St Anne's C of E Primary School Curriculum Plan			
Subject: E Safety	Yea	ar: 6	Term: Autumn
Unit: Self Identity / Privacy & Security / Online Reputation			
Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
affinity group - a group of people linked by a common interest or purpose anonymous - without a name or other information that identifies who you are curate - to select, organize and look after a collection (e.g. content posted to a social media profile) finsta - a fake Instagram account used for posting to a specific group of people or to post anonymously Privacy settings – controls available on many websites and apps to limit who can access your profile and what information visitors can see Phish(ing) – fraudulent emails pretending to be reputable companies to gather personal information Identity theft – the fraudulent practice of using another person's	 Self Identify the reasons for someone creating a fake online social account, such as to post to an affinity group, post messages hidden from other people, to post things they don't want linked to them in real life such as inappropriate jokes or mean comments. the importance of asking until I get the help needed. Privacy and Security That there are settings that you can alter on different apps, that help to protect your private information. that online services have terms and conditions that govern their use. 	 Self Identify having fake accounts can get out of hand, be hard to keep on top off, result in teasing, insults or cyberbullying. • Children will understand why someone may choose to have a real account and a fake account – different audiences, not wanting people to know your interests. Privacy and Security The importance of keeping software and apps up to date so that security and privacy settings are also up to date. Some online content targets people to gain money or information illegally. 	Self Identify develop their online social media skills and awareness. They will be more informed about the reasons why someone may have a fake social media account but also the pitfalls that can come with these decisions. identify and critically evaluate online content relating to gender, race, religion, disability, culture and other groups, and explain why it is important to challenge and reject inappropriate representations online. Name different trusted adults and organisations that can help them if they feel uncomfortable or upset by things they see online.

personal information to obtain credit, loans, etc. Scam – a dishonest scheme; a fraud. URL - the address of a World Wide Web page. Digital personality - created as individuals' online activity and behaviour is monitored, collected and analysed. Collected – To gather information from a number of different sources Monitored - to watch, keep track of, or check usually for a special purpose Analysed-to consider information in detail so you can figure out its workings or meaning Target – a specific aim Tailored advertising - When a company has looked carefully (monitored) what you do a lot online and then tries to guess what a person would be interested in buying Disinformation - inaccurate information deliberately distributed and intended to confuse, mislead or influence. Fake news is an example of this Influence changing a person or thing in an indirect but important way Cookies - a piece of data from a website that is stored within a web browser that the website can retrieve at a later time. Cookies are used to tell the server that users have returned to a particular website.	 that your identity is something that can be stolen and can be worth more than physical items that an Internet scam is designed to trick you into sharing personal information Know that phishing is a scam where someone pretends to be an institution such as a bank to gain personal information. Online Reputation What a digital personality is and how it is used. That games and apps have terms and conditions that you have to agree to before downloading and using them. 	that having your identity stolen doesn't mean you don't still have it but it refers to some personal information that can be used in a negative way by someone else Online Reputation That a digital personality is made up of information gathered about an individual's online activity and online behaviour and that this can be used to target advertising and information that may be attractive to that person or influence them in some way. That games and apps have terms and conditions that they consent to when downloading a them or the cookies they consent to when going on a website	 Privacy and Security To demonstrate how to alter privacy settings on popular social media apps describe simple ways to increase privacy on apps and services that provide privacy settings describe strategies to help me identify such content (e.g. scams, phishing). Compare and contrast identity theft with other kinds of theft. Describe different ways that identity theft can occur online. Use message clues to identify examples of phishing. Online Reputation Explain why your digital personality is something that is important and needs to be looked after so that others do not make false judgements about you.
--	--	--	--

St Anne's C of E Primary School Curriculum Plan			
Subject: E Safety Yea		ar: 6	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
 CEOP – Child Exploitation and Online Protection. Respect: having due regard (taking into consideration) the feelings, wishes and rights of others. Values: things we believe in and place importance on. Core values: the values we think are most important. They help to shape how we behave and what we think is right or wrong Internal values: things that are important to us that you can't see – for example honesty, kindness 	 Online Relationships that there are safe and unsafe things that someone can do when they are making and sharing photos and videos online it is important to think about what they are sharing and who they are sharing with Online Bullying Values help to shape how we behave and what we think is right and wrong. Values have an impact on peoples' everyday lives and relationships 	Online Relationships understand healthy and unhealthy behaviours within online and offline friendships and relationships understand the importance of permission and consent, in particular in relation to sharing images and videos it is important to think about how someone else might feel if you share a photo or video of them. Sometimes people share photos or videos that might be unkind, or upset or embarrass other people. Online Bullying	Online Relationships explain people should only chat to those who they know offline when they are not using apps or games. If someone who they do not know tries to chat to them, it is okay to ignore them, block them and tell a trusted adult. identify signs of manipulative, pressurising or threatening behaviour and respond safely to it understand the importance of seeking help from a trusted adult when they need it Online Bullying
and equality. External values: things that are important to us that you can see –	The CEOP button and what it is for.	The difference between internal values and external values.	Describe how they demonstrate their values to others.

for example success, wealth and	Health Wellbeing and Lifestyle	How people behave says more	describe how to capture bullying
beauty.	······································	about them than material	content as evidence (e.g. Screen-
,	Companies that create online	possessions	grab, URL, profile) to share with
Inappropriate - not acceptable in	games and apps want people to		others who can help.
the situation; not okay	spend as much time as possible	Health Wellbeing and Lifestyle	
	using them		explain how someone would report
private information - information		What makes a game/app	online bullying in different contexts.
about you that can be used to	Companies that create games and	interesting to use and what makes	
identify you because it is unique to you (e.g. your full name or your	apps have ways to make people stay engaged in their game/app for	people get bored and stop using it.	Health Wellbeing and Lifestyle
address)	longer.	That is it in the companies best	Describe different ways in which
		interests to make people use their	companies keep people interested
red flag feeling - when something		games or apps and that they	in tier games and apps.
happens on digital media that		design them to account for this.	5 11
makes you feel uncomfortable,		This is called Persuasive Design.	
worried, sad, or anxious			
Auto Play – Platforms such as You			
Tube and Netflix use Auto Play to			
automatically start playing more			
videos and content to keep you			
watching.			
Loot Box - – An in-game purchase			
consisting of a virtual container			
that awards players with items and			
modifications based on chance			

St Anne's C of E Primary School Curriculum Plan			
Subject: E Safety Year: 6 Term: Summer Term			
Unit: Managing Information online / Copyright and Ownership			
Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)	Children will understand (that)	Children will be able to
 Search engine a service you use on the Internet to help you find information via the World Wide Web. Select to make a choice Rank an order in which things are displayed web crawler A computer program that crawls across the World Wide Web to find and index pages for search engines. It is sometimes called a Spider 	 Managing Information online the search engine then provides a list of websites or web pages that link to the words or phrases that were inputted. Each search engine's results page will look different, however they will all contain the same content, such as web pages or websites, images, videos, shopping links and advertisements. Copyright and Ownership 	 Managing Information online When searching for something online, the order that the results appear in doesn't always mean the best result is at the top of the list. The order of the search results is based on a page ranking computer program Copyright and Ownership That some websites such as Pixabay and Flicker allow you to copy and paste images and that these are appricated fore 	 Managing Information online that search results are ranked and can explain how page ranking works. use strategies to check the reliability of information on web pages Copyright and ownership When something is copyrighted, it means that the person who created it, owns it and does not want it copying or being used by someone
Search index – a system used to make finding information easier. Algorithm – a set of actions or steps needed to solve a problem.	Copyright is a law that stops you from using other people's work without their permission. Other people's work includes music, videos, images and even ideas.	these are copyright free. That under copyright law there are some exceptions to using other peoples materials.	else as their own work To explain some of the exceptions to copyright laws called 'fair use'.

Copyright Free – information and images online that you can use and copy for free.	That open content is when creators of content allow their work to be copied and used if certain rules are followed.	
Open Content – Permission is given for content to be copied or used with certain rules applied.		