

Internet Safety Scheme of work for Grange CE Primary School. Implemented Autumn term 2013. Reviewed Annually. Last review May 2017.

The following sessions are not intended to be taught in any given order. It is at the teacher's discretion to the order they are best suited to their year group and children as well as the topics they research then they may find it appropriate to complete work on internet safety before this. Due to the mix of classes this year the Year 4, 5 and 6 lessons are on a rolling program; beginning with a range of children and may be revisited by the class teacher during the 'off' years to ensure key information is remembered and applied.

Year	Session 1	Session 2	Session 3	Session 4
EYFS	<b>Asking permission and help</b> To recognise they should ask an adult before visiting a website.	<b>What to do if there is something wrong.</b> To understand how to remain safe when online. To know the procures of safe internet use.	<b>The right and wrong way to communicate.</b> To recognise the importance of tone in both face-to-face and online communications.	<b>Differences and similarities between real life and online.</b> To understand that the Internet provides a means of communication with real people.
Year 1	<b>Private information</b> To understand what private information is and the importance of not sharing this.	<b>Playing online games.</b> To use online games safely. To understand the similarities and differences between real life and online.	<b>What to do if there is something wrong.</b> To understand that there are trusted adults. To know that if something doesn't feel right they should tell an adult. To understand how to stay safe online.	<b>Sharing work.</b> To know that once work is shared online it can be shared with others. To understand that even though something is removed from the Internet it will still leave a digital footprint.
Year 2	<b>Downloads</b> To know the SMART rules for computer use. To understand what a pop up is and why they should not be followed. To know why permission needs to be asked before anything is downloaded.	<b>Cyberbullying.</b> To understand that anyone can post online so information is not always correct and accurate. To know that some things posted online can be hurtful to other people. To know what cyberbullying is. To know how to manage cyberbullying.	<b>Sharing information</b> To understand that keeping your personal information private is very important.	<b>Gaming</b> To understand that the internet is a useful and enjoyable tool however there are dangers involved with it. To understand why some games are not appropriate for different ages.
Year 3	<b>Online communication</b> To know that people aren't always nice to each other. To develop strategies to deal with unpleasantness.	<b>Personal information</b> To understand what personal information is and that this should not be shared with anyone on the internet.	<b>Safe surfing.</b> To understand that some messages and downloads contain viruses.	<b>Digital footprints.</b> To understand that once something is published online it will always be there.
Year 4	<b>Reliability</b> To understand that not all information given online is true. To understand what is considered appropriate online. To understand that it is important to give correct information on the internet if an adult has said it is safe to do so.	<b>Cyberbullying and peer pressure.</b> To define and describe cyberbullying. To assess the impacts of negative online behaviour. To identify ways to manage and prevent cyberbullying behaviour. To create an action plan.	<b>Online communication.</b> To understand the effects that chatting online can have in the real world.	<b>Digital footprint.</b> To understand that once something is published online it there forever.
Year 5	<b>Security</b> To understand the safety of passwords.	<b>Digital footprints.</b> To take responsibility for our online actions. To protect our online reputation. To know that what we do online can influence our future.	<b>Balancing online time.</b> To recognise that excessive time engaged with technology can have detrimental effects. To recognise that time spent outdoors can have positive effects on health and well being. To understand the importance of leading a balanced lifestyle.	<b>Gaming</b> To know that games can be misleading. To know what games are safe to use. To know how to stay safe when gaming online.