

ONLINE SAFETY IN THE COMPUTING CURRICULUM

Key Stage 2

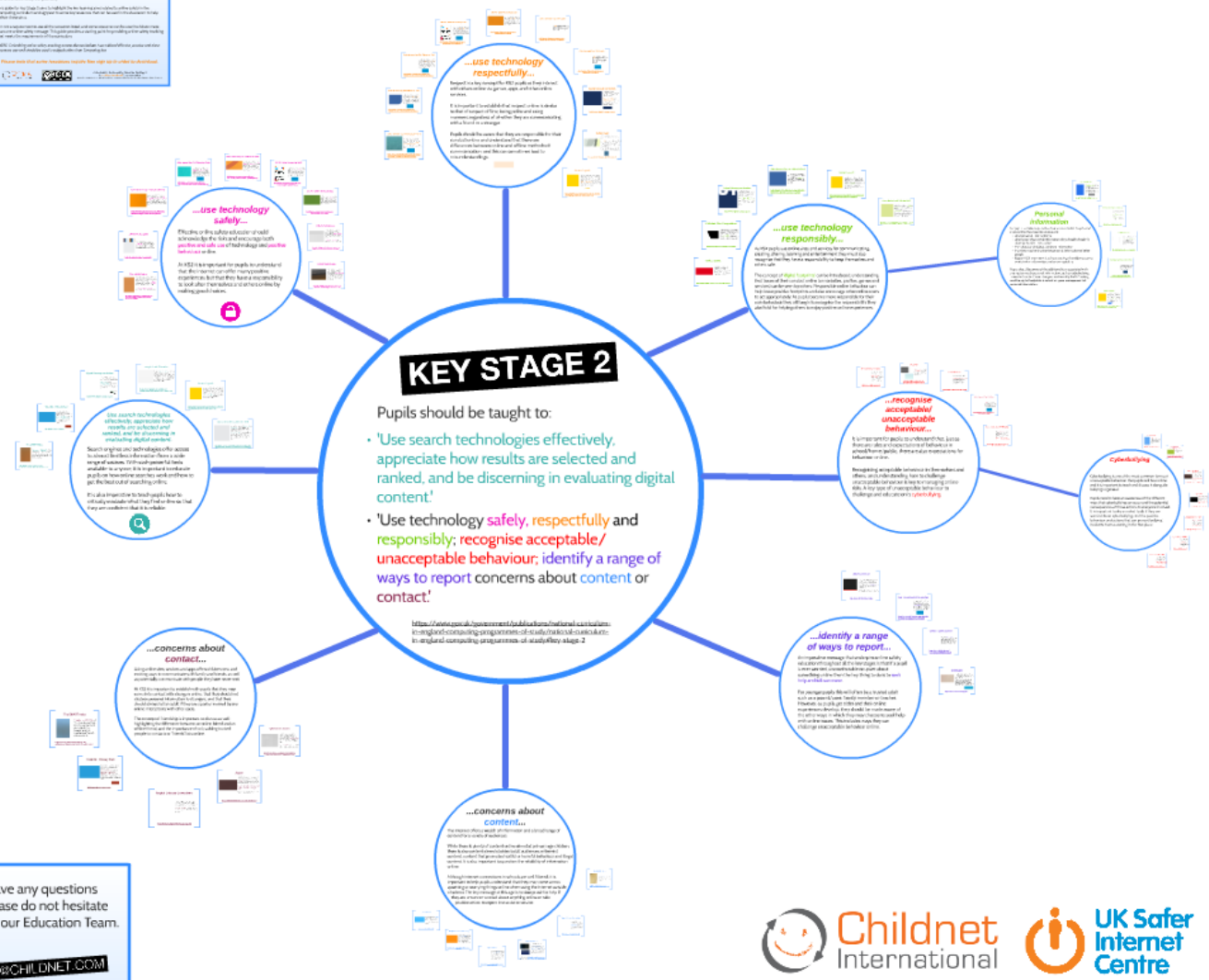
WHO? THE RESOURCE

This resource has been developed by Childnet International in partnership with the Department for Education (DfE) and the National Curriculum Framework for Computing. It is designed to support teachers in delivering the new Computing curriculum for Key Stage 2. The resource is based on the National Curriculum Framework for Computing and the Department for Education's (DfE) 'Useful Links' page.

The resource is designed to be used by teachers in schools and colleges. It is a free resource and can be used for any purpose. It is designed to be used by teachers in schools and colleges. It is a free resource and can be used for any purpose.

How to use this resource

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

EDUCATION@CHILDNET.COM

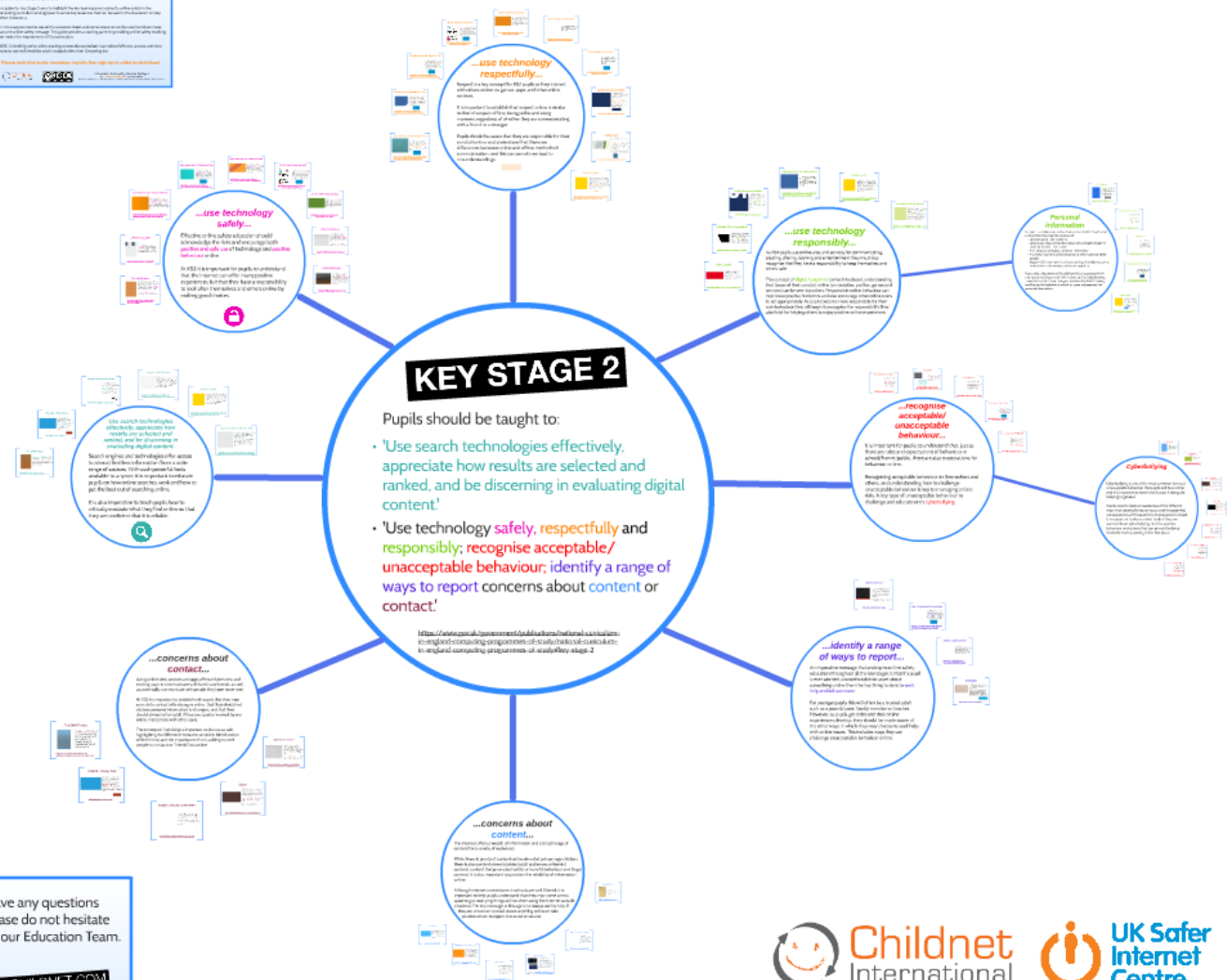
Childnet International

ONLINE SAFETY IN THE COMPUTING CURRICULUM

Key Stage 2

WHO? THE RESOURCE

This resource has been developed by the National Curriculum Framework for Computing, which is a cross-curricular framework that provides a structure for the teaching of computing in schools. It is designed to be used by teachers and other professionals who are involved in the delivery of the computing curriculum in schools. The resource is based on the National Curriculum Framework for Computing, which is a cross-curricular framework that provides a structure for the teaching of computing in schools. It is designed to be used by teachers and other professionals who are involved in the delivery of the computing curriculum in schools.



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EDUCATION@CHILDNET.COM

Childnet International



Co-financed by the European Union
Connecting Europe Facility

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 2 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.



Online Safety in the Computing Curriculum: Key Stage 2
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Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License

KEY STAGE 2

Pupils should be taught to:

- 'Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.'
- 'Use technology **safely, respectfully** and **responsibly**; **recognise acceptable/unacceptable behaviour**; **identify a range of ways to report concerns about content or contact**.'

<https://www.gov.uk/government/publications/national-curriculum-in-england-computing-programmes-of-study/national-curriculum-in-england-computing-programmes-of-study#key-stage-2>

information online.

Google  PARENTZONE

<https://www.google.co.uk/intl/en-gb/safetycenter/families/legends/downloads-resources/>

Ofcom Media Use & Attitudes



Ofcom has published its annual activity sheet findings of children's media use. The Activity Sheet provides information to help parents to consider the risks of using information apps, social media apps, and search engines.

http://stakeholders.ofcom.org.uk/binaries/consultations/factsheets/children-parents-nov-15/factsheets_and_responses

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

Search engines and technologies offer access to almost limitless information from a wide range of sources. With such powerful tools available to anyone, it is important to educate pupils on how online searches work and how to get the best out of searching online.

It is also imperative to teach pupils how to critically evaluate what they find online so that they are confident that it is reliable.



Trust Me - Primary Pack

Trust me

A resource designed to support teachers in exploring critical thinking online. Lesson 1 - Content provides a lesson plan, activities and supporting slides to explore the reliability of content online.



<http://www.childnet.com/trustme>

...ABLE' of 'The ...
...ara, Winston ...
...crew explores ...
...mation online

...net:
...omit

...art-crew

The SMART rules



'Chapter 2 - RELIABLE' of 'The Adventures of Kara, Winston and the SMART crew explores how not all information online is trustworthy.



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

Trust Me - Primary Pack



A resource designed to support teachers in exploring critical thinking online. Lesson 1 - Content provides a lesson plan, activities and supporting slides to explore the reliability of content online.



LONDON
GRID FOR LEARNING

<http://www.childnet.com/trustme>

Digital Literacy Curriculum

The screenshot shows the homepage of the Digital Literacy Curriculum website. At the top left is the logo for SWGfL Digital Literacy. A navigation menu includes links for HOME, INTRODUCTION, CURRICULUM CATEGORIES, CURRICULUM OVERVIEW, REGISTER, FURTHER LINKS, and CONTACT US. The main content area features a large blue banner with the text 'DIGITAL LITERACY & CITIZENSHIP from the South West Grid for Learning'. Below this banner are logos for South West Grid for Learning and Common Sense Media, along with several icons representing digital literacy topics. A prominent orange button reads 'REGISTER TODAY FOR FREE ACCESS TO ALL DIGITAL LITERACY MATERIALS'. To the right of the banner are three vertical menu items: 'INTRODUCTION TO DIGITAL LITERACY', 'CROSS CURRICULAR CATEGORIES', and 'AN OVERVIEW OF THE CURRICULUM', each with a right-pointing arrow.

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

'Things for Sale' for Year 3,
'The Key to Keywords' for Year 4 and
'How to Cite a Site' for Year 5 are lessons that focus on searching for and organisation of information online.

DIGITAL LITERACY AND CITIZENSHIP WITH SWGfL

These free materials are designed to empower pupils and students to think critically, behave safely, and participate responsibly in our digital world. Find the lessons that are just right for your classroom.

Browse by Key Stage or Year Group, for cross-curricular lessons which address digital literacy and citizenship topics in an age-appropriate way.

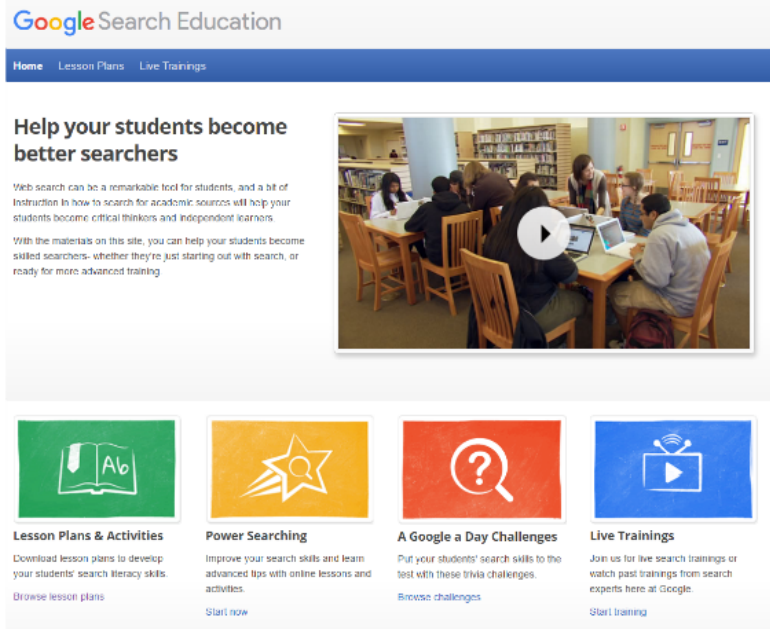


VIEW DIGITAL LITERACY RESOURCES BY YEAR:

FOUNDATION / YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
YEAR 6	YEAR 7	YEAR 8	YEAR 9	YEAR 10

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

Google Search Education



The screenshot shows the Google Search Education website. At the top, there is a navigation bar with 'Home', 'Lesson Plans', and 'Live Trainings'. Below this is a main heading: 'Help your students become better searchers'. Underneath, there is a paragraph of text and a video player showing a group of students in a library setting. At the bottom, there are four colored boxes representing different resources: 'Lesson Plans & Activities' (green), 'Power Searching' (orange), 'A Google a Day Challenges' (red), and 'Live Trainings' (blue).

Google Search Education

Home Lesson Plans Live Trainings

Help your students become better searchers

Web search can be a remarkable tool for students, and a bit of instruction in how to search for academic sources will help your students become critical thinkers and independent learners.

With the materials on this site, you can help your students become skilled searchers- whether they're just starting out with search, or ready for more advanced training.

Lesson Plans & Activities
Download lesson plans to develop your students' search literacy skills.
Browse lesson plans

Power Searching
Improve your search skills and learn advanced tips with online lessons and activities.
Start now

A Google a Day Challenges
Put your students' search skills to the test with these trivia challenges.
Browse challenges

Live Trainings
Join us for live search trainings or watch past trainings from search experts here at Google.
Start training

Google's **Search Literacy** lesson plans can be used to help pupils understand how search engines work and what they can do to get the best search results possible, as well as tips for evaluating the credibility of information online.



<https://www.google.com/intl/en-us/insidesearch/searcheducation/index.html>

Internet Legends

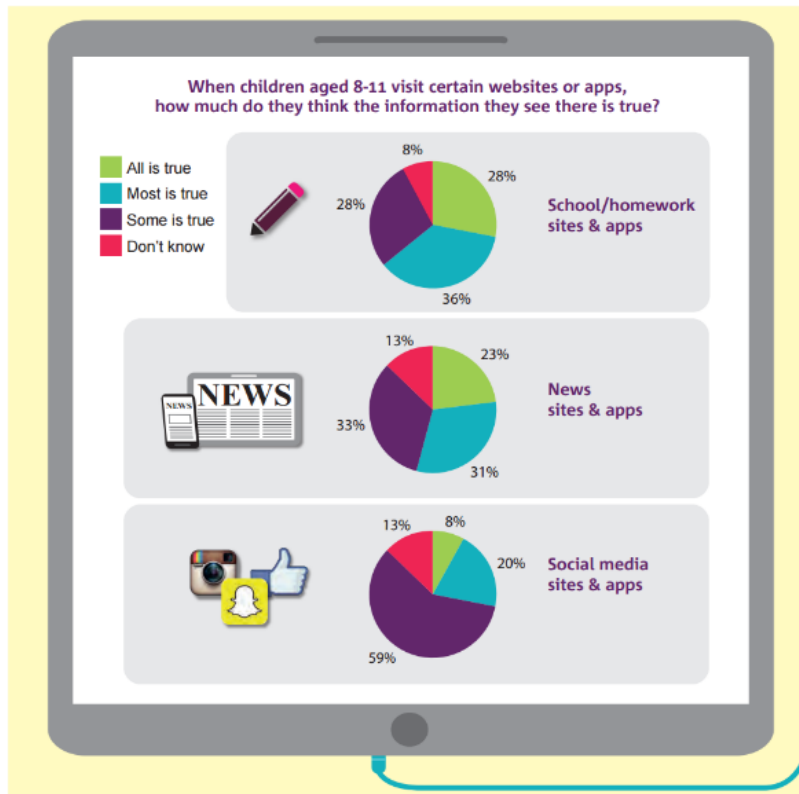


Google and Parent Zone's Internet Legends Resources include lesson plans and teacher resources to help children stay safe and positive online. 'Check It's for Real' is a lesson plan focusing on the reliability of information online.



<https://www.google.co.uk/intl/en-gb/safetycenter/families/legends/downloads-resources/>

Ofcom Media Use & Attitudes 2015



Ofcom have produced **factsheets** and **activity sheets** that highlight the findings of their annual research into children's media use.

Activity Sheet 2 encourages children to consider the reliability of information they see on websites, apps, social media and search engines.

Ofcom
making communications work
for everyone

http://stakeholders.ofcom.org.uk/binaries/research/media-literacy/children-parents-nov-15/factsheets_and_activity_sheets_8-11.pdf

KEY STAGE 2

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Internet Day 2014 Schools Pack



The primary pack for KS1&2, created for Safer Internet Day 2014. Includes quick activities, drama activities, an assembly and lesson plan 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.



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

SMART Rules Quiz

The SMART Rules Quiz is an online quiz that gives children the opportunity to test their knowledge of the SMART rules.



www.childnet.com/quiz

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.

The accompanying resources provide useful follow up activities.



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

...use technology safely...

Effective online safety education should acknowledge the risks and encourage both **positive and safe use** of technology and **positive behaviour** online.

At KS2 it is important for pupils to understand that the internet can offer many positive experiences but that they have a responsibility to look after themselves and others online by making good choices.



SID TV - Safer Internet Day 2016



SID TV, created for Safer Internet Day 2016, includes the theme 'Play Well Online', encouraging children to think about how they can be positive online, be positive and celebrate differences.

<http://www.saferinternet.org.uk/internet-day/2016/3-11>

Cybersmart



The Australian Childnet website has a resource called 'Cybersmart'. The resource includes games and online activities.

<https://esafety.gov.au/education/classroom-resources/cybersmart>

Comic Book



The Australian Childnet website has a resource called 'Comic Book'. The resource includes a comic book and online activities.

<https://esafety.gov.au/education/classroom-resources/comic-book>

The SMART rules



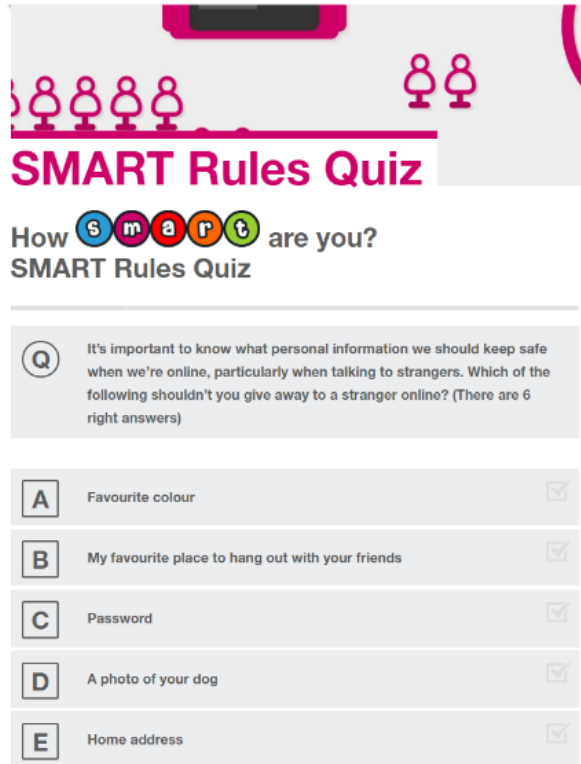
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Safer Internet Day 2015 Education Pack



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.



<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.



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

SID TV - Safer Internet Day 2015



Presents...

SID TV

Safer Internet Day

Tuesday 10th February 2015

www.saferinternetdaytv.com



In Partnership With



SID TV, created for Safer Internet Day 2015, includes **tips** and **shorts**, around the theme 'Let's Create a Better Internet Together, encouraging pupils to think about how they can support others online and take positive steps to make the internet a better and safer place.

<http://www.saferinternet.org.uk/safer-internet-day/2015/sid-tv-2015>

SID TV - Safer Internet Day 2016

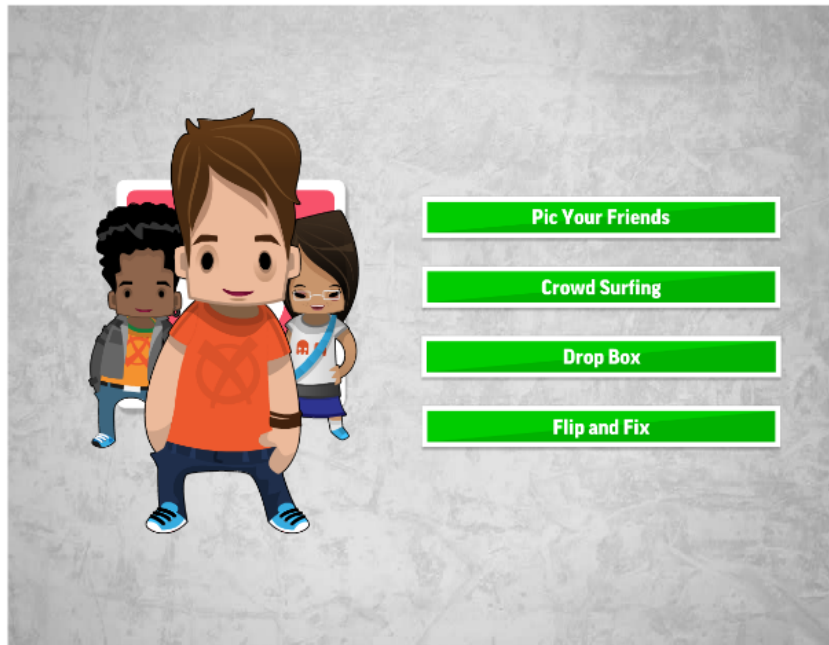


SID TV, created for Safer Internet Day 2016, includes **tips** and **films**, around the theme 'Play Your Part for a Better Internet!', encouraging pupils to think about how they can be a good friend online, be positive and respectful and celebrate difference.



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

Cybersmart Access



The Australian Government have a Children's eSafety Commissioner website which houses a number of resources including **Cybersmart Access**. The resource includes four interactive games and lesson plans on staying safe online.

'**Drop Box**' and '**Flip and Fix**' cover making good choices to stay safe online.



Australian Government
Office of the Children's eSafety Commissioner

<https://esafety.gov.au/education-resources/classroom-resources/cybersmart-access>

Comic Book Capers



The Australian Government have a Children's eSafety Commissioner website which houses a number of resources including **Comic Book Capers**. This interactive game allows pupils to demonstrate their existing e-safety knowledge and consider what other family members might need to do to stay safe online.



Australian Government
Office of the Children's eSafety Commissioner

<https://esafety.gov.au/education-resources/classroom-resources/games-and-quizzes>

KEY STAGE 2

Pupils should be taught to:

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

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.



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

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'.



<http://www.saferinternet.org.uk/safer-schools-packs>

...use technology respectfully...

Respect is a key concept for KS2 pupils as they interact with others online via games, apps, and other online services.

It is important to establish that respect online is similar to that of respect offline; being polite and using manners, regardless of whether they are communicating with a friend or a stranger.

Pupils should be aware that they are responsible for their conduct online and understand that there are differences between online and offline methods of communication, and this can sometimes lead to misunderstandings.



Safer Internet Day 2016 Quiz



A quiz created for Safer Internet Day 2016 for children to test their knowledge on how to be a good friend online and spread positivity.

<http://www.saferinternet.org.uk/safer-internet-day/2016/quiz>

Digital Literacy



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

Cyber C



<http://www.thinkuknow.co.uk>

Internet Legends



Google and Parent Zone's Internet Legends Resources include lesson plans and teacher resources to help children stay safe and positive online. 'Respect Each Other' is a lesson plan focusing on the importance of being respectful positive online.

Safer Internet Day 2013 Schools Pack



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

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SID TV - Safer Internet Day 2015



Presents...

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Safer Internet Day

Tuesday 10th February 2015

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

Safer Internet Day 2015 Quiz

Safer Internet Day Quiz

Are you a good friend on the internet?

Q Your friend is a keen photographer, and loves sharing photos online. One of his pictures is public though and shows his road name and house number. You're not sure it should be online. What do you do?
(Select the best answer)

- A** Nothing, it's his decision and up to him what he shares.
- B** Report the photo to the website, without telling your friend, to see if they will remove it.
- C** Call your friend and suggest that he takes the photo down, it's best not to share any photos on the internet.
- D** Talk to your friend about personal information and help him set his privacy settings.

A **quiz** created for Safer Internet Day 2015 for children to test if they know how to be a good friend online.



<http://www.saferinternet.org.uk/safer-internet-day/2015/things-to-do/quiz>

Safer Internet Day 2016 Quiz

Take the Quiz

Play Your Part Online



It's the holidays and you're looking at your friends' holiday pics. They all seem to be having way more fun than you. What do you do?

A

Start to post comments about all the amazing things you're doing, even if it might not be true!



B

Start to compare yourself to them and begin feeling really down that your life is obviously not as great as theirs.



C

Try not to take it too seriously and focus on all the fun things that you have planned too.



Answer

A **quiz** created for Safer Internet Day 2016 for children to test if they know how to be a good friend online and spread positivity.



<http://www.saferinternet.org.uk/safer-internet-day/2016/quiz>

Digital Literacy Curriculum



- HOME
- INTRODUCTION
- CURRICULUM CATEGORIES
- CURRICULUM OVERVIEW
- REGISTER
- FURTHER LINKS
- CONTACT US

DIGITAL LITERACY & CITIZENSHIP
from the South West Grid for Learning

SOUTH WEST GRID FOR LEARNING common sense media

REGISTER TODAY FOR FREE ACCESS TO ALL DIGITAL LITERACY MATERIALS

- INTRODUCTION TO DIGITAL LITERACY >
- CROSS CURRICULAR CATEGORIES >
- AN OVERVIEW OF THE CURRICULUM >

DIGITAL LITERACY AND CITIZENSHIP WITH SWGfL

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VIEW DIGITAL LITERACY RESOURCES BY YEAR:

FOUNDATION / YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
YEAR 6	YEAR 7	YEAR 8	YEAR 9	YEAR 10

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

'Show Respect Online' and 'Writing Good Emails' for Year 3 are lessons that focus on behaviour towards others online and showing respect.



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

Cyber Café

CEOP's Think U Know website contains a number of activities and lesson plans for KS2.



The **Cyber Café** and lesson plans can be used to discuss the importance of showing respect and manners towards others online, as well as protecting personal information and social networking profiles.

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



http://www.thinkuknow.co.uk/8_10/cybercafe/

Internet Legends



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<https://www.google.co.uk/intl/en-gb/safetycenter/families/legends/downloads-resources/>

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...use technology responsibly...

As KS2 pupils use online sites and services for communicating, creating, sharing, learning and entertainment they must also recognise that they have a responsibility to keep themselves and others safe.

The concept of '**digital footprints**' can be introduced; understanding that traces of their conduct online (on websites, profiles, games and services) can be seen by others. Responsible online behaviour can help leave positive footprints and also encourage other online users to act appropriately. As pupils become more responsible for their own behaviour they will begin to recognise the responsibility they also hold for helping others to enjoy positive online experiences.



for Year 6 are lessons that focus on responsibility and behaviour online.



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

et Film Competition

Childnet's annual Film Competition encourages children to create films to educate their peers about positive and responsible internet use. The winning films from previous years can be used to start discussions about responsible behaviour online.



www.childnet.com/film-competition

Game

A free drama resource from Childnet exploring online gaming and how pupils can keep themselves safe on online services. The resource contains a script and lesson plans.



resources/only-a-game

From Media Use to Active Use

Ofcom have produced **factsheets** and **activity sheets** that highlight the findings of their annual research into children's media use. **Activity Sheet 1** encourages children to consider how often they and their peers use the internet, and what devices and services they use.



http://stakeholders.ofcom.gov.uk/binaries/research/media-literacy/children-parents-nov-15/factsheets_and_activity_sheets_8-11.pdf

Only a Game



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Digital Literacy Curriculum

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

'Rings of Responsibility' for Year 4, 'Digital Citizenship Pledge' for Year 5 and 'Super Digital Citizen' for Year 6 are lessons that focus on responsibility and behaviour online.

The screenshot shows the homepage of the Digital Literacy Curriculum website. At the top, there is a navigation menu with links for HOME, INTRODUCTION, CURRICULUM CATEGORIES, CURRICULUM OVERVIEW, REGISTER, FURTHER LINKS, and CONTACT US. Below the navigation is a main banner for 'DIGITAL LITERACY & CITIZENSHIP from the South West Grid for Learning'. The banner includes logos for South West Grid for Learning and Common Sense Media, and a call to action: 'REGISTER TODAY FOR FREE ACCESS TO ALL DIGITAL LITERACY MATERIALS'. To the right of the banner are three buttons: 'INTRODUCTION TO DIGITAL LITERACY', 'CROSS CURRICULAR CATEGORIES', and 'AN OVERVIEW OF THE CURRICULUM'. Below the banner is a section titled 'DIGITAL LITERACY AND CITIZENSHIP WITH SWGL' which lists various topics like Internet Safety, Privacy & Security, Relationships & Communication, Cyberbullying, Information Literacy, Self Image & Identity, Digital Footprint & Reputation, and Creative Credit & Copyright. At the bottom, there is a section 'VIEW DIGITAL LITERACY RESOURCES BY YEAR:' with buttons for FOUNDATION / YEAR 1, YEAR 2, YEAR 3, YEAR 4, YEAR 5, YEAR 6, YEAR 7, YEAR 8, YEAR 9, and YEAR 10. The footer contains logos for South West Grid for Learning, UK Safer Internet Centre, Common Sense Media, and copyright information for 2013.

SOUTH WEST
GRID
FOR LEARNING



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

Safer Internet Day 2013 Schools Pack



The primary pack for KS1&2, created for Safer Internet Day 2013, includes a **lesson plan** focusing on what pupils think their rights and responsibilities are online.



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

Internet Legends

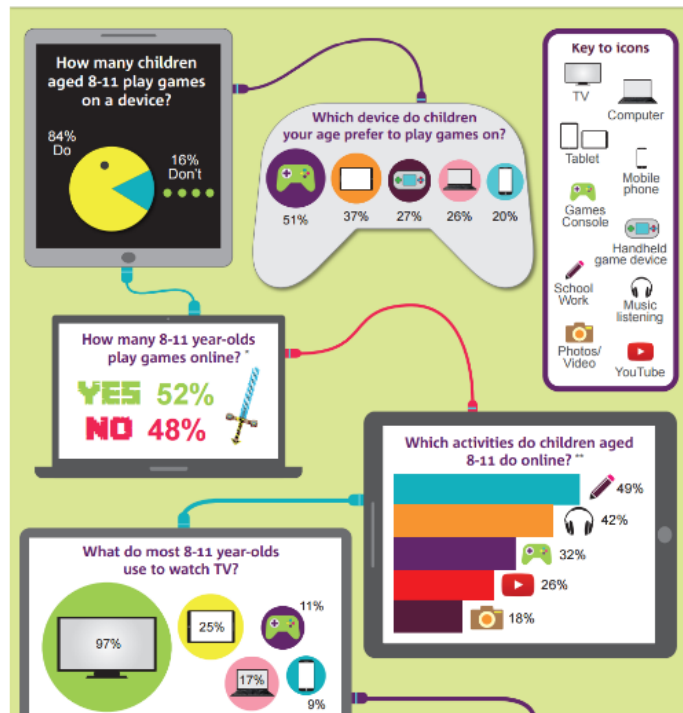


Google and Parent Zone's Internet Legends Resources include lesson plans and teacher resources to help children stay safe and positive online. 'Protect Your Stuff' is a lesson plan focusing on the using strong passwords and settings to protect information.



<https://www.google.co.uk/intl/en-gb/safetycenter/families/legends/downloads-resources/>

Ofcom Media Use & Attitudes 2015



Ofcom have produced **factsheets** and **activity sheets** that highlight the findings of their annual research into children's media use.

Activity Sheet 1 encourages children to consider how often they and their peers use the internet, and what devices and services they use,

Ofcom

making communications work
for everyone

http://stakeholders.ofcom.org.uk/binaries/research/media-literacy/children-parents-nov-15/factsheets_and_activity_sheets_8-11.pdf

Personal information

For pupils to make responsible choices about what they do and share online they need to understand:

- what personal information is
- what types of personal information they should/shouldn't share with other users online
- that photos and videos can share information
- that they may be sharing the personal information of other people
- (Upper KS2) that many sites have settings that allow a user to restrict what information can be seen publicly

Pupils should be aware of the additional risks associated with sharing too much personal information, such as cyberbullying, unwanted contact from strangers, and identity theft. Creating positive digital footprints is reliant on good management of personal information.



Digital Literacy Curriculum



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

'Powerful Passwords' (Year 4), 'Private and Personal Information' (Year 4), 'Strong Passwords' (Year 5), 'Privacy Rules' (Year 6) are all focus on personal information.

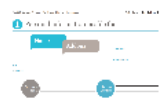
<http://www.digital-literacy.org.uk/>

Horrible



<http://www.bbc.co.uk/>

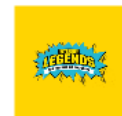
Information Comm



The le... have... prima... informa... freed...

<https://ico.org.uk/for-organisations/resources-for-schools/primary>

Internet Legends



Google and Parent Zone's Internet Legends Resources include lesson plans and teacher resources to help children stay safe and positive online. 'Think Before You Share' is a lesson plan focusing on sharing personal information online and considering who it is shared with.

<https://www.google.co.uk/intl/en-gb/safetycenter/families/legends/downloads-resources/>

The SMART rules



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



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

Digital Literacy Curriculum

The screenshot shows the homepage of the SWGfL Digital Literacy website. At the top, there is a navigation menu with links for HOME, INTRODUCTION, CURRICULUM CATEGORIES, CURRICULUM OVERVIEW, REGISTER, FURTHER LINKS, and CONTACT US. Below the menu is a main banner for 'DIGITAL LITERACY & CITIZENSHIP from the South West Grid for Learning'. The banner includes logos for South West GRID FOR LEARNING and common sense media, along with a row of icons representing various digital literacy topics. A prominent orange button says 'REGISTER TODAY FOR FREE ACCESS TO ALL DIGITAL LITERACY MATERIALS'. To the right of the banner are three vertical menu items: 'INTRODUCTION TO DIGITAL LITERACY', 'CROSS CURRICULAR CATEGORIES', and 'AN OVERVIEW OF THE CURRICULUM'. Below the banner, there is a section titled 'DIGITAL LITERACY AND CITIZENSHIP WITH SWGfL' which explains that the materials are designed to empower pupils and students to think critically, behave safely, and participate responsibly in our digital world. It also provides a list of topics: Internet Safety, Privacy & Security, Relationships & Communication, Cyberbullying, Information Literacy, Self Image & Identity, Digital Footprint & Reputation, and Creative Credit & Copyright. Below this is a section 'VIEW DIGITAL LITERACY RESOURCES BY YEAR:' with a grid of buttons for FOUNDATION / YEAR 1, YEAR 2, YEAR 3, YEAR 4, YEAR 5, YEAR 6, YEAR 7, YEAR 8, YEAR 9, and YEAR 10. At the bottom of the page, there are logos for South West GRID FOR LEARNING, UK Safer Internet Centre, common sense media, and a footer with 'TERMS & CONDITIONS | PRIVACY | © SOUTH WEST GRID FOR LEARNING 2013'.

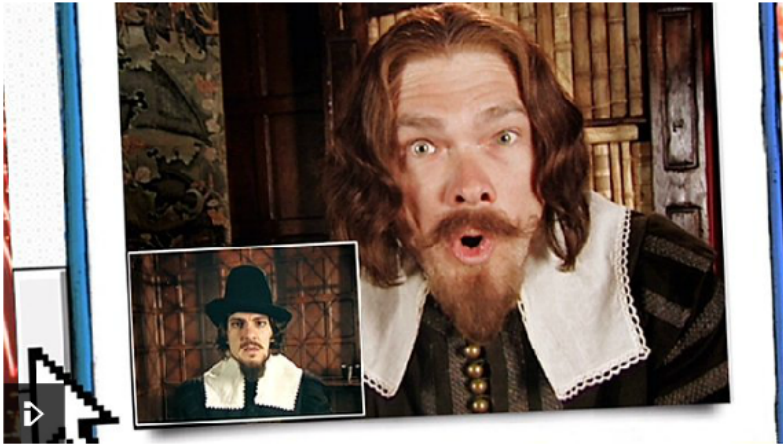
This free digital literacy curriculum contains lesson plans and activities covering a range of e-safety topics.

'Powerful Passwords' (Year 3),
'Private and Personal Information' (Year 4),
'Strong Passwords' (Year 5) and
'Privacy Rules' (Year 6) are lessons that focus on personal information.



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

Horrible Histories



For Safer Internet Day 2012 the BBC created internet themed Horrible Histories clips.

'**Guy Fawkes - Protect Thy Privacy Settings**' is a humorous way of exploring the consequences of sharing personal information too freely online.

The clip can be used as a starting point for class discussions about sharing personal information.



<http://www.bbc.co.uk/cbbc/clips/p01g2pt6>

Information Commissioner's Office

The ICO Schools Project – Key Stage 2 Primary Resources

Activity 1 • Pupil sheet 1

1 Personal information profile for

Name _____
Address _____
Job/School _____
Age _____
Appearance _____
Birthday _____
Favourite food _____
Leisure activities _____
Other personal information _____

6

The Information Commissioner's Office have created a set of lesson plans for primary aged pupils on personal information, data protection and freedom of information.



<https://ico.org.uk/for-organisations/education/resources-for-schools/primary-school-lesson-plans/>

Internet Legends



Google and Parent Zone's Internet Legends Resources include lesson plans and teacher resources to help children stay safe and positive online. 'Think Before You Share' is a lesson plan focusing on sharing personal information online and considering who it is shared with.



<https://www.google.co.uk/intl/en-gb/safetycenter/families/legends/downloads-resources/>

KEY STAGE 2

Pupils should be taught to:

- 'Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.'
- 'Use technology **safely, respectfully** and **responsibly**; **recognise acceptable/unacceptable behaviour**; identify a range of ways to report concerns about **content** or **contact**.'

<https://www.gov.uk/government/publications/national-curriculum-in-england-computing-programmes-of-study/national-curriculum-in-england-computing-programmes-of-study#key-stage-2>

...recognise acceptable/ unacceptable behaviour...

It is important for pupils to understand that, just as there are rules and expectations of behaviour in school/home/public, there are also expectations for behaviour online.

Recognising acceptable behaviour in themselves and others, and understanding how to challenge unacceptable behaviour is key to managing online risks. A key type of unacceptable behaviour to challenge and educate on is **cyberbullying**.



Safer Internet Day 2014 Quiz



A quiz created for Safer Internet Day 2014 for children to test if they know how to be make good decisions online.

<http://www.saferinternet.org.uk/safer-internet-day/2014/quiz>

Crossing the Line PSHE Tool



The Crossing the Line PSHE Tool contains some content suitable for upper KS2 pupils. The Tool includes film, supporting lesson and guidance can be used to explore of peer pressure online.

Please note that this resource is intended for age 11-14 and is not suitable for all.

<http://www.childnet.com/resources/pshe/toolkit/peer-pressure-lesson-plan-back-me-up>

Digital Literacy Curriculum

The screenshot shows the homepage of the Digital Literacy Curriculum website. At the top, there is a navigation menu with links for HOME, INTRODUCTION, CURRICULUM CATEGORIES, CURRICULUM OVERVIEW, REGISTER, FURTHER LINKS, and CONTACT US. Below the navigation is a main banner for 'DIGITAL LITERACY & CITIZENSHIP from the South West Grid for Learning'. The banner includes logos for South West Grid for Learning and Common Sense Media, and a call to action: 'REGISTER TODAY FOR FREE ACCESS TO ALL DIGITAL LITERACY MATERIALS'. To the right of the banner are three vertical menu items: 'INTRODUCTION TO DIGITAL LITERACY', 'CROSS CURRICULAR CATEGORIES', and 'AN OVERVIEW OF THE CURRICULUM'. Below the banner, there is a section titled 'DIGITAL LITERACY AND CITIZENSHIP WITH SWGfL' which lists various topics like Internet Safety, Privacy & Security, Relationships & Communication, Cyberbullying, Information Literacy, Self Image & Identity, Digital Footprint & Reputation, and Creative Credit & Copyright. At the bottom, there is a section 'VIEW DIGITAL LITERACY RESOURCES BY YEAR:' with buttons for FOUNDATION / YEAR 1, YEAR 2, YEAR 3, YEAR 4, YEAR 5, YEAR 6, YEAR 7, YEAR 8, YEAR 9, and YEAR 10. The footer contains logos for South West Grid for Learning, UK Safer Internet Centre, Common Sense Media, and the website's terms and conditions, privacy policy, and copyright information.

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

'My Online Community' for Year 3 and 'Whose Is It, Anyway?' for Year 4 are lessons that focus on appropriate behaviour online as part of a community and the concept of plagiarism and ownership of work.

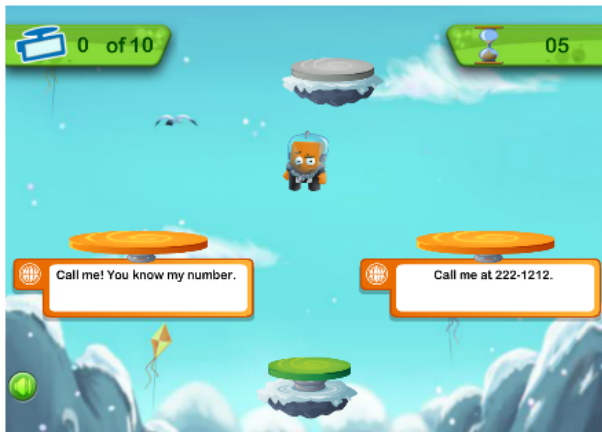


<http://www.digital-literacy.org.uk/>

BrainPOP



The BrainPOP site has a free animation on 'Digital Etiquette' and a free game 'Share Jumper' which can be used with pupils to highlight both appropriate and inappropriate behaviour online, and how they relate to offline behaviour as well.



<http://www.brainpop.com/technology/computersandinternet/digitalaetiquette/>

Horrible Histories



For Safer Internet Day 2012 the BBC created internet themed Horrible Histories clips.

'**Saxon Monk - Internet Videos are Forever**' is a humorous way of exploring the consequences of sharing and exhibiting questionable behaviour online.

The clip can be used as a starting point for class discussions about sharing personal information.



<http://www.bbc.co.uk/cbbc/watch/p01g2pg0>

Safer Internet Day 2014 Quiz

Safer Internet Day Quiz

Are you helping to create a better internet?



A few of your friends have been leaving mean comments online about someone you know. What do you do? (Tick all the answers that apply)

A

Join in – they're only having a laugh!



B

Report the comments to the service provider



C

Support the person being targeted



D

Tell someone



E

Do nothing



Answer

A **quiz** created for Safer Internet Day 2014 for children to test if they know how to be make good decisions online.



<http://www.saferinternet.org.uk/safer-internet-day/2014/quiz>

Crossing the Line PSHE Toolkit



CROSSING THE LINE

"Back me up"



The **Crossing the Line PSHE Toolkit** for KS3 contains some content suitable for mature upper KS2 pupils.

The '**Back me up**' film, supporting lesson plan and guidance can be used to explore the effects of peer pressure online.

Please note that this resource is intended for age 11-14 and is **not be suitable for all of KS2.**



<http://www.childnet.com/resources/pshetoolkit/peer-pressure-lesson-plan-back-me-up>

Cyberbullying

Cyberbullying is one of the most common forms of unacceptable behaviour that pupils will face online and it is important to teach and discuss it alongside bullying in general.

Pupils need to have an awareness of the different ways that cyberbullying can occur and the potential consequences of those actions to everyone involved. It is important to discuss what to do if they are worried about cyberbullying, and the positive behaviour and actions that can prevent bullying incidents from occurring in the first place.



Animash and the Cyber Bullfrog

An interactive e-book by AVG that explores cyberbullying online and the importance of being a good friend.

<http://www.avg.com/ebooks/magda-and-mo/animash-mash-and-cyber-bullfrog>

Let's Fight It Together

Let's Fight It Together is Children's winning film that highlights ways that cyberbullying can occur, who it involves, different types and what to do to prevent it and respond to it.

There are also character interviews and sheets that can be used to maintain the characters in more detail.

Please note that this resource was intended for age 11-15 and may not be suitable for all.

<http://www.childnet.com/resources/lets-fight-it-together>

Digizen G

The Digizen G programme is a personal skills pack. They characterise the cyberbullying characters.

Please note that this resource was intended for age 11-15.

<http://www.childnet.com/resources/digizen-g>

Crossing the Line PSHE Toolkit

The Crossing the Line PSHE Toolkit contains some content suitable for revision 152 pupils.

The Crossing the Line film, supporting lesson and guidance can be used to discuss cyberbullying online, particularly in the of using homophobic language to bully.

Please note that this resource is intended for age 11-14 and is not suitable for all.

<http://www.childnet.com/resources/pshe/toolkit/cyberbullying-lesson-plan-guide-100-far>

Digital Literacy Curriculum

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

"The Power of Words" for Year 4 and "What's Cyberbullying?" for Year 6 are lessons that focus on handling cyberbullying and being an upstander rather than a bystander.

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

The SMART rules



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



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

Magda and Mo - Animash and the Cyber Bullfrog



An interactive e-book by AVG that explores cyberbullying online and the importance of being a good friend.



AVG



Childnet
International

<http://www.avg.com/ebooks/magda-and-mo/animishmash-and-cyber-bullfrog>

Let's Fight It Together

'Let's Fight It Together' is Childnet's award winning film that highlights ways that cyberbullying can occur, who it involves, how it can affect different people, and what can be done to prevent it and respond to it.

There are also character interviews and question sheets that can be used to examine the story and characters in more detail.

Please note that this resource was originally intended for age 11-15 and may not be suitable for all of KS2.



<http://www.childnet.com/resources/lets-fight-it-together>

Digizen Game



The **Digizen Game** follows on from the **Let's Fight It Together** film, allowing pupils to personalise and reinforce their learning from the film. The game allows pupils to create a character who goes to the same school where the cyberbullying has taken place and make choices about how to help someone being cyberbullied.

Please note that this resource was originally intended for age 11-15 and may not be suitable for all of KS2.



<http://www.childnet.com/resources/digizen-game>

Crossing the Line PSHE Toolkit



CROSSING THE LINE

"Gone too far"



The **Crossing the Line PSHE Toolkit** for KS3 contains some content suitable for mature upper KS2 pupils. The '**Gone too far**' film, supporting lesson plan and guidance can be used to discuss cyberbullying online, particularly in the context of using homophobic language to bully.

Please note that this resource is intended for age 11-14 and is **not be suitable for all of KS2.**



[http://www.childnet.com/resources/pshetoolkit/
cyberbullying-lesson-plan-gone-too-far](http://www.childnet.com/resources/pshetoolkit/cyberbullying-lesson-plan-gone-too-far)

Digital Literacy Curriculum

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

'The Power of Words' for Year 4 and 'What's Cyberbullying?' for Year 6 are lessons that focus on handling cyberbullying and being an upstander rather than a bystander.



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

MySelfie and the Wider World



MySelfie is a cyberbullying resource for 10-12 year olds created for Irish schools by WebWise.

It contains five lesson plans and supporting resources covering different aspects of cyberbullying and share photos online.

Please note that this resource was originally intended for Irish schools and some terms and curriculum objectives are not applicable.



<http://www.webwise.ie/teachers/my-selfie/>

...identify a range of ways to report...

An imperative message that underpins online safety education throughout all the key stages is that if a pupil is ever worried, uncomfortable or upset about something online then the key thing to do is to **seek help and tell someone**.

For younger pupils this will often be a trusted adult such as a parent/carer, family member or teacher. However, as pupils get older and their online experiences develop, they should be made aware of the other ways in which they may choose to seek help with online issues. This includes ways they can challenge unacceptable behaviour online.



Childnet Skills Sch



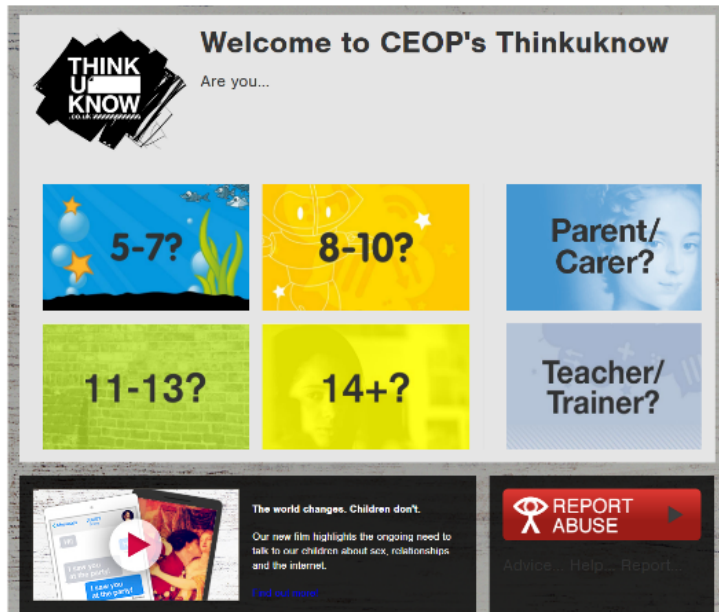
Childnet's Skills S collection of vide safety features (buttons) available most popular gam available to prim

<http://www.childnet.com/young-people/skills-sch>



<http://>

CEOP Command



CEOP, part of the National Crime Agency, works across the UK and with international partners on tackling child sexual exploitation and grooming.

The Think U Know site has a 'Report Abuse' button that can be highlighted to pupils as a way to report if they have any concerns about contact from an adult online.

Pupils should be reminded that reports made by this button will be taken seriously and followed up.



<http://www.thinkuknow.co.uk/>

Safer Internet Day 2012 Schools Pack



The primary pack for KS1&2, created for Safer Internet Day 2012, includes a quick activity entitled 'Helping Hands' which can be used to make pupils more aware of who they can turn to for help if they are worried or unsure about anything online.



<http://www.saferinternet.org.uk/safer-internet-day/2012/schools-packs>

Childnet Skills School

Club Penguin Safety Features



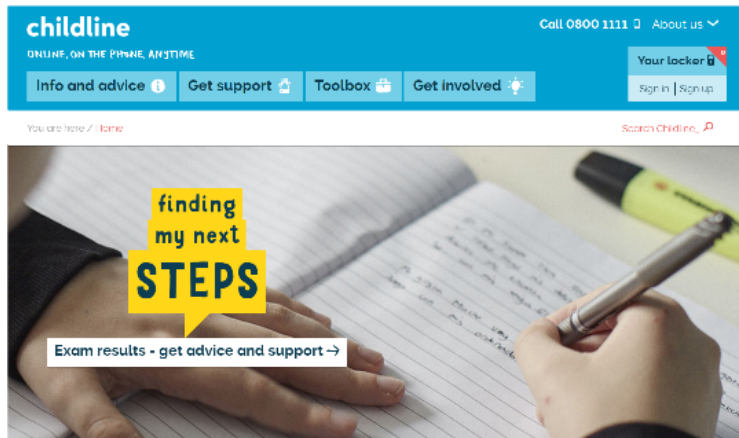
To download a copy of this film, right click this link and follow the download instructions.

Childnet's [Skills School](#) is a collection of videos highlighting the safety features (such as report buttons) available in some of the most popular games and services available to primary age pupils.



[http://www.childnet.com/
young-people/skills-school](http://www.childnet.com/young-people/skills-school)

ChildLine



The NSPCC's ChildLine service is an important one for pupils to be aware of as an anonymous way of discussing problems and seeking help.

The site contains many video clips and games that can form the basis for discussions about seeking help about online problems and other positive actions that pupils can take to resolve an issue.

NSPCC **childline**

<http://www.childline.org.uk/>

...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 primary age 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 pupils 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 or take positive action to report it to a site or service.



Advertising



Media Smart have created a short video clip for pupils to help explain the concept of advertising and how it also relates to things they see online.

Please note that the clip is hosted on YouTube.

MediaSmart
Primary

<http://mediasmartuk.com/young-people>

Body Image and Advertising

Digital Literacy Curriculum



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

"You're Never a Pro" for Year 5 and "Getting Stopped" for Year 6 are lessons that focus on content online that may try to influence behaviour or exert pressure.

ON OFFICE OF NATIONAL PARENTS

The SMART r



Chapter 1 - An Adventure of SMART cowl
think before a sent by other

<http://www.childnet.com/resources/adventures-of-kate-winston-and-i>

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.



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

Digital Literacy Curriculum



- HOME
- INTRODUCTION
- CURRICULUM CATEGORIES
- CURRICULUM OVERVIEW
- REGISTER
- FURTHER LINKS
- CONTACT US

DIGITAL LITERACY & CITIZENSHIP
from the South West Grid for Learning

SOUTH WEST GRID FOR LEARNING | common sense media

REGISTER TODAY FOR FREE ACCESS TO ALL DIGITAL LITERACY MATERIALS

- INTRODUCTION TO DIGITAL LITERACY >
- CROSS CURRICULAR CATEGORIES >
- AN OVERVIEW OF THE CURRICULUM >

DIGITAL LITERACY AND CITIZENSHIP WITH SWGfL

These free materials are designed to empower pupils and students to think critically, behave safely, and participate responsibly in our digital world. Find the lessons that are just right for your classroom.

Browse by Key Stage or Year Group, for cross-curricular lessons which address digital literacy and citizenship topics in an age-appropriate way.

- Internet Safety
- Privacy & Security
- Relationships & Communication
- Cyberbullying
- Information Literacy
- Self Image & Identity
- Digital Footprint & Reputation
- Creative Credit & Copyright

VIEW DIGITAL LITERACY RESOURCES BY YEAR:

- FOUNDATION / YEAR 1
- YEAR 2
- YEAR 3
- YEAR 4
- YEAR 5
- YEAR 6
- YEAR 7
- YEAR 8
- YEAR 9
- YEAR 10

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

'You've Won a Prize!' for Year 5 and 'Selling Stereotypes' for Year 6 are lessons that focus on content online that may try to influence behaviour or exert pressure.



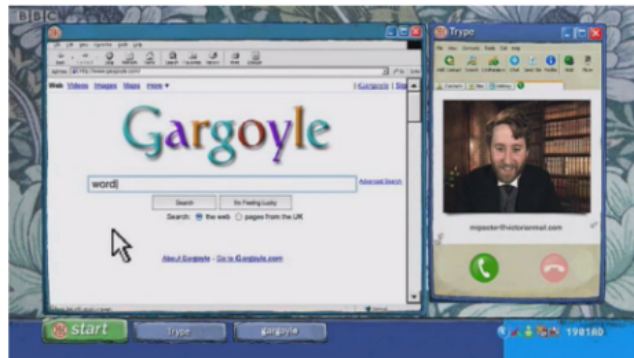
<http://www.digital-literacy.org.uk/>

Horrible Histories

For Safer Internet Day 2012 the BBC created internet themed Horrible Histories clips.

'Lady Jane Grey - Beware What You Download' is a humorous way of exploring the consequences of accepting downloads from untrustworthy sites. 'Prudish Victorian - What Happens When You Lie About Your Age Online?' highlights the risks involved in seeing content intended for a different audience.

These clips can be used as a starting point for class discussions about content they may encounter online.



B B C



Lady Jane Grey: <http://www.bbc.co.uk/cbbc/watch/p01g2ppl>

Prudish Victorian: <http://www.bbc.co.uk/cbbc/watch/p00nxznx>

Digital Adwise

Lesson 1 Advertising and you

3

What do adverts do?

What do adverts do? Activity Sheet 1

How many ads can you remember? What do they do?
Fill in the table below, putting a short description of each advert into the column that you think best describes the purpose of the ad.

Provide information	Persuade you to buy a product	Promote a point of view

Complete the table.

Get Media Smart - an Introduction to advertising

MediaSmart
OPENING EYES

Media Smart have created a series of **lesson plans and activities** for primary that explore different ways in which commercial and non-commercial products are advertised online and how the internet is used to make money.

Please note that free sign up is required to download the resources.

MediaSmart
OPENING EYES

<http://mediasmart.uk.com/resources/teaching-resources/introduction-advertising>

Body Image and Advertising



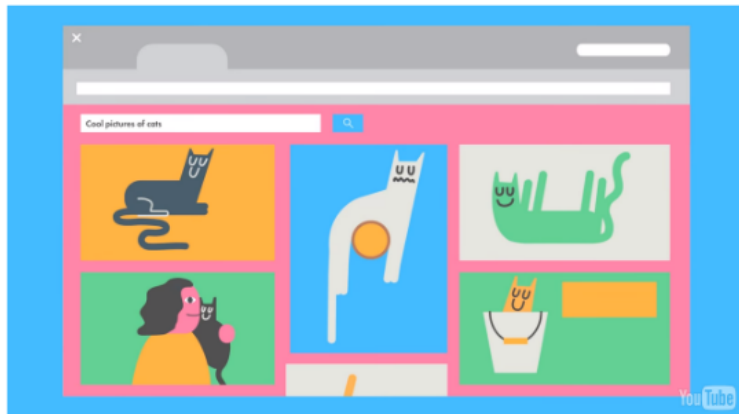
Media Smart have created a series of [lesson plans and activities](#) for primary that are designed to build pupils' emotional resilience to advertising and portrayal of body image.

Please note that free sign up is required to download the resources.

MediaSmart
OPENING EYES

<http://mediasmart.uk.com/resources/teaching-resources/body-image>

Advertising



Media Smart have created a **short video clip** for pupils to help explain the concept of advertising and how it also relates to things they see online

Please note that the clip is hosted on YouTube.

MediaSmart
OPENING EYES

<http://mediasmart.uk.com/young-people>

...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 KS2 it is important to establish with pupils 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 concept of friendship is important to discuss as well; highlighting the difference between an online friend and an offline friend, and the importance of only adding trusted people to contacts or 'friends' lists online.



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Trust Me - Primary Pack

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A resource designed to support teachers in exploring critical thinking online.
Lesson 2 - Contact provides a

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<https://esafety.gov.au/education/classroom-resources/cybersmart>

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..



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

Trust Me - Primary Pack



A resource designed to support teachers in exploring critical thinking online.

Lesson 2 - Contact provides a lesson plan, activities and **supporting slides** to explore the trustworthiness of messages, links and files that children may be sent online.



<http://www.childnet.com/trustme>

Digital Literacy Curriculum

The screenshot shows the homepage of the Digital Literacy Curriculum website. At the top, there is a navigation menu with links for HOME, INTRODUCTION, CURRICULUM CATEGORIES, CURRICULUM OVERVIEW, REGISTER, FURTHER LINKS, and CONTACT US. The main content area features a large blue banner with the text 'DIGITAL LITERACY & CITIZENSHIP from the South West Grid for Learning'. Below this, there are three buttons: 'INTRODUCTION TO DIGITAL LITERACY', 'CROSS CURRICULAR CATEGORIES', and 'AN OVERVIEW OF THE CURRICULUM'. A red banner at the bottom of the main content area says 'REGISTER TODAY FOR FREE ACCESS TO ALL DIGITAL LITERACY MATERIALS'. Below the banner, there is a section titled 'DIGITAL LITERACY AND CITIZENSHIP WITH SWGfL' which includes a paragraph about the materials and a grid of icons representing various topics like Internet Safety, Privacy & Security, Relationships & Communication, Cyberbullying, Information Literacy, Self Image & Identity, Digital Footprint & Reputation, and Creative Credit & Copyright. Below this is a section 'VIEW DIGITAL LITERACY RESOURCES BY YEAR:' with buttons for FOUNDATION / YEAR 1, YEAR 2, YEAR 3, YEAR 4, YEAR 5, YEAR 6, YEAR 7, YEAR 8, YEAR 9, and YEAR 10. At the bottom, there are logos for SOUTH WEST GRID FOR LEARNING, UK Safer Internet Centre, common sense media, and the text 'TERMS & CONDITIONS | PRIVACY | © SOUTH WEST GRID FOR LEARNING 2013'.

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

'Talking Safely Online' for Year 6 focuses on handling contact from others safely online.



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

Jigsaw

CEOP's Think U Know website contains a number of cartoons, activities and lesson plans for KS2.



The 'Jigsaw' film and supporting activities can be used to discuss contact with strangers online and the importance of protecting personal information.

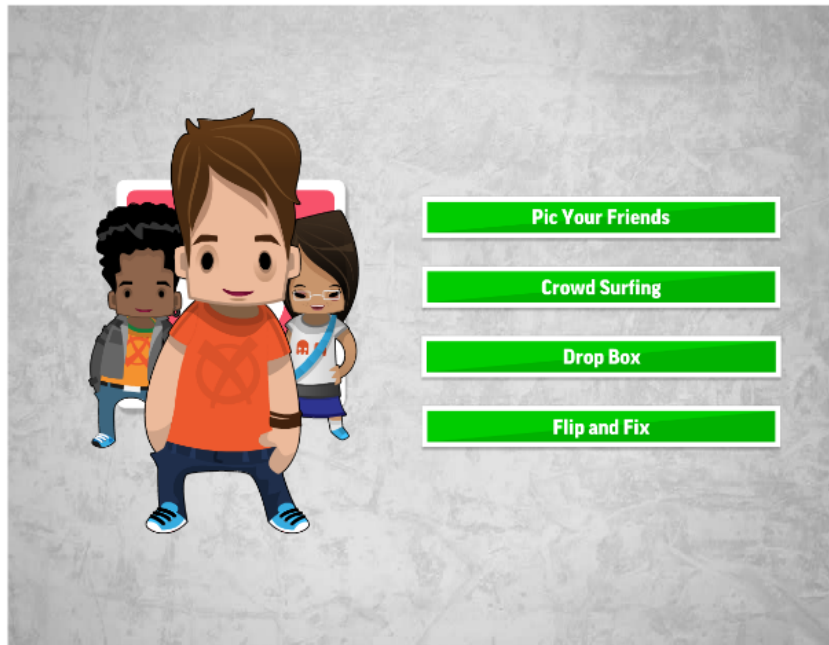
Please note that although this resource is intended for ages 8-10, it may not be suitable for lower KS2 and should be watched prior to sharing with a class.

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



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

Cybersmart Access



The Australian Government have a Children's eSafety Commissioner website which houses a number of resources including **Cybersmart Access**. The resource includes four interactive games and lesson plans on staying safe online.

'Pic Your Friends' covers the concept of online friendship and profile pictures.



Australian Government
Office of the Children's eSafety Commissioner

<https://esafety.gov.au/education-resources/classroom-resources/cybersmart-access>



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

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