## Curriculum Planner -Online Safety

|  | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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|  | $\begin{aligned} & \text { Privacy and } \\ & \text { Security } \end{aligned}$ | Online Bullying Health and Well being | Online relationships | Online Reputation | Self image and Identity | Managing Online Information Copyright and Ownership |
| $\frac{\sim}{\underset{\pi}{ \pm}}$ | can identify some simple examples of my personal information (e.g. name, address, birthday, age, location) <br> can describe who would be trustworthy to share this information with; <br> can explain why they are trusted. | can describe ways that some people can be unkind online can offer examples of how this can make others feel. <br> can identify rules that help keep us safe and healthy in and beyond the home when I am using technology. <br> can give some simple examples of these rules | can recognise some ways in which the internet can be used to communicate. <br> can give examples of how I (might) use technology with people I know. | can identify ways that I can put information on the internet. | can recognise, online or offline, that anyone can say 'no'/'please stop'/'I'll tell'/'I'll ask' to somebody who makes them feel sad, uncomfortable, embarrassed or upset | can talk about how to use the internet as a way of finding information online. <br> can identify devices I could use to access information on the internet <br> know that work I create belongs to me <br> can name my work so that others know it belongs to me |


|  | can explain that passwords are used to protect information, accounts and devices <br> can recognise more detailed examples of information that is personal to someone (e.g. where someone lives and goes to school, family names) <br> can explain why it is important to always ask a trusted adult before sharing any personal information online, belonging to myself or others. | can describe how to behave online in ways that do not upset others and can give examples - <br> can explain rules to keep myself safe when using technology both in and beyond the home | can give examples of when I should ask permission to do something online and explain why this is important. <br> can use the internet with adult support to communicate with people I know (e.g. video call apps or services) <br> can explain why it is important to be considerate and kind to people online and respect their choices. <br> can explain why things one person finds funny or sad online may not always be seen in the same way as others. | can recognise that information can stay online and could be copied <br> can describe what information I should not put online without asking a trusted adult first | can recognise that there may be people online who could make someone feel sad, embarrassed or upset. <br> If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust and how they can help. | can give simple examples of how to find information using digital technologies e.g. search engines, voice activated searching <br> know/understand that we can encounter a range of things online including things we like and don't like as well as things which are real or make believe/ a joke <br> know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable, worried or frightened. <br> can explain why work I create using technology belongs to me <br> can say why it belongs to me (e.g. I designed it or I filmed it) <br> can save my work under a suitable title/name so that others know it belongs to me (e.g. filename, name on content) <br> understand that work made by others does not belong to me even if I save a copy. |
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| 8 <br> 10 <br> 10 | can describe strategies for keeping personal information private, depending on context. <br> can explain that internet use is never fully private and is monitored e.g. adult supervision <br> can describe how some online services may seek consent to store information about me; I know how to respond appropriately and who I can ask if I am not sure. <br> know what the digital age of consent is and the impact this has on online services asking for consent When searching on the internet for content to use, <br> can explain why I need to consider who owns it and whether I have the right to use it. <br> can give some simple examples of content which I must not use without permission from the owner e.g. videos, music, images | can recognise when someone is upset, hurt or angry online. <br> can describe ways people can be bullied through a range of media (e.g. image, video, text, chat) <br> can explain why people need to think carefully about how content they post might affect others, their feelings and how it may affects how others feel about them (their reputation) <br> can explain how using technology can be a distraction from other things, in both a positive and negative way. <br> can identify times or situations when someone may need to limit the amount of time they use technology e.g. I can | can describe strategies for safe and fun experiences in a range of online social environments e.g. livestreaming, gaming platforms. <br> can give examples of how to be respectful to others online and how to recognise healthy and unhealthy behaviours. <br> can explain how content shared online may feel unimportant to one person but may be important to other people's thoughts, feelings and beliefs |
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> can describe how to find out information about others by searching online.
> can explain ways that some of the information about anyone online could have been created, copied or shared by others
can explain how my online differen o my offline identity.
can describe positive ways for someone to interact with others online and understand how this will positively impact on how others perceive them
can explain that others online can pretend to be someone else, including my friends, and can suggest reasons why they might do this.
can analyse information to make a judgement about probable accuracy and I understand why it is important to make my own decisions regarding content and that my decisions are respected by others.
can describe how to search for information within a wide group of technologies and make a judgement about the probable accuracy (e.g. social media, image sites, video sites)
can describe some of the methods used to encourage people to buy things online (e.g advertising offers; in app purchases; pop ups) and can recognise some of these when they appear online.
can explain why lots of people sharing the same opinions or beliefs online do not make those beliefs or opinions true.
can explain that technology can be designed to act like or impersonate living things (e.g. bots) and describe what the benefits and risks might be.
can explain what is meant by fake news e.g why some people will create stories or alter photographs and put them online to pretend that something is true when it isn't

can explain what a strong password is and demonstrate how to create one.
can explain how many free apps or services may read and share private information (e.g. friends, contacts, likes, images, videos, voice messages, geolocation) with others.
can explain what app permissions are and can give some examples
can assess and justify when it is acceptable to use the work of others.
can give examples of content that is permitted to be reused and know how this content can be found online.
can recognise that online bullying can be different
to bullying in the physical world and can describe some of those differences.
can describe how what one person perceives as playful joking and teasing (including banter) might be experienced by others as bullying
can explain how anyone can get help if they are being bullied online and identify when to tell a trusted adult
can identify a range of ways to report concerns and access support both in school and at home about online bullying
can explain how to block abusive users
can describe the helpline services which can help people experiencing bullying, a
can describe ways that technology can affect health and well-being both positively (e.g. mindfulness apps) and negatively.
can describe some strategies, tips or advice to promote health and well-being with regards to technology.
can recognise the benefits and risks of accessing information about health and well-being online and how we should balance this with talking to trusted adults and professionals
can explain how and why some apps and games may request or take payment for additional content (e.g. in-app purchases, loot boxes) and explain the importance of seeking

## can give examples of technology - specific forms of communication (e.g. emojis, memes, gifs)

can explain that there are some people I can communicate with online who may want to do me or my friends harm/ I can recognise this is not mylour fault.
can describe some of the ways people may be involved in online communities and describe how they might collaborate constructively with others and make positive contributions. (e.g. gaming communities or social media groups)
can explain how someone can get help if they are having problems and identify when to tell a trusted adult.
can demonstrate how to support others
can search for information about an individual online and summarise the information found.
can describe ways that information about anyone online can be used by others to make judgements about an individual and why these may be incorrect.
can explain the ways in which anyone can develop a positive online reputation
can explain strategies anyone can use to protect the 'digital personality' and online reputation, including degrees of anonymity.

can evaluate digital content and can explain how to make choices about what is trustworthy e.g. differentiating between adverts and search results.
can explain key concepts including: information, reviews, fact, opinion, belief, validity, reliability and evidence.
can identify ways the internet can draw us to information for different agendas, e.g. website notifications, pop-ups, targeted ads.
can describe ways of identifying when online content has been commercially sponsored or boosted, (e.g. by commercial companies or by vloggers, content creators, influencers)
can explain what is meant by the term 'stereotype', how 'stereotypes' are amplified and reinforced online, and why accepting 'stereotypes may influence how people think about others.
can describe how fake news may affect someone's emotions and behaviour and explain why this may be harmful.

|  | can describe effective ways people can manage passwords (e.g. storing them securely or saving them in the browser. <br> can explain what to do if a password is shared, lost or stolen. <br> can describe how and why people should keep their software and apps up to date e.g. auto updates. <br> can describe simple ways to increase privacy on apps and services that provide privacy settings. <br> can describes ways in which some online content targets people to gain money or information illegally; I can describe strategies to help me identify such content (e.g. scams, phishing) <br> know that online services have terms and conditions that govern their use. <br> can demonstrate the use of a search tool to find and access online content which can be reused by others. <br> can demonstrate how to make references to and | can describe how to capture bullying content as evidence (e.g. Screen-grab, URL, profile) to share with others who can help me. <br> can explain how someone would report online bullying in different contexts. <br> can describe common systems that regulate age-related content (e.g. PEGI, BBFCC, parental warnings) and describe their purpose <br> recognise and can discuss the pressures that technology can place on someone and how/when they could manage this. <br> can recognise features of persuasive design and how they are used to keep users engaged (current and future use) <br> can assess and action different strategies to limit the impact of technology on health (e.g. night-shift mode, regular breaks, correct posture, sleep, diet and exercise) | can explain how sharing something <br> online may have an impact positively or negatively. <br> can describe how to be kind and show respect for others online including the importance of respecting boundaries regarding what is shared about them online and how to support them if others do not. <br> can describe how things shared privately online can have unintended consequences for others. E.g. Screen-grabs <br> can explain that taking or sharing inappropriate images of someone (e.g. embarrassing images), even if they say it is okay, may have an impact for the sharer and others; and who can help if someone is worried about this. | can search for information about an individual online and summarise the information found. <br> can describe ways that information about anyone online can be used by others to make judgements about an individual and why these may be incorrect. <br> can explain the ways in which anyone can develop a positive online reputation <br> can explain strategies anyone can use to protect the 'digital personality' and online reputation, including degrees of anonymity. |
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can identify and critically
evaluate online content
relating to gender, race,
religion, disability, culture
and other groups, and
explain why it is important
to challenge and reject
inappropriate
representations online.
can explain the
importance of asking until
I get the help needed. I get the help needed.
can explain what is meant by a 'hoax' and why someone would need to think carefully before they share.
can explain how search engines work and how the results are selected and ranked.
can explain how to use search technologies effectively.
can describe how some online information can be opinions and can offer examples.
can explain how and why some people may present opinions as facts; why the popularity of an opinion or the personalities of those promoting it does not necessarily make it true, fair or perhaps even legal.
can define the terms 'influence', 'manipulation', and 'persuasion' and explain how someone might encounter these online (e.g. advertising and 'ad targeting' and targeting for fake news.)
understand the concept of persuasive design and how it can be used to influence peoples' choices.
demonstrate how to analyse and evaluate the validity of facts and information and I can explain why using these strategies are important.
can explain how companies and news providers target people with online news stories they are more likely to engage with and how to recognise this.

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