

Computing

What can I do to help to keep myself safe online?

-online safety element 2025 -draft 1:
Adapted for our new KS2 computing curriculum provision of 3 lessons (by year group) in each long term.

People Adults we know and trust

Place School and home

Problem What can I do to help keep myself safe online, protecting my right to enjoy my childhood online, to access safe online spaces and to benefit from all the opportunities that a connected world can bring me, appropriate to my age & stage?

Possibilities Is living knowledgeable, responsibly & safely in a digital world about online: self-image & identity, relationships, reputation, bullying and managing my information? (Thanks to 'Education for a Connected World 2020' UK Council for Internet Safety)

Investigate different online situations & challenges, the potential outcomes of different responses, actions and behaviours and the reasons why certain choices will help to keep me safe. Using texts, videos, drama/role-play, games, data, images and interactive quizzes -sources, including: CEOPS, NSPCC, UK Council for Internet Safety, Digital Matters, UK Safer Internet Centre, BBC Bitesize [Primary online safety for teachers](#) Through this work, identifying with situations & recognising the emotions that might affect my 'in the moment' decision making, understand the need for my own toolbox of knowledge and understanding of how to keep safe online..

Term 1 & 2

All KS2

Assembly -HT/DSL & KS2 staff:

- 15th Jan. NSPCC Pants Assembly

1st computing lesson for each year group:

What Do You/We Know About Keeping Safe Online?

Who are the adults I know & trust? (NSPCC links).

What do I do when something doesn't feel right? (NB overarching safeguarding principle & NSPCC links)

How can I tell if an adult is helping me?

Where else can I report this?

Y5/6 what else can I do? How can the CEOPS website help me? Developed further in T3/4

Vocabulary

Personal data, self-image, edit, post, online reputation, profile, identity, cyber/online bullying, NSPCC, CEOP, phishing, copyright, MIME, scams, share, respect, permission,

Term 3 & 4

All KS2

Assemblies -HT/DSL & KS2 staff:

- 12th Jan. NSPCC Speak Out Stay Safe KS2
- 19th Jan. 2x NSPCC Pants Rules follow up assemblies Y3/4 and Y5/6 separately.
- 10th Feb. Safer Internet Day (school wide) - see TES & Digital Matters resources

Computing lessons:

Each year group investigates the following differentiating by resource and depth of investigation:

What did we learn last term?

What can online bullying look like and

what can I do if I encounter it?

How can and should I manage my online self-image and identity?

How can we stay safe when setting up gaming profiles?

Is what I am posting online helpful?

Yrs 5&6 What should I do in these tricky online situations?

Term 5 & 6

All KS2

Assemblies -HT/DSL & KS2 staff:

- 11th May 'The Y5 Guide to Keeping Safe Online'
- 8th June 'The Y6 Top Tips Guide to tricky online Situations'

Computing lessons:

Each year group investigates the following differentiating by resource and depth of investigation:

What did we learn last term?

What are behaviours for building healthy online relationships?

What is a digital footprint and how can it affect how people think about me?

How can I avoid being caught by phishing?

How can I manage my screen time for health and wellbeing?

What do I need to know about copyright?

What is a MEME?

Training:

SWGFL providing 3x discreet: parent/guardian, governor & staff additional online safety training - Summer term date TBC