# Online Safety Curriculum Coverage: Year 1-6 Progression

https://docs.google.com/spreadsheets/d/1xT1DqZcwvh\_CjXLb87cQr4iN\_oAp7h5\_ssHbLVrdA3A/edit#qid=1835379839

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
	Media Balance and Well-Being									
Common sense media lessons	Pause for People 30min NC - 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	information private; identify where to go for	Device-Free Moments  40 min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unaccep table behaviour; identify a range of ways to report	Your Rings of Responsibility  45 min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unaccept able behaviour; identify a range of ways to report concerns about content and contact	My Media Choices  45 min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unaccepta ble behaviour; identify a range of ways to report concerns about content and contact	Finding My Media Balance 45 min NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact				
Autumn 1 SE3BM related resource	Just say no! Understanding its OK to say no online and offline 1 lesson Knows about the Internet and is beginning to understand some key, age appropriate, safety 'rules'	Let's send a message Messaging protocol 2 lessons Can talk about key online safety 'rules' and knows where to go / report if a problem. Understanding need to be respectful and safe	read this? Creating book reviews with QR codes 3 lessons Can create and share some information online (such as in school MLE, email/blog), understanding need to be	Internet scenario card activity Using a scenario card as a stimulus 1 lesson Can talk about key online safety 'rules', knows what may be unacceptable behaviour, and knows where to go / report if a problem	Internet scenario card activity Using a scenario card as a stimulus to support pressure when gaming 1 lesson Can talk about key online safety 'rules', knows what may be unacceptable behaviour, and knows	Searching searching How does a search engine find what I'm looking for? 2 lessons (focus on balance of online use) Can demonstrate 'web-savvy awareness from a range of given scenarios, including				

card activity  knowing what to do  if find something	(when communicating online).  Let's email  Granma  Sending an email		problem.  Can demonstrate  'web-savvy' awareness, from a range of given	Web and appreciates how
Knows about the Internet and is beginning to understand some key, age appropriate, safety 'rules	some information online, (such as in school		content 'risks' and issues	search results are selected and ranked.

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6			
Cyberbullying									
Common sense media lessons  Autumn 2			35min  NC use technology safely, respectfully and responsibly;	respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns		Is it Cyberbullying?  45min  NC use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact			
SE3BM related resource	Smartie the penguin 2 lessons Knowing to ask for help from a trusted adult Knows about the Internet and beginning to understand some key, age appropriate, safety 'rules'.	dilemma Understanding why important to TELL a trusted adult 2 lessons Can talk about key online safety 'rules' and knows where to go / report if a problem	Discussing online risks: communicating with 'strangers' 1 lesson Can create and share some information onlineunderstanding need to be respectful and safe	read this? Creating book reviews with QR codes 3 lessons (add into lesson an aspect of positive messages online NOT negative bullying ones) Can create and share some information online (such as	Superhero?  Making good online behaviour decisions 2/3 lessons Can demonstrate 'web-savvy' awareness, from a range of given scenarios, including commercial, contact and content 'risks' and issues. Can discuss range of	behaviour decisions 2/3 lessons Can demonstrate 'web-savvy' awareness, from a range of given scenarios, including commercial, contact and content 'risks' and issues. Can discuss range of eSafety and eSecurity (privacy) issues and knows range of ways to			

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6					
	My Digital Footprint and Identity										
Common sense media lessons  Spring 1	common uses of information technology beyond school Use technology safely and respectfully,	Pause & Think Online 25min NC - 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	Digital Trails 40 min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable e behaviour; identify a range of ways to report	This Is Me 45 min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	behaviour; identify a range of ways to report concerns	NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable					
SE3BM related resource	Design a face Designing an avatar and making choices 2 lessons Knows about the Internet and begins to understand some key, age appropriate, safety 'rules'.	people can lie about their online	Sending, receiving and replying to Email 3 lessons Can create and share some information	Collaborating by sending, receiving & replying to emails	Critical thinking about online media and its impacts on body image 3 lessons Can demonstrate 'web-savvy' awareness, from a range of given scenarios, including conduct, contact and	How fake is that? Critical thinking about online media and its impacts on body image 3 lessons Can demonstrate 'web-savvy' awareness, from a range of give scenarios, including conduct, contact and content 'risks' and issues Can discuss range of eSafety an eSecurity (privacy) issues and					

Who am I playing this game with?  Keeping personal information private when playing online  1 lesson  Can talk about key online safety 'rules' and knows where to go / report if a problem	online safety 'rules' and knows where to go / report if a problem	Can talk about key online safety 'rules' and knows where to go / report if a problem.	eSafety and eSecurity (privacy) issues and knows a range of ways to report concerns or inappropriate behaviour.	Can check the results of web searches i.e. how useful, relevant, reasonable, valid, accurate
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Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6					
	Privacy and Security										
Spring 2	ood 30min	Internet Traffic Light 35min NC - recognise common uses of information technology beyond school 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	acceptable/unacceptable behaviour; identify a range of ways to report	acceptable/unacceptable behaviour; identify a range of ways to report concerns		You Won't Believe This!  45min  NC 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					
SE3BM related resource	Who painted this? Creating and awareness of ownership	Follow that footprint? Know we leave a digital trail when on the internet	Safe surfing with Dongle Understanding privacy and password issues 4 lessons	Let's Collaborate via email Collaborating by sending, receiving & replying to emails	Creating a poster to deliver an online safety message	Internet scenario card activity Using a scenario card as a stimulus - personal information					

2 lessons Knows about the Internet and beginning to understand some key, age appropriate, safety 'rules'  1 lesson Can talk about key online safety 'rules' and knows where to go / report if a problem	Can talk about key online safety 'rules' and knows where to go / report if a problem	1 lesson (use optional lesson 4) Can talk about key online safety 'rules' and knows where to go / report if a problem.  Let's email How email works, collaborating by sending and replying to emails 2 lessons Can create and share some information online (such as school MLE, email / blog), demonstrating need to be respectful and safe. Can talk about key online safety 'rules', knows what may be unacceptable behaviour, and knows where to go / report if a problem.		1 lesson Can demonstrate 'web-savvy' awareness, from a range of given scenarios, including commercial, contact and content 'risks' and issues. Can discuss range of eSafety and eSecurity (privacy) issues and knows a range of ways to report concerns or inappropriate behaviour.
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Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6					
	News and Media Literacy										
Common sense media lessons  Summer 1			Let's Give Credit! 30 min NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Is Seeing Believing ?  45min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	A Creator's Rights and Responsibilities 45min NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Reading News Online 45min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact					
SE3BM related resource	How does my garden grow? finding information from an online game 2 lessons  Knows about the Internet and is beginning to	Internet scenario card activity Using a scenario card as a stimulus 1 lesson Can talk about key online safety 'rules'	Would I lie to you?  Identifying fact, fiction and opinion  2 lessons  Can find some straight-forward information from (selected) website resource(s) and knows not all websites 'good to use'	My exciting world landmarks Be discerning when finding online information 4 lessons	Stop! Check! Evaluating, checking and questioning plausibility 3 lessons Understands some simple steps to 'validate' information found on the Web, and appreciates how search results are selected and ranked.	How can we trust the Internet? Searching for and validating information 3-5 lessons Can demonstrate 'web-savvy' awareness, from a range of given scenarios, including commercial, contact and content 'risks' and issues Can check the results of their web searches i.e. how useful,					

understand some key, age and k		Can find straight-forward	relevant, reasonable, valid and
appropriate, safety 'rules'. / repo	ort if a problem.	information from	accurate the information is.
Can find some		(selected) website	
straight-forward		resource(s) and knows sites can contain, true or	
	ling out	false facts, or opinion.	
selected online resource abou	u <b>t</b>	raise racts, or opinion.	
Find	ling		
info	rmation from		
Can I snare this	sites		
picture?	sites		
Understanding it's 2 les			
not OK to share	ssons		
	ınd some		
	ht-forward		
	mation from		
	cted) website		
	rce(s) and knows		
is beginning to understand to use	l websites 'good		
some key, age appropriate, lo use	<b>:</b> .		
	alk about key		
	e safety 'rules'		
	nows where to go		
/ repo	ort if a problem.		

Term	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Relationships and  Communication										
Common sense media lessons	NC - recognise common uses of information technology beyond school use technology safely and	Pause & Think Online 25min  NC - 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	Who Is In Your Online Community? 30min NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Our Digital Citizenship Pledge 45min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Keeping Games Fun and Friendly  45 mins  NC - select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information  use technology safely, respectfully and responsibly; recognise acceptable/unaccepta ble behaviour; identify a range of ways to report concerns about content and contact	Digital Friendships  45min  NC - use technology safely, respectfully and responsibly; recognise acceptable/unacceptab le behaviour; identify a range of ways to report concerns about content and contact				
Summer 2 SE3BM related resource	Sharing my iceberg work  Creating and sharing work online	Do you like my Blog? Creating a blog and commenting on the work of others 2 lessons	presentation? Develop and blog a presentation	Here's my presentation Creating a presentation and sharing it with an audience 4 lessons	Can you finish my story? Using j2e5 to blog a story for others to finish 2 lessons	Let's blog around the world Quad blogging 2 lessons Can communicate and collaborate online (such as in MLE blog/Wiki / forum),				

Z lessons  Knows about the Internet and is beginning to understand some key, age appropriate, safety 'rules'  Can share some information with others, (such as via school network, in school MLE, via a 'closed' blog).	Can create and share some information online, (such as in school MLE, 'closed' email system or blog), understanding need to be respectful and safe	understanding need to be respectful and safe	demonstrating need to be respectful and safe.  Can find straight-forward information from (selected) website resource(s) and knows sites can contain, true or false facts, or opinion	collaborate online (such as in MLE blog/Wiki /forum), demonstrating respectful and safe behaviours.	
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## **Curriculum Standards and Links**

Document	Standards
Education for a Connected World	Health, well-being, and lifestyle
	Privacy and security
	Copyright and ownership
	Self-image and identity
	Online reputation
	Online relationships
	Online bullying
	Managing online information
Common Sense: Digital Citizenship	Media balance and well-being
	Privacy and security
	My digital footprint and identity
	Relationships and communication
	Cyberbullying
	Digital drama
	Hate speech
	News and media literacy
National Curriculum: Computing Programmes of Study	Use technology safely and respectfully, keeping personal information private.
	Recognise acceptable/unacceptable behaviour.
	<ul> <li>Identify where to go for help and support when concerns are raised about content, or</li> </ul>
	contact, on the internet and other online platforms.

	<ul> <li>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>
Relationships Education, Relationships and Sex Education (RSE) and Health Education	<ul> <li>Online Relationships</li> <li>Pupils should know:         <ul> <li>that people sometimes behave differently online, including by pretending to be someone they are not.</li> <li>that the same principles apply to online relationships as to face-to face relationships, including the importance of respect for others online including when we are anonymous.</li> <li>the rules and principles for keeping safe online, how to recognise risks, harmful content and contact, and how to report them.</li> <li>how to critically consider their online friendships and sources of information, including awareness of the risks associated with people they have never met.</li> <li>how information and data is shared and used online.</li> </ul> </li> </ul>
	<ul> <li>Being Safe</li> <li>Pupils should know:</li> <li>what sorts of boundaries are appropriate in friendships with peers and others (including in a digital context).</li> <li>about the concept of privacy and the implications of it for both children and adults; including that it is not always right to keep secrets if they relate to being safe.</li> <li>that each person's body belongs to them, and the differences between appropriate and inappropriate or unsafe physical, and other, contact.</li> <li>how to respond safely and appropriately to adults they may encounter (in all contexts, including online) whom they do not know.</li> </ul>

- how to recognise and report feelings of being unsafe or feeling bad about any adult.
- how to ask for advice or help for themselves or others, and to keep trying until they are heard.
- how to report concerns or abuse, and the vocabulary and confidence needed to do so.
- where to get advice e.g. family, school and/or other sources.

#### **Mental Well-Being**

#### Pupils should know:

- that mental wellbeing is a normal part of daily life, in the same way as physical health.
- that there is a normal range of emotions (e.g. happiness, sadness, anger, fear, surprise, nervousness) and scale of emotions that all humans experience in relation to different experiences and situations.
- how to recognise and talk about their emotions, including having a varied vocabulary of words to use when talking about their own and others' feelings.
- how to judge whether what they are feeling and how they are behaving is appropriate and proportionate.
- the benefits of physical exercise, time outdoors, community participation, voluntary, and service-based activity on mental well-being and happiness.
- simple self-care techniques, including the importance of rest, time spent with friends and family, and the benefits of hobbies and interests.
- isolation and loneliness can affect children and that it is very important for children to discuss their feelings with an adult and seek support.
- that bullying (including cyberbullying) has a negative and often lasting impact on mental well-being.
- where and how to seek support (including recognising the triggers for seeking

support), including whom in school they should speak to if they are worried about their own or someone else's mental wellbeing or ability to control their emotions (including issues arising online).

• it is common for people to experience mental ill health. For many people who do, the problems can be resolved if the right support is made available, especially if accessed early enough.

### **Internet Safety and Harms**

#### Pupils should know:

- that for most people the internet is an integral part of life and has many benefits.
- about the benefits of rationing time spent online, the risks of excessive time spent on electronic devices and the impact of positive and negative content online on their own and others' mental and physical well-being.
- how to consider the effect of their online actions on others and know how to recognise and display respectful behaviour online and the importance of keeping personal information private.
- why social media, some computer games and online gaming, for example, are age restricted.
- that the internet can also be a negative place where online abuse, trolling, bullying, and harassment can take place, which can have a negative impact on mental health.
- how to be a discerning consumer of information online including understanding that information, including that from search engines, is ranked, selected, and targeted.
- where and how to report concerns and get support with issues online.

#### **Keeping Children Safe in Education**

• Governing bodies and proprietors should ensure that children are taught about

- safeguarding, including online safety. Schools should consider this as part of providing a broad and balanced curriculum.
- This may include covering relevant issues through Relationships Education and Relationships and Sex Education (formerly known as Sex and Relationship Education), tutorials (in colleges) and/or where delivered, through Personal, Social, Health and Economic (PSHE) education. The Government has made regulations which will make the subjects of Relationships Education (for all primary pupils) and Relationships and Sex Education (for all secondary pupils) and Health Education (for all pupils in state-funded schools) mandatory from September 2020.
- Whilst it is essential that governing bodies and proprietors ensure that appropriate filters and monitoring systems are in place, they should be careful that "over 24 blocking" does not lead to unreasonable restrictions as to what children can be taught with regard to online teaching and safeguarding.