

iCommunicate: iSecure Lite Level 1

Course Evaluation Criteria

Y1: We would expect all children in Y1 to attain statements 1-6. If any of statements 7-10 are attained, those pupils are exceeding expectations.

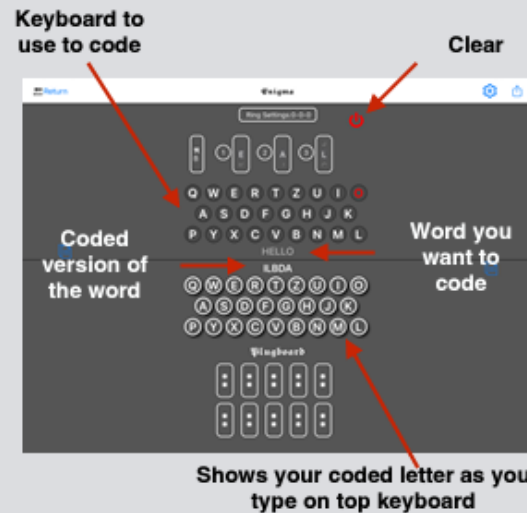
- 1) Pupils know what e-safety means.
- 2) Pupils know why we use passwords.
- 3) Pupils can name two pieces of personal information.
- 4) Pupils know what to do if they encounter a pop-up ad.
- 5) Pupils know what stop, block and record means.
- 6) Pupils can differentiate between bullying and cyber bullying.
- 7) Pupils understand how their actions on the internet can have real-life consequences.
- 8) Pupils understand what makes a good password verses a bad one.
- 9) Pupils understand why we shouldn't trust people's avatars.
- 10) Pupils know how they can minimise screens instead of closing them.

Course Overview

Course overview: Pupils will learn the fundamentals of the internet and digital device safety. They will be introduced to different real-life scenarios and develop different strategies to stay clear of, or to deal with potential situations that could arise when online. Pupils will be reminded each lesson about the correct procedures to follow and who they can talk to should they have any concerns regarding e-safety.

Learning Outcome for the course: Pupils will learn how to keep themselves safe while on digital devices. They will learn about trusting the internet, both with things they see and people they may encounter. They will be taught what is classed as personal information and why they should not share this with anyone else. Pupils will also critically learn who they can speak to regarding anything that is upsetting them.

Enigma Simulator



Apps used



Enigma Simulator

XMind



Toon Me Studios

Logo Foundry



Strip Design

Vocabulary Bank

e-Safety

Being safe while using electronic devices.

Password

A word or series of letters used as a key to unlock information.

Trust

You believe that the information being given to you is the truth.

Gaming

Playing video games on a device, usually playing online with other players.

Avatar

A computerised version of a character, sometimes used instead of a photo.

Cyber bully

Someone who bullies somebody using a digital device. E.g., texting.

Personal Info

Information that refers to an individual. E.g., name, address, photo.

Pop-Ups

An advert or a window that will appear on a device's screen.

Private/Privacy

Settings on a device to hide your personal information.

Digital Devices

E.g., iPad, Phone, Game console, PC. Can usually access the internet.