E-Safety

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Childnet SMART crew **Online Relationships** The rules and principles for staying safe online Assembly: Responsible Use contract	Impact of Online behaviour **Mental Wellbeing** That cyberbullying has a negative and often lasting impact on mental wellbeing Project Evolve – Online Bullying (I can explain how anyone can get help if they are being bullied online)	Safer Internet Day NEW! Current topics Class Assembly **Internet Safety and harms** Where and how to report concerns CEOP Report Button	Recap SMART crew rules Privacy and Setting Rights in relation to sharing personal data, privacy and consent Project Evolve – Privacy and Security (I can describe simple strategies for creating and keeping passwords private)	Reliable sources of information **Internet Safety and Harms** How to be a discerning consumer of information online Project Evolve – Managing Online Information (I can demonstrate how to use key phrases in search engines to gather accurate information online)	Age Restrictions for gaming Why social media, some apps, some computer games and online gaming are age restricted. Project Evolve – Health, Well-being and Lifestyle (I can explain why some online activities have age restrictions)
Year 4	Online Relationships How online relationships can support in person relationships and the risks they pose. Project Evolve – Online Relationships (I can explain what it means to 'know someone' online and why this might be different from 'knowing someone' offline.) Assembly: Responsible Use contract	Impact of Online behaviour **Mental Wellbeing** That cyberbullying has a negative and often lasting impact on mental wellbeing Recap Childnet SMART crew Project Evolve – Online Bullying (I can describe ways people can be bullied through a range of media)	Safer Internet Day NEW! Current topics Class Assembly **Internet Safety and harms** Where and how to report concerns CEOP Report Button Online Communication Have your say **Internet Safety and Harms** How to consider the effect of online actions	**Sharing images and the importance of seeking permission** Project Evolve – Self-Image and Identity (I can explain ways in which someone might change their identity depending on what they are doing online)	**Internet Safety and Harms** How to be a discerning consumer of information online Fake news BBC Bitesize – Real vs Fake News	**Critical Thinking** How to take a critical approach to what they see and read online and being responsible users of technology AI generated information Project Evolve

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Year 5	Using and Storing Data **Online Relationships** How Information and Data is shared and used online. Project Evolve - Privacy and Security (I can describe strategies for keeping personal information private, depending on context) Assembly: Responsible Use contract	**Mental Wellbeing** That cyberbullying has a negative and often lasting impact on mental wellbeing **Critical Thinking How to take a critical approach to what is seen and read online** Internet Matters Fact Checking AI	Safer Internet Day NEW! Current topics Class Assembly **Internet Safety and harms** Where and how to report concerns CEOP Report Button	**Internet Safety and Harms** The internet can be a negative place Project Evolve – Online Relationships (I can explain that there are some people I communicate with online who may want to do me or my friend's harm. I can recognise that this is not my / our fault)	**Online Relationships** The importance of permission-seeking and giving in relationships with friends, peers and adults. Project Evolve – Online Relationships (I can explain the importance of giving and gaining permission before sharing things online; how the principles of sharing online are the same as sharing offline e.g. sharing images and videos).	**Copyright and Ownership** Project Evolve – Copyright and Ownership (When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it).
Year 6	Webpages **Internet Safety and Harms** How to be a discerning consumer of information online Assembly: Responsible Use contract	**Mental Wellbeing** That cyberbullying has a negative and often lasting impact on mental wellbeing Project Evolve – Online Bullying (I can explain how someone would report online bullying in different contexts)	Safer Internet Day NEW! Current topics Class Assembly **Internet Safety and harms** Where and how to report concerns CEOP Report Button	Media sharing and communicating online Code-it resource **Internet Safety and harms** The risks relating to online gaming, video game monetisation and scams Project Evolve	**Online Relationships** The importance of permission-seeking and giving in relationships with friends, peers and adults. Project Evolve – Online Reputation (I can explain the ways in which anyone can develop a positive online reputation)	**Internet Safety and Harms** The benefits of rationing time spent online Project Evolve - Health, Well-being and Lifestyle (I can assess and action different strategies to limit the impact of technology on health)