
| Focus | Creating rules that help us stay safe online., suggesting strategies to stay safe in a range of scenarios and help develop a set of rules appropriate to year 1. | Understanding the behaviour of others: understand unkind behaviour can affect other people even when we can’t see them. Understand that the rules created unit 1.1 can be applied to any concerns they may have about their online activities. | Taking time out from technology e.g green time to screen time. Thinking about how much time we spend on devices. Ideas of effective ways to spent our time instead. Basic principles of what internet is , how we us it , understanding using these can be bad for us if use them too often, what to do if we hear/see something online that upsets us? | Understanding what is mean by “personal information”. Learn now we should keep this private. Identify that people online are strangers and the difference between knowing someone in real life. Understand how we protect ourselves online regarding information and including reporting worries to trusted adults. | Finding out what a “good” digital citizen looks like. To identify that good digital citizenship is important just like it is in real life and on whatever platform we use.  What is meant by “digital citizen”?  Understand how to be responsible, respectful and safe online. What being kind looks like in real life and online. Identify what might happen when we feel uncomfortable/give examples. | Learning how to stay safe when online gaming. Learning about shared space and the importance of taking breaks. Thinking about where we might play and who is there to support us e.g trusted adult. Linking back to taking breaks – green time to screen time. |

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| Year 2 | **We are Y2 rule writers** | **We are not online bullies** | **We are safe searchers** | **We are code masters** | **We are online behaviour experts** | **We are game raters** |
| Focus | Reviewing and editing online safety guidelines.  Review thinking about different scenarios and decide how to respond. Review the rules they created in year 1. Think about what we might have to do if a trusted adult isn’t available. Appropriate for their age group – reflection. | Creating a strong message against online bullying. Learn and consider the consequences of online bullying and role of bystanders in online bullying. Think about anti-bullying slogan to send a strong message to say bullying is not acceptable. Recalling reporting concerns and inappropriate behaviour. . | Learning how to use search engines effectively. Children find out how to use technology safely to find information online. Then create top tips for safe searching. Basic principles and show understanding of key steps of how to safe search. Understand how to report concerns when searching the web. | Generating strong passwords and keep them safe. Children learn that passwords help us to keep information safe. They will then look at rules for keeping a strong password. Use these rules to practice creating these. Identify differences between strong and weak passwords. Understand that sharing a password makes it weak. | Solving online safety problems. Children identify poor behaviour and choices online by evaluating actions of people. Explain how they could be a better digital citizen. Develop their own ideas and practice actions they would use through role-play of scenarios.  Good behaviour is linked to how we use technology online. Understand that the way we use technology impacts others around us. Develop responses further to incidents of poor behaviour online. | Learn about PEGI rating system for gaming. Understand why the rating system is in place as they are not always suitable for all players. Understand that this is to help decide if games are appropriate for children.  Understand what to do if someone is playing a game that is inappropriate for them. |

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| Year 3 | **We are Y3 rule writers** | **We are digital friends** | **We are internet detectives** | **We are aware of our digital footprint** | **We are netiquette experts** | **We are avatar creators** |
| Focus | Reviewing ad editing the rules and ideas they gathered in the previous year. Recall previous learning and review and use scenarios to develop responses and reflect/adapt rules based on discussion and new learning. Children should be refining their rules and develop strategies e.g calling Childline. | Further develop an awareness of online bullying. Examine the roles of people within scenarios and their involvement within situations using correct language such as “by stander” from the previous year and victim, perpetrator, etc.  Improve their bullying slogan. Understand that information shared cannot always be controlled. Develop a deeper understanding of the consequences of online bullying. | Assessing the “trustworthiness” of websites.  Children to understand that not everything on the internet is true/ real. Linking to fake news. Learning how to decide if a website is trustworthy and develop a checklist of these clues to critically compare trustworthy and untrustworthy websites. Encourage children to discuss this with parents at home and when using the internet outside school. | Understand the digital trails that people leave behind linking to their “digital footprint”. Continue to develop their knowledge that everything on the internet can be found, shared, broadcast and copied. Understand that it lasts forever. Encourage them to think carefully and reflect on their own digital footprint and what they would like it to look like in the future. | Practising good netiquette and why this is important. They compare and contract different styles of written communication and help compose a class response to an email and consider a netiquette guide guide to promote positive choices.  Understand that positive choices make the internet an enjoyable place to be. Understand that email is a widely used form of digital communication that lasts forever. | Who do we really know online? Children to explore identities and these being misleading or false. They will look at avatars and distribute these randomly and try to guess the identify of each creator. Understand that internet identities are actively constructed and edited by the user. These may be misleading and not be a real interpretation of the “creator”. Recall personal/private information and why this should not be shared. What we can share and how we do this. |

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| Year 4 | **We are the Y4 rule writers** | **We are standing up to peer pressure** | **We are aware that our online content lasts forever** | **We are online risk managers** | **We are respectful of digital rights and responsibilities** | **We are careful when talking to digital friends** |
| Focus | Review and edit our online safety rules. Recall learning from the previous year and review a range of scenarios. Review, edit and discuss findings from year 3. Consider scenarios in school and at home. Consider new strategies that can be applied online, beyond talking to a trusted adult. Think about appropriate rules for year group. | Dealing positively with peer pressure. Find out access to the internet is not the same among all the people that peer pressure can be both positive and negative. They will scrutinise and discuss short scenarios based online and decide how to resolve the problems where access to the internet is not the same. Understand that peer pressure can be a positive and negative influence. Recall ways to report concerns. | Getting the message : pre and post internet. Comparing and contrasting the ways messages were sent before and after the use of the internet. They then think about a digital medium through which they can spread information as if it was the 1940’s. This will be considerate of the speed and reach of the message as if it were sent on social media. Considering how quickly information can spread online. Link back to how accurate information shared is on the internet. | Understanding risk and prevention of information loss. Learning that hacking can be a criminal activity and clicking on suspicious links, websites or emails can introduce viruses to devices, putting personal information at risk and stopping the device from working. Learning ways to protect their devices and accounts and use this information to create a family protection plan to share at home. Identify risks of clicking unknown links. Understanding hacking can be illegal and the consequences. Develop understanding of what to do if they think they have been hacked. | Understanding and respecting digital rights and responsibilities. Children to use Unicef’s Rights of the Child and apply them to digital citizenship, thinking about the rights and responsibilities as well as the consequences of knowingly ignoring responsibilities.  Apply these to own experiences and share what this may look like with families. Understand that both digital rights and responsibilities are important to ensure the internet is a great place for everyone. Understand why we shouldn’t ignore rights. Develop positive and responsible attitudes towards technology and the internet. | Virtual friendships vs real friendships and who can we trust?  Discussing and learning what is meant by a virtual friendship. Discuss places that we may meet virtual friends and testing virtual friendship with real friendships. Understand that virtual friends are still strangers that they do not know. Apply knowledge of online safety to decide what information we are safe to share with virtual friends. Recap rules for reporting. |
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| Year 5 | **We are the Y5 rule writers** | **We are responsible for your online actions** | **We are content evaluators** | **We are protecting our online reputation** | **We are respectful of copyright** | **We are game changers** |
| Focus | Review and edit our online safety rules. Review and discuss previous years rules. Think about scenarios in and outside of school. Think about new strategies for example CEOP “report abuse”. Review and edit by thinking about what is appropriate for the year group. | Understanding the impact of online behaviour. Learn that we must take responsibility for our own actions regardless of what others are doing. Specific characters within a scenario to experience roles and experiences. Consider the negative effects on other people. Critically assess all information regarding scenarios that surround a scenario to decide whether it constitutes as online bullying. Use knowledge of online safety to reach consensus on the appropriate response to an online incident. | Understanding advertising and endorsements online. Discover that creators are paid by companies in order to support their products and services. Think about the type of questions that are asked to probe to find information. Think about ways of being discerning when viewing information online. Understand that some people get paid to endorse products. Develop the discerning attitude to online content. Appreciate the value of trusted adults helping to reach an informed conclusions. | Developing strategies to protect our future selves.  Children learn that posting inappropriate, rude and offensive content online can have a negative affect on our online reputation. Children to practice through role -play discussing the consequences of posting inappropriate content. Understanding that it is important to consider what we post as it can cause us to regret what we post. Learn how to manage our online reputation. Understanding that information can last forever whether it be true or false. |  |  |

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| Year 6 | **We are online safety ambassadors** | **We will not share inappropriate images** | **We are social networkers** | **We are respectful of others** | **We are online safety problem solvers** | **We are safe gaming experts** |
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