Bullion Lane Primary School Online Safety LTP

Term	EYFS	KS1 Cycle A	KS1 Cycle B	LKS2 Cycle A	LKS2 Cycle B	UKS2 Cycle A	UKS2 Cycle B
Autumn 1	Smartie the Penguin Pop ups and in app	Pause for People	<u>How</u> <u>Technology Makes</u> <u>You Feel</u>	<u>Device-</u> Free Moments	Your Rings of Responsibility	My Media Choices Digital Passport : Twalkers	Finding My Media Balance Digital Passport : Twalkers
Media Balance and Well-Being	purchasing	Jessie & Friends: Episode 1	Smartie the Penguin Lesson 3	Interland: Reality River	<u>The Adventures</u> of Kara, Winston and the SMART Crew: Chapter 1	<u>Net Aware:</u> <u>Social Networks,</u> <u>Apps and Games</u>	<u>Children's Commissi</u> oner: Digital 5 a day
Autumn 2	Smartie the Penguin Upsetting images	<u>Media Balance</u> <u>Is Important</u>	<u>Pause &</u> Think Online	Putting a STOP to Online Meanness	The Power of Words Digital Passport: E- volve	Be a Super Digital Citizen Digital Passport: E- volve	Is it Cyberbullying? Digital Passport: E- volve
Cyberbullying		Barefoot Computing : Safety Snakes	<u>Lee and</u> Kim: Lesson <u>1</u>	<u>Interland:</u> <u>Kind Kingdom</u>	Band Runner: Like	BBC Own It: Cyberbullying Qui Z	<u>Net Aware -</u> <u>Social Networks, Ap</u> <u>ps and Games</u>
Spring 1	Safer Internet Day	<u>Pause &</u> <u>Think Online</u>	<u>Media Balance</u> Is Important	<u>Digital Traits</u>	This Is Me	Our Online Tracks Digital Passport Share Jumper	<u>Beyond</u> Gender Stereotypes
My Digital Footprint and Identity		Staying Safe Online	This Is Me	Everyone Can	Who Am I Online?	'Free to be' Online?	Free to Be Me?
Spring 2	Digiduck's Fa mous Friend Online reliability	Safety in My Online Neighbo urhood	<u>Internet</u> Traffic Light	<u>That's Private!</u>	Password Power-Up Digital Passport : Password Protect	Private and Personal Inform ation Digital Passport : Share Jumper	You Won't Believe This! Digital Passport : Mix-n-Mash
Privacy and Security		Jessie & Friends: Episode 2	<u>Lee and</u> <u>Kim: Lesson 2</u> PANTS: The Underwear Rule	Interland: Tower of Treasure	Interland: Mindful Mountain	Band Runner: Lock ICO: Resources For Schools	Website Cookies Exp lained

Term	EYFS	KS1 Cycle A	KS1 Cycle B	LKS2 Cycle A	LKS2 Cycle B	UKS2 Cycle A	UKS2 Cycle B
Summer 1	Barefoot Computing: Safety Snakes	Pause for People	Pause & Think Online	Let's Give Credit!	Is Seeing Believing?	<u>A Creator's</u> <u>Rights and</u> <u>Responsibilities</u>	<u>Reading</u> <u>News Online</u>
News and Media Literacy	Online behaviours	Smartie the Penguin Lesson 2	How Long Do Things Stay Online? BBC Own It: What Is Digital Footprint and Why Should I Care?	BBC Own It: Where are your photos going?	The Adventures of Kara, Winston and the SMART Crew: Chapter 4	<u>Things</u> <u>Spread Quickly</u> <u>Online</u>	<u>Are You Living an</u> <u>Insta Lie? Social</u> <u>Media Vs. Reality</u>
Summer 2	Digiduck's Big Decision	<u>Media Balance</u> <u>Is Important</u>	Pause & Think Online	<u>Who Is in</u> <u>Your Online Comm</u> <u>unity?</u>	<u>Our</u> <u>Digital Citizenship</u> <u>Pledge</u>	Keeping Games Fun and Friendly	Digital Friendships - <u>Finding Credible</u> <u>News</u> <u>Digital Passport</u> : Search Shark
Relationships and Communication		Jessie & Friends: Episode 3	Lee and Kim: Lesson 3	<u>Band</u> <u>Runner: Share</u>	Band Runner: Chat Minecraft Education: Becoming Digital Citizens	The Adventures of Kara, Winston and the SMART Crew: Chapter 5 Chicken- Shop Grooming County Lines Guidance	The Guardian: Fake News Lessons Childnet: Trust Me Lessons BBC Own It: Fake News

Curriculum Standards and Links

Document	Standards
Education for a	• Health, well-being, and lifestyle
Connected World	• Privacy and security
	• Copyright and ownership
	• Self-image and identity
	Online reputation
	• Online relationships
	• Online bullying
	Managing online information
Common Sense: Digital	Media balance and well-being
Citizenship	• Privacy and security
<u></u>	• My digital footprint and identity
	• Relationships and communication
	Cyberbullying
	• Digital drama
	Hate speech
	News and media literacy
National Curriculum:	• Use technology safely and respectfully, keeping personal information private.
Computing Programmes	Recognise acceptable/unacceptable behaviour.
of Study	• Identify where to go for help and support when concerns are raised about content,
<u>or study</u>	or contact, on the internet and other online platforms.
	• Use search technologies effectively, appreciate how results are selected and ranked, and be
	discerning in evaluating digital content.
Relationships	Online Relationships
Education, Relationships	Pupils should know:
and Sex Education (RSE)	• that people sometimes behave differently online, including by pretending to be someone
	they are not.
and Health Education	• that the same principles apply to online relationships as to face-to face
	relationships, including the importance of respect for others online including when we
	are anonymous.
	• the rules and principles for keeping safe online, how to recognise risks, harmful content and
	contact, and how to report them.
	• how to critically consider their online friendships and sources of information, including
	awareness of the risks associated with people they have never met.
	• how information and data is shared and used online.
	Being Safe
	Pupils should know:
	• what sorts of boundaries are appropriate in friendships with peers and others (including in a
	digital context).
	• about the concept of privacy and the implications of it for both children and adults; including
	that it is not always right to keep secrets if they relate to being safe.
	• that each person's body belongs to them, and the differences between appropriate and
	inappropriate or unsafe physical, and other, contact.
	• how to respond safely and appropriately to adults they may encounter (in all contexts,
	including online) whom they do not know.
	• how to recognise and report feelings of being unsafe or feeling bad about any adult.
	• how to ask for advice or help for themselves or others, and to keep trying until they are
	heard.
	• how to report concerns or abuse, and the vocabulary and confidence needed to do so.
	• where to get advice e.g. family, school and/or other sources.
	Mental Well-Being
	Pupils should know:
	• that mental wellbeing is a normal part of daily life, in the same way as physical health.
	• that there is a normal range of emotions (e.g. happiness, sadness, anger, fear, surprise,
	nervousness) and scale of emotions that all humans experience in relation to different
1	experiences and situations.

	• how to recognise and talk about their emotions, including having a varied vocabulary of
	words to use when talking about their own and others' feelings.
	 how to judge whether what they are feeling and how they are behaving is appropriate and proportionate.
	 the benefits of physical exercise, time outdoors, community participation, voluntary, and
	service-based activity on mental well-being and happiness.
	 simple self-care techniques, including the importance of rest, time spent with friends and
	family, and the benefits of hobbies and interests.
	isolation and loneliness can affect children and that it is very important for children to discuss
	their feelings with an adult and seek support.
	• that bullying (including cyberbullying) has a negative and often lasting impact on mental well-
	being.
	• where and how to seek support (including recognising the triggers for seeking support),
	including whom in school they should speak to if they are worried about their own or someone
	else's mental wellbeing or ability to control their emotions (including issues arising online).
	 it is common for people to experience mental ill health. For many people who do,
	the problems can be resolved if the right support is made available, especially if accessed early
	enough.
	Internet Safety and Harms
	Pupils should know:
	 that for most people the internet is an integral part of life and has many benefits. about the banefits of rationing time count online, the ricks of excessive time spent
	 about the benefits of rationing time spent online, the risks of excessive time spent on electronic devices and the impact of positive and negative content online on their own and
	others' mental and physical well-being.
	 how to consider the effect of their online actions on others and know how to recognise and
	display respectful behaviour online and the importance of keeping personal information
	private.
	 why social media, some computer games and online gaming, for example, are
	age restricted.
	 that the internet can also be a negative place where online abuse, trolling, bullying, and
	harassment can take place, which can have a negative impact on mental health.
	 how to be a discerning consumer of information online including understanding
	that information, including that from search engines, is ranked, selected, and targeted.
	where and how to report concerns and get support with issues online.
Keeping Children Safe in	• Governing bodies and proprietors should ensure that children are taught about safeguarding,
Education_	including online safety. Schools should consider this as part of providing a broad and balanced
	 curriculum. This may include covering relevant issues through Relationships Education and Relationships
	and Sex Education (formerly known as Sex and Relationship Education), tutorials (in colleges)
	and/or where delivered, through Personal, Social, Health and Economic (PSHE) education. The
	Government has made regulations which will make the subjects of Relationships Education (for
	all primary pupils) and Relationships and Sex Education (for all secondary pupils) and Health
	Education (for all pupils in state-funded schools) mandatory from September 2020.
	• Whilst it is essential that governing bodies and proprietors ensure that appropriate filters and
	monitoring systems are in place, they should be careful that "over 24 blocking" does not lead to
	unreasonable restrictions as to what children can be taught with regard to online teaching and
	safeguarding.
Teaching Online Safety	Guidance supporting schools to teach their pupils how to stay safe online, within new
in School	and existing school subjects.
Digital Passport	This guide provides an overview of Digital Passport and each mini-game,
Educator Guide	additional downloadable classroom materials, and recommendations on aligned Digital
	Citizenship lessons.