St Anne's C of E Primary School Curriculum Plan

Subject: E Safety	Year: Year 4	Term: Autumn

Unit: Self Image & Identity/ Online Reputation / Privacy & Security

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)…..	Children will understand (that)…..	Children will be able to…..
Identity - Who a person is or the qualities of a person that makes them different from others. **Benefit** - something positive that results from a situation **risk** - something negative or dangerous that could come from a situation **Avatar** - an image or character that represents a person online **Search –** to look for. **Incorrect** – not right or correct **Inaccurate** – parts may be right or correct and some parts may not. **Official** - information is correct and from a valid source	**Self Image & Identity** they can make friends online as well as in the real world. the benefits (social, common interest) and risks (could be anyone) of online friends **Online Reputation** there is a lot of information on the internet and that some of it is about people. not all information in the internet is accurate or correct **Privacy and Security** Personal information is collected by companies online and that this can be valuable to them	**Self Image & Identity** understand how positive interaction with others online will positively impact on how others perceive them others online can pretend to be someone else, including friends, and can suggest reasons why they might do this. **Online Reputation** some websites such as Wikipedia can be edited by anyone and therefore a lot of information is incorrect.	**Self Image & Identity** explain how our online identity can be different to our offline identity. describe positive ways for someone to interact with others online. recognise when an online friend acts in a way that makes them uncomfortable and know what to do. **Online Reputation** describe how to find out information about others by searching online. explain ways that some of the information about anyone online could have been created, copied or shared by others.

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Allow / Accept / Approve – to give permission. **Consent –** Giving permission. Saying 'yes' to someone doing something. **digital age of consent -** how old you have to be to be able to give your consent online Pop up - **Cookies** are way which app and website owners monitor where people go on their website, this leaves a digital footprint. **Digital Footprint -** a record of what you do online, including the sites you visit and the things you post; it can also include things that others post that involve you	Websites have to legally ask for permission to gather personal information. the Digital Age for Consent is 13 years old. that a digital footprint is changed by the choices people make when online.	**Privacy and Security** Why personal information is valuable to companies online and why they collect it. That Pop-up's that ask for you to agree to 'cookies' are ways in which websites are gathering personal information. That 'Cookies' can be accepted and rejected but sometimes it is not easy to know how to do this. they have a responsibility to look after their own digital footprint and others by making good choices when online.	**Privacy and Security** Describe how companies gather personal data online though their websites and how it is used. Describe how they would ask a trusted adult for help if a website / app asked them to give consent or accept something.

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Subject: E Safety	Year: Year 4	Term: Spring

Unit: Online Relationships / Online Bullying / Health and Wellbeing

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)…..	Children will understand (that)…..	Children will be able to…..
digital media - information that comes to us through the internet, often through a tablet, smartphone, or laptop. **griefing** - irritating or angering people in video games by being mean, destructive, or cheating. **online video game -** a video game that is played through the internet **social interaction -** talking or messaging with people to develop friendship or community **Cyberbullying** - using digital devices, sites, and apps to intimidate, harm, and upset someone	**Online Relationships** some online games can be played by lots of people together at the same time. they can interact with other players through chat facilities and in game options. **Online Bullying** people can be bullied through a range of media (e.g. image, video, text, chat). the importance of standing up to cyberbullying and helping others. online tools are empowering for children but they also come with big responsibilities. **Health Wellbeing and Lifestyle**	**Online Relationships** there are positives and negatives of social interaction in online games. they have a responsibility to make good choices if interacting with people online, as they do when they interact with others in the real world. **Online Bullying** that online bullying can be different to bullying in the physical world. 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). what one person perceives as playful joking and teasing	**Online Relationships** describe strategies for safe and fun experiences in a range of online social environments e.g. livestreaming, gaming platforms. give examples of how to be respectful to others online and how to recognise healthy and unhealthy behaviours. explain how content shared online may feel unimportant to one person but may be important to other people's thoughts, feelings and beliefs. **Online Bullying** describe some of the differences between bullying in the physical world and bullying online.

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Balance – a situation in which different elements are equal or in the correct proportions **Media** – the main means of mass communication (broadcasting, publishing, and the Internet) regarded collectively. **Digital media** - can be created, viewed, distributed, modified and preserved on digital electronics devices.	a balanced choice of activities would include a mix of digital media, non-digital media, time with friends/family, being outdoors, alone time and hobbies some of the effects that too much digital media may have on them and others.	(including banter) might be experienced by others as bullying. **Health Wellbeing and Lifestyle** how using technology can be a distraction from other things, in both a positive and negative way	identify a range of ways to report concerns and access support both in school and at home about online bullying. **Health Wellbeing and Lifestyle** identify times or situations when someone may need to limit the amount of time they use technology e.g. I can suggest strategies to help with limiting this time.

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Subject: E Safety	Year: Year 4	Term: Summer Term

Unit: Managing Online Information / Copyright and Ownership

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)…..	Children will understand (that)…..	Children will be able to…..
In App Purchase – buying something from inside an application on a device. **Device –** a piece of equipment or mechanism designed to do a certain function (Tablet, Mobile phone, computer printer etc) **Application (App)** – A program designed to be used on a tablet, mobile phone or computer. **Pop Up –** a new window appearing over the top of the one you are using on a computer. **Fake news –** false information that is written and shared, to look like news in order to mislead or deceive others. **Content –** information online **Search Engine -** **Copy –** something that is made to look like something else. **Original** – the first of something	**Managing online information** technology can be designed to act like or impersonate living things (e.g. bots) the internet is used to sell things to people. The internet has lots of information on it called content. People can search for content using search engines. **Copyright and ownership** some images online are OK to use or copy in their own work but others aren't.	**Managing online information** why it is important to make our own decisions regarding content and that our decisions are respected by others some people will create stories or alter photographs and put them online to pretend that something is true when it isn't. 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. **Copyright and ownership** using someone else's intellectual property can cause problems and	**Managing online information** 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). analyse information to make a judgement about probable accuracy explain what is meant by *fake news* explain why lots of people sharing the same opinions or beliefs online do not make those beliefs or opinions true. **Copyright and ownership** explain why we need to consider who owns content on the internet

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Permission - Saying 'Yes' to someone doing something **Attribute** - giving credit to the person who created something, such as listing the author's name and date **Copyright** - legal protection that a creators have over the things they create. **Intellectual property** - the ownership of something you create, giving you a right to how others use it **license** - a clear way to define the type of copyright creative work has so others know how they can use it	some of the basic laws around intellectual property including copyright.	not giving the owner credit is unkind	and whether we have the right to use it. give some simple examples of content which we must not use without permission from the owner e.g. videos, music, images.