Caedmon Primary School - Online Safety Progression

Aim: For our pupils to be responsible, competent, confident and creative users of information and communication technology

Year Group	Digital Literacy – Online Safety	Resource ideas	Lesson Ideas
EYFS	Children understand that their password belongs to them. Children recognise the impact of good choices and consequences of wrong ones. Children understand that they need an adult with them when using the Internet. Children recognise who they can ask for help and know when they need help. Children understand that they need to share equipment and take turns.	**Smartie the Penguin** **http://kidsmart.or g.uk/teachers/ks 1/**	Share and discuss the school's online safety rules. Use technology toys such as mobile phones or walkie talkies to role play talking kindly to one another. Talk about what you know about yourself such as your name and where you live. Which things do your parents know? Follow links to appropriate games on the Internet which they can sit with a friend to play. Read Smartie the Penguin and use the talk prompts to consider good and bad choices. Change to a different activity when they have spent a reasonable amount of time using technology using something such as an egg timer to remind them.
Key Stage One – Computing Programme of Study. Pupils should be taught to: - use technology safely and respectfully, keeping personal information private; - identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.			
1	Children begin to understand what personal information is and who you can share it with,	**Digiduck's Big Decision** **http://kidsmart.or**	Share and discuss the school's online safety rules. Discuss common uses of IT beyond school

	including the need to keep passwords private. Children begin to recognise the need to know who they are sharing their learning with online and recognise the difference between real and imaginary online experiences. Children know who to tell when they see something that makes them uncomfortable and make sure an adult knows what they are doing. Children recognise the Internet as an exciting place to be but understand the need for a balance in how they spend their time and make good choices about age appropriate activities.	**g.uk/teachers/ks 1/digiduck.aspx**	Log in to Purple Mash or other age appropriate websites. Talk about the different kinds of websites it is good to use. Read Digiduck's Big Decision to talk about good and bad choices and the effect these can have on others. Role-play how to talk kindly and politely to friends online and in the real world, and how to comment kindly on people's work. Role-play deciding that you have spent too much time online. Suggest ways that you can remind yourself to change to other kinds of activities. **Focus on:** - YouTube (safe searching, reporting any issues, sharing personal info) - online gaming (X-Box live etc, not talking to people you don't know, reporting unkind/inappropriate comments) **Discuss:** - Age restrictions on social media **Show how to use CEOP reporting button.**
2	Children understand what personal information is and who you can share it with, including the need to keep passwords private. Children begin to recognise the need to know who they are sharing their learning with online and recognise the difference between real and	**Lee & Kim's Big Adventure CEOP http://www.thinku know.co.uk/5_7/l eeandkim/**	Lee & Kim's Big Adventure CEOP resources and lesson plans Agree sensible e-safety rules for the classroom. Use a selection of websites and consider who can see the information online. Play appropriate games on the internet, including games against real people. Talk about how adults can help us, including when we see something we don't like or something makes us feel uncomfortable. Play games that reinforce the idea of personal information, including password privacy.

| | | | imaginary online experiences. Children know who to tell when they see something that makes them uncomfortable and make sure an adult knows what they are doing. Children recognise the Internet as an exciting place to be but understand the need for a balance in how they spend their time and make good choices about age appropriate activities. | | Discuss uses of IT at home and reinforce the above.

Focus on:
- YouTube (safe searching, reporting any issues, sharing personal info)
- online gaming (X-Box live etc, not talking to people you don't know, reporting unkind/inappropriate comments),

Discuss:
- videos with unsuitable/adult content
- age restrictions of social media

Show how to use CEOP reporting button. |

Key Stage Two – Computing Programme of Study. Pupils should be taught to:
- use technology safely, respectfully and responsibly;
- recognise acceptable/unacceptable behaviour;
- identify a range of ways to report concerns about content and contact.

| 3 | Children recognise the need to keep personal information and passwords private. They recognise the need for a secure password. Children understand that an adult needs to know what they are doing online and understand how to report concerns, including cyberbullying. Children understand that any personal information they put online can be seen and used by others. | **Hector's World http://hectorsworld.netsafe.org.nz/** | Hector's World website, lesson plans and video clips http://www.thinkuknow.co.uk/5_7/hectorsworld/

Discuss and agree classroom rules / expectations about safe use of the Internet. Model how to protect personal information and how to choose a secure password. Reinforce the rule about keeping adults informed about Internet activity and telling if you see something you don't like or if you feel you're being bullied.   Model how to choose age-appropriate websites and minimise risk of viruses. Talk about what games they enjoying playing and what good choices are when playing games e.g. content, screen time.

Focus on:
- YouTube (safe searching, reporting any issues, sharing personal info) |

'			- online gaming (X-Box live etc, not talking to people you don't know, reporting unkind/inappropriate comments) - messaging apps – appropriate conversations, speaking to trusted people etc **Discuss:** - age restrictions of social media - internet search engines **Show how to use CEOP reporting button.**
4	Children understand the need for rules to keep them safe when exchanging ideas online. Children understand that an adult needs to know what they are doing online and understand how to report concerns, including cyberbullying. Children recognise the need to choose age-appropriate games to play on their devices, and when to limit use. Children recognise the need to protect their devices from viruses. Children understand that any personal information they put online can be seen and used by others. Children recognise that they can use online tools to collaborate and	**Captain Kara and the SMART Crew http://www.child net.com/resourc es/the-adventures-of-kara-winston-and-the-smart-crew**	<u>Kids SMART website</u> Explore and discuss the website. Look at the SMART rules for staying safe online. Discuss what actions could be taken if they are uncomfortable or upset online e.g. Report Abuse button. Talk about what games they enjoying playing and what good choices are when playing games e.g. content, screen time. Use a class blog to share information and talk about who can see it, and how to communicate safely and respectfully. Create your own SMART rules poster. <u>Captain Kara and the SMART Crew video clips and resources</u> http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew Watch Captain Kara Chapter 1 Accept and talk about responsible behaviour online Watch Captain Kara Chapter 2 What is Reliable? Watch Captain Kara Chapter 3 What should you keep Safe? Watch Captain Kara Chapter 4 (Tell) and Suffering in Silence to discuss the effects of unkind communication.

	communicate with others and the importance of doing this responsibly, choosing age-appropriate websites. Children recognise the effect their writing or images might have on others.		Watch Captain Kara Chapter 5 (Meet) or Jigsaw CEOP video to reinforce reporting concerns and discuss the ways this can be done. Watch Captain Kara Chapter 6 What is Reliable? **Focus on:** - YouTube (safe searching, reporting any issues, sharing personal info) - online gaming (X-Box live etc, not talking to people you don't know, reporting unkind/inappropriate comments) - messaging apps – appropriate conversations, speaking to trusted people etc - age restrictions of social media **Discuss:** - age restrictions of games/PEGI ratings - internet search engines **Show how to use CEOP reporting button.**
5	Children understand the need to keep personal information and passwords private, and know how to choose a secure password. Children understand appropriate and inappropriate use of the Internet including excessive use. Children recognise the risks and rewards of using Internet communication tools and	**Kids SMART http://www.kidsmart.org.uk/** **Jigsaw CEOP Video Clip - http://vimeo.com/85674695**	Kids SMART website Explore and discuss the website. Remind pupils of the SMART rules for staying safe online that they covered in Year 4. Use the Safe Searching lesson plan unit of work from Kidsmart and also try some of the drama activities to explore online citizenship. There are also units of work entitled ' help a Friend' and 'Have Fun Communicating' that could be used / adapted for use with the class. http://www.kidsmart.org.uk/teachers/KS2/lessonplans.aspx Zip It, Block It, Flag It slogan –unit of work http://www.simonhaughton.co.uk/2012/05/year-5-e-safety-lesson-1-2012.html

| | understand how to protect themselves and the devices they use. Children understand the need to respect the rights of other users, and understand their own responsibility for information that is shared and how it may impact on others. | | **Zip it** – Don't share your personal information with strangers. Keep your profile settings private.

Block it – Block friend requests from strangers on social networking sites.

Flag it – Always tell a trusted adult if something online scares/upsets you. Report any meeting requests from strangers to a trusted adult. Remember to be as careful online as you are offline.

Only a Game -A 15 minute drama resource and supporting materials have been designed especially for teachers to use with their primary pupils on the topic of online gaming http://kidsmart.org.uk/teachers/onlyagame.aspx

Watch BBC Horrible Histories (Beware the Download) and talk the risks of downloading http://www.bbc.co.uk/cbbc/clips/p01g2ppl

Focus on:
- age restrictions of games/PEGI ratings
- age restrictions of social media
- YouTube (safe searching, reporting any issues, sharing personal info)
- online gaming (X-Box live etc, not talking to people you don't know, reporting unkind/inappropriate comments)
- messaging apps – appropriate conversations, speaking to trusted people etc

Discuss:
- cost of add ons, upgrades etc
- picture messaging – appropriate content |

			- forums/message boards
			Show how to use CEOP reporting button.
6	Children recognise their own right to be protected from the inappropriate use of technology by others and their responsibility to report concerns. Children understand how to use social networking websites appropriately, keeping an adult informed about their online activity. They make good choices when they present themselves online. Children recognise the appropriate online tools to collaborate and communicate with others, understanding how to protect themselves from cyberbullying or causing hurt to others, especially when using social networks. Children understand the need to respect the rights of other users, and understand their own responsibility for information that is shared and how it may impact on others.	**ThinkUKnowCybe rcafe** **Childnet Cyberbullying** **https://www.child line.org.uk/Explor e/Bullying/Pages /online-bullying.aspx** **http://www.bullyi ng.co.uk/cyberb ullying/**	Watch Tracey Beaker Come Alone Carmen to discuss the risks of meeting people online and why you should always keep an adult informed http://www.bbc.co.uk/cbbc/games/beaker-you-choose Use ThinkUKnowCybercafe activities to explore how to stay safe online and use mobile phones and chat rooms http://www.thinkuknow.co.uk/8_10/cybercafe/Cyber-Cafe-Base/ Use Horrible Histories Internet Privacy Settings video and Internet Videos are Forever to discuss the impact of making unsafe or bad choices online. http://www.bbc.co.uk/cbbc/clips/p01g2pt6 http://www.bbc.co.uk/cbbc/clips/p01g2pg0 Lesson plans and resources covering Cyberbullying http://archive.beatbullying.org/pdfs/lesson-plans/BB-Cyberbullying-LP.pdf http://archive.beatbullying.org/dox/resources/resources.html Cyber Café lesson plans 1-9 and resources available from the following website. You will need to register on the website. https://www.thinkuknow.co.uk/Teachers/Resources/ Cyberbullying video clip for teachers http://www.playbackschools.org.uk/programme/2012/combating-cyberbullying **Focus on:** - age restrictions of games/PEGI ratings

			- age restrictions of social media - YouTube (safe searching, reporting any issues, sharing personal info) - online gaming (X-Box live etc, not talking to people you don't know, reporting unkind/inappropriate comments) - messaging apps – appropriate conversations, speaking to trusted people etc **Discuss:** - age restrictions of social media **Show how to use CEOP reporting button.**