ONLINE SAFETY IN THE COMPUTING CURRICULUM

Key Stage 1

Childnet International

UK Safer Internet Centre

Co-financed by the European Union
Connecting Europe Facility

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ABOUT THIS **RESOURCE**

The introduction of the Computing curriculum in England aims to equip pupils with the knowledge, understanding and skills to use information and communication technology creatively and purposefully. A key aspect of this lies in being digitally literate. Online technologies play a huge role and so providing a broad and balanced online safety education at each key stage is vital to ensuring that pupils can navigate the online world safely and positively.

This guide for Key Stage 1 aims to highlight the key learning aims related to online safety in the Computing curriculum and signpost to some key resources that can be used in the classroom to help deliver these aims.

It is not a requirement to use all the resources listed, and some resources can be used to deliver more than one online safety message. This guide provides a starting point for providing online safety teaching that meets the requirements of the curriculum.

***NOTE:** Embedding online safety teaching **across the curriculum** is considered effective practice and these resources can and should be used in subjects other than Computing too.*

Please note that some resources require free sign up in order to download.

Childnet International

Online Safety in the Computing Curriculum: Key Stage 1
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KEY STAGE 1

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.'

https://www.gov.uk/government/publications/national-curriculum-in-england-computing-programmes-of-study/national-curriculum-in-england-computing-programmes-of-study#key-stage-1

and activities covering a range of online safety topics.

'Going Places Safely' for Year 1 and 'Follow the Digital Trail' for Year 2 are lessons that focus on enjoying the internet positively and safely.

SWGfL on common sense media

http://www.digital-literacy.org.uk/

about how they can be a good friend online, be positive and respectful and celebrate difference.

http://www.saferinternet.org.uk/safer-internet-day/2016/education-packs/primary

Kara,
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crew

SID TV - Safe

http://www.saferi
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...use technology safely and respectfully...

Online safety messages can start from an early age, encouraging both positive and safe use of technology and positive behaviour online.

At KS1 it is important for pupils understand that the internet offers many positive opportunities to explore, learn and play and that there are rules they can follow to help stay safe online, just as there are for staying safe offline.

The SMART rules

The Adventures of Kara, Winston and the SMART crew contains five animated episodes that each cover one of the letters in SMART; five rules for staying safe online.

Childnet International

http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew

Digital Literacy Curriculum

This free digital literacy curriculum contains lesson plans and activities covering a range of online safety topics.

'Going Places Safely' for Year 1 and 'Follow the Digital Trail' for Year 2 are lessons that focus on enjoying the internet positively and safely.

SWGfL Education that Clicks

common sense media

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Safer Internet Day 2014 Schools Pack

The primary pack for KS1&2, created for Safer Internet Day 2014, includes quick activities around the theme 'Let's Create a Better Internet Together', encouraging pupils to think about what they love about the internet and what can be done to make it better.

UK Safer Internet Centre
www.saferinternet.org.uk

http://www.saferinternet.org.uk/safer-internet-day/2014/schools-packs

Safer Internet Day 2015 Education Pack

The primary pack for KS1&2, created for Safer Internet Day 2015, includes quick activities and drama activities, again around the theme 'Let's Create a Better Internet Together', encouraging pupils to think about how they can support others online and pledge to make the internet a better place.

UK Safer Internet Centre
www.saferinternet.org.uk

http://www.saferinternet.org.uk/safer-internet-day/2015/education-packs/primary

Safer Internet Day 2016 Education Pack

Safer Internet Day 2016 | Tuesday 9 February

Play your part for a better internet

www.saferinternetday.org.uk

The primary pack for KS1&2, created for Safer Internet Day 2016, includes quick activities and wider activities, around the theme 'Play Your Part for a Better Internet!', encouraging pupils to think about how they can be a good friend online, be positive and respectful and celebrate difference.

UK Safer Internet Centre
www.saferinternet.org.uk

http://www.saferinternet.org.uk/safer-internet-day/2016/education-packs/primary

SID TV - Safer Internet Day 2016

SID TV, created for Safer Internet Day 2016, includes tips and films, around the theme 'Play Your Part for a Better Internet!', encouraging pupils to think about how they can be a good friend online, be positive and respectful and celebrate difference.

UK Safer Internet Centre
www.saferinternet.org.uk

http://www.saferinternet.org.uk/safer-internet-day/2016/3-11s

Zippep's Astro Circus

The Australian Government have a Children's eSafety Commissioner website which houses a number of resources including Zippep's Astro Circus.

The resource introduces the THINK rules; I -'Interesting websites can be fun' can be used to explore which positive and interesting websites your pupils enjoy using.

The resource is also available as an app for Apple and Android devices.

acma
Australian Communications and Media Authority

Australian Government
Office of the Children's eSafety Commissioner

https://esafety.gov.au/education-resources/classroom-resources/zippeps-astro-circus

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The SMART rules

'Chapter 4 - TELL' of 'The Adventures of Kara, Winston and the SMART crew highlights cyberbullying and the importance of telling someone.

Childnet International

http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew

...use technology safely and respectfully...

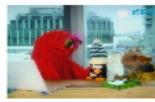
Respect is a key concept to embed from the start and can be explored in KS1 through the idea of being a good friend and how to treat others with respect, and how these concepts extend to online behaviour too.

The concept of cyberbullying can be introduced with older pupils to explore online behaviour in more detail, encourage the need for courtesy, tolerance and respect online, and highlight the importance of seeking help if they are the target of bullying behaviour.

Safer Internet Day 2016. includes quick activities and wider activities, around the theme 'Play Your Part for a Better Internet!', encouraging pupils to think about how they can be a good friend online, be positive and respectful and celebrate difference.

http://www.saferinternet.org.uk/safer-internet-day/2016/education-packs/primary

SID TV - Safe



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http://www.di

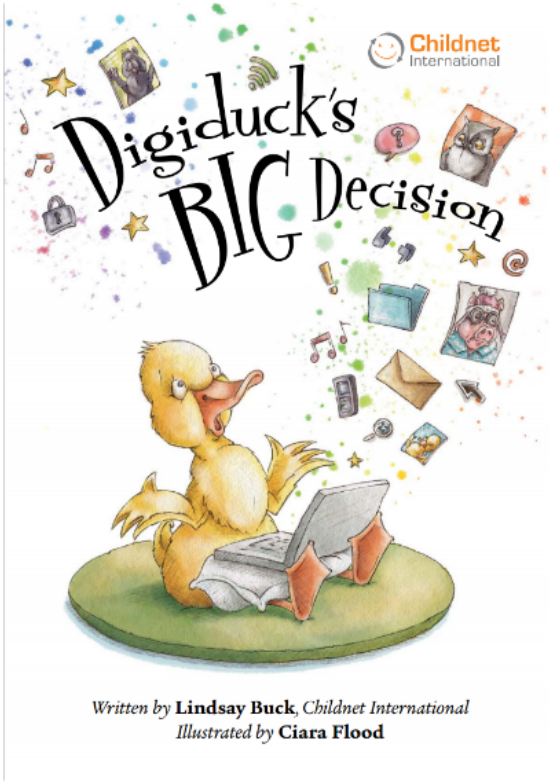
Lee and Kim

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS1.

The 'Lee and Kim' cartoon and Activity 1a can be used to discuss the importance of politeness and courtesy to others both online and offline.

Please note that free sign up is required in order to download Think U Know resources.

Digiduck's Big Decision



Created by Childnet International, Digiduck's Big Decision is a story for EYFS/KS1 about the importance of being a good friend online.

Childnet International

http://www.childnet.com/digiduck

The SMART rules

'Chapter 4 - TELL' of 'The Adventures of Kara, Winston and the SMART crew highlights cyberbullying and the importance of telling someone.

Childnet International

http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew

Safer Internet Day 2013 Schools Pack

The primary pack for KS1&2, created for Safer Internet Day 2013, includes an assembly, lesson plan and quick activities around the theme 'Connect With Respect'.

UK Safer Internet Centre
www.saferinternet.org.uk

http://www.saferinternet.org.uk/safer-internet-day/2013/schools-packs

Safer Internet Day 2015 Education Pack

The primary pack for KS1&2, created for Safer Internet Day 2015, includes quick activities and drama activities, again around the theme 'Let's Create a Better Internet Together', encouraging pupils to think about how they can support others online and pledge to make the internet a better place.

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Digital Literacy Curriculum

This free digital literacy curriculum contains lesson plans and activities covering a range of online safety topics.

'Sending Email' for Year 1 and 'Screen Out the Mean' for Year 2 are lessons that focus on behaviour towards others online and showing respect.

SWGfL Education that Clicks

common sense media

http://www.digital-literacy.org.uk/

Lee and Kim

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS1.

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Please note that free sign up is required in order to download Think U Know resources.

http://www.thinkuknow.co.uk/teachers/

Zippep's Astro Circus

The Australian Government have a Children's eSafety Commissioner website which houses a number of resources including Zippep's Astro Circus.

The resource introduces the THINK rules; N -'Name calling is not cool' can be used to encourage pupils to show positive behaviour towards other online.

The resource is also available as an app for Apple and Android devices.

acma
Australian Communications and Media Authority

Australian Government
Office of the Children's eSafety Commissioner

https://esafety.gov.au/education-resources/classroom-resources/zippeps-astro-circus

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http://www.digital-literacy.org.uk/

ART rules

'Chapter 3 - SAFE' of 'The Adventures of Kara, Winston and the SMART crew explores the consequences of sharing personal information.

Childnet International

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Zippep's Astro Circus

The Australian Government have a Children's eSafety Commissioner website which house a number of resources including Zippep's Ast Circus.

The resource introduces the THINK rules; H -'Hide your password' and K - 'Keep your special personal information safe' can be use to teach pupils about personal information.

The resource is also available as an app for Apple and Android devices.

acma

https://esafety.gov.au/education-resources/classroom-resources/zippeps-astro-circus

...keeping personal information private...

The concept of personal information and sharing it with others is also important to establish and explore with young children.

This can start with identifying what personal information is, moving on to what personal information should or shouldn't be shared with other people.
This can be framed by the idea of 'things you wouldn't tell a stranger about yourself'.

A good step is to encourage younger children to tell an adult if they are asked to enter any personal information on a site/service, or if another user is asking them for details about themselves.

The SMART rules

'Chapter 3 - SAFE' of 'The Adventures of Kara, Winston and the SMART crew explores the consequences of sharing personal information.

Childnet International

http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew

Digital Literacy Curriculum

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'Keep It Private' for Year 1 and 'Follow the Digital Trail' for Year 2 are lessons that focus on personal information.

SWGfL Education that Clicks

common sense media

http://www.digital-literacy.org.uk/

Lee and Kim

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS1.

The 'Lee and Kim' cartoon and Activity 2a - Keeping Safe Game can be used to discuss what personal information is and how it can be shared.

Please note that free sign up is required in order to download Think U Know resources.

http://www.thinkuknow.co.uk/teachers/

Hector's World

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS1.

Hector's World - Episode 1: Details, Details and Lesson Plan 1, Online Privacy can be used to discuss what personal information is and the importance of keeping details safe.

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http://www.thinkuknow.co.uk/teachers/

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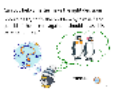
...identify where to go for help and support...

While younger children will very often ask an adult for help related to something offline, it is important to encourage them to do the same for anything online.

This may be for something that makes them feel worried, uncomfortable or upset, but equally they should be encouraged to ask for help if they are ever unsure about anything to do with the use of technology or the internet.

Smartie the Penguin



Created by Childnet International. Smartie the Penguin is a story for EYFS/KS1 about the importance of telling an adult when unsure about anything online.
These are three versions of the story for EYFS, Year 1 and Year 2, as well as an accompanying lesson plan and fun activities.

http://www.childnet.com/resources/smartie-the-penguin

Hector's W

http://www.thinkuknow

Zippep's Astro

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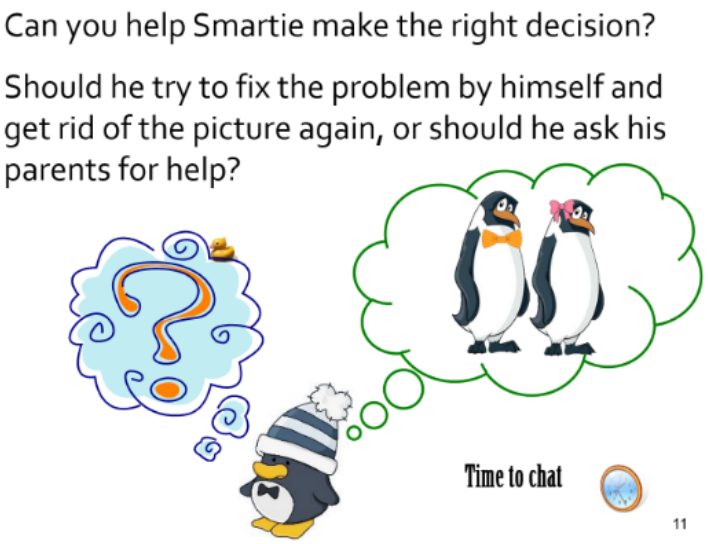
Smartie the Penguin



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Childnet International

http://www.childnet.com/resources/smartie-the-penguin

Hector's World

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS1.

Hector's World - Episode 3: It's a Serious Game and Lesson Plan 3 and Episode 5: Heroes and Lesson Plan 5 can be used to discuss who to go to for help when worried about something online.

Please note that free sign up is required in order to download Think U Know resources.

CEOP

THINK U KNOW .co.uk

http://www.thinkuknow.co.uk/teachers/

Zippep's Astro Circus

The Australian Government have a Children's eSafety Commissioner website which houses a number of resources including Zippep's Astro Circus.

The resource introduces the THINK rules; T -'Tell an adult' can be used to encourage pupils to always tell an adult if they are ever worried or unsure about anything online.

The resource is also available as an app for Apple and Android devices.

acma
Australian Communications and Media Authority

cyber(smart:)

https://esafety.gov.au/education-resources/classroom-resources/zippeps-astro-circus

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...concerns about content...

The internet offers a wealth of information and a broad range of content for a variety of audiences.

While there is plenty of content online aimed at younger children, there is also content aimed at older/adult audiences, extremist content, content that promotes hurtful or harmful behaviour and illegal content. It is also important to question the reliability of information online.

Although internet connections in schools are well filtered, it is important to help younger children understand that they may come across upsetting or worrying things online when using the internet outside of school. The key message at this age is to always ask for help if they are unsure or worried about anything online.

The SMART ru

Magda and Mo - The Pirate's Donut

An interactive e-book by AVG that explores how information online isn't always reliable, and the importance of checking with an adult.

The SMART rules

'Chapter 1 - ACCEPT' of 'The Adventures of Kara, Winston and the SMART crew highlights the need to think before accepting/opening files sent by other users.

'Chapter 2 - RELIABLE' explores how not all information online is trustworthy.

Childnet International

http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew

Magda and Mo - The Pirate's Donut

An interactive e-book by AVG that explores how information online isn't always reliable, and the importance of checking with an adult.

AVG Childnet International

http://www.avg.com/ebooks/en/magda-and-mo/magda-and-mo1.html

Digital Literacy Curriculum

This free digital literacy curriculum contains lesson plans and activities covering a range of online safety topics.

'A-B-C Searching' for Year 1 and 'Using Keywords' and 'Sites I like' for Year 2 are lessons that focus on finding and checking sources of information online.

'Staying Safe Online' for Year 2 explores the concept of appropriate and inappropriate sites to visit.

SWGfL Education that Clicks

common sense media

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...concerns about contact...

Using online sites, services and apps offers children new and exciting ways to communicate with family and friends, as well as potentially communicate with people they have never met.

At KS1 it is important to establish with children that they may come into contact with strangers online, that they should not disclose personal information to strangers, and that they should always tell an adult if they are upset or worried by any online interactions with other users.

The SMART rules

'Chapter 5 - MEETING' of

Hector's World

CEOP's Think U Know website contai
number of cartoons, activities and les
plans for KS1.

The SMART rules

'Chapter 5 - MEETING' of 'The Adventures of Kara, Winston and the SMART crew explains the importance of not meeting up offline with online contacts..

Childnet International

http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew

Lee and Kim

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS1.

The 'Lee and Kim' cartoon and Activity 1a can be used to discuss contact with strangers in a game and the importance of protecting personal information.

Please note that free sign up is required in order to download Think U Know resources.

http://www.thinkuknow.co.uk/teachers/

Hector's World

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS1.

Hector's World - Episode 2: Welcome to the Carnival and Lesson Plan 2 can be used to discuss what personal information is and the importance of keeping details safe.

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CEOP

THINK U KNOW .co.uk

http://www.thinkuknow.co.uk/teachers/

Magda and Mo - Critter and the Space Kangeroo

An interactive e-book by AVG that explores stranger danger on the internet, and to consider the differences between a real friend and a stranger online.

AVG Childnet International

http://www.avg.com/ebooks/magda-and-mo/critter-and-the-space-kangaroo

If you have any questions then please do not hesitate to email our Education Team.

EDUCATION@CHILDNET.COM

Childnet International