

Digital Resilience at Rose Wood



The growth and change in technologies is evolving so quickly that it is impossible to keep up with the latest advancement. Our aim at Rose Wood Academy is to provide children with the tools to become digitally resilient. If we educate children on how to recognise the dangers, then they can protect themselves across the vast range of applications, social medias, gaming and live streaming platforms. Our aim is to ensure that children recognise the risk and know how to keep themselves safe in an ever-changing digital world.

To ensure we provide the correct information, we aim to cover a range of areas of online safety: self-image and identity; online relationships; online reputation; online bullying; managing online information; health, well-being and lifestyle; privacy and security and copyright and ownership.

Each year group will tackle these areas throughout the school year. The following page will highlight what we will address with your child to ensure they become digitally resilient. It would be great if you could discuss these with your child throughout this school year.

The designated Digital Resilience Lead at Rose Wood is Mr Millward. If you have any concerns/questions, please don't hesitate to get in contact.



Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and how media impacts on gender and stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.



Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation and ethical publishing.



Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.



Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.



Online reputation

This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles.



Online bullying

This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.



Privacy and security

This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.



Copyright and ownership

This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

	Year 5
Self-image and	I can explain how identity online can be copied, modified or altered.
identity	I can demonstrate responsible choices about my online identity, depending on context.
Online	I can explain that there are some people I communicate with online who may want to do me or my friends harm. I can recognise that this is not
Relationships	my/our fault.
	I can make positive contributions and be part of online communities.
	I can describe some of the communities in which I am involved and describe how I collaborate with others positively.
Online Reputation	I can search for information about an individual online and create a summary report of the information I find.
	• I can describe ways that information about people online can be used by others to make judgments about an individual.
Online Bullying	I can recognise when someone is upset, hurt or angry online.
	• I can describe how to get help for someone that is being bullied online and assess when I need to do or say something or tell someone.
	I can explain how to block abusive users.
	I can explain how I would report online bullying on the apps and platforms that I use.
	• I can describe the helpline services who can support me and what I would say and do if I needed their help (e.g. Childline).
Managing online	I can use different search technologies.
information	I can evaluate digital content and can explain how I make choices from search results.
	• I can explain key concepts including: data, information, fact, opinion, belief, true, false, valid, reliable and evidence.
	• I understand the difference between online mis-information (inaccurate information distributed by accident) and dis-information (inaccurate
	information deliberately distributed and intended to mislead).
	• I can explain what is meant by 'being sceptical'. I can give examples of when and why it is important to be 'sceptical'.
	• I can explain what is meant by a 'hoax'. I can explain why I need to think carefully before I forward anything online.
	I can explain why some information I find online may not be honest, accurate or legal.
	• I can explain why information that is on a large number of sites may still be inaccurate or untrue. I can assess how this might happen (e.g. the sharing of misinformation either by accident or on purpose).
Health, well-being	I can describe ways technology can affect healthy sleep and can describe some of the issues.
and lifestyle	I can describe some strategies, tips or advice to promote healthy sleep with regards to technology.
Privacy and	I can create and use strong and secure passwords.
security	• I can explain how many free apps or services may read and share my private information (e.g. friends, contacts, likes, images, videos, voice,
	messages, geolocation) with others.
	• I can explain how and why some apps may request or take payment for additional content (e.g. in-app purchases) and explain why I should seek
	permission from a trusted adult before purchasing.
Copyright and	I can assess and justify when it is acceptable to use the work of others.
ownership	I can give examples of content that is permitted to be reused.