St Mary's Cof E school LEARNING WITH HOPE

Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and media influence in propagating stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I can recognise, online or offline, that anyone can say 'no' / 'please stop' / 'I'll tell' / 'I'll ask' to somebody who makes them feel sad, uncomfortable, embarrassed or upset.	I can recognise that there may be people online who could make someone feel sad, embarrassed or upset.	I can explain how other people may look and act differently online and offline	I can explain what is meant by the term 'identity'.	l can explain how my online identity can be different to my offline identity.	I can explain how identity online can be copied, modified or altered	I can 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
	If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust and how they can help.	can give examples of issues online that might make someone feel sad, worried, uncomfortable or frightened; I can give examples of how they might get help.	I can explain how people can represent themselves in different ways online.	I can describe positive ways for someone to interact with others online and understand how this will positively impact on how others perceive them.	I can demonstrate how to make responsible choices about having an online identity, depending on context.	I can describe issues online that could make anyone feel sad, worried, uncomfortable or frightened. I know and can give examples of how to get help, both on and offline.

LEARNING WITH HOPE I can I can I can explain the explain that explain importance of ways in others asking until I get the help needed which online can pretend to someone might be change someone their else, identity including depending my friends, on what and can they are suggest doing reasons online (e.g. why they gaming; might do this. using an avatar; social media) and why.

Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships, respecting, giving and denying consent and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
l can	I can use the	l can	I can describe	I can explain	I can give	I can explain
recognise	internet with	explain	ways people	how	examples of	how sharing
some ways in	adult support	who I	who have	someone's	technologyspecific	something
which the	to	should ask	similar likes	feelings can	forms of	online may
internet can	communicate	before	and interests	be hurt by	communication	have an
be used to	with people I	sharing	can get	what is said	(e.g. emojis,	impact either
communicate	know (e.g.	things	together	or written	memes and GIFs)	positively or
	video call	about	online	online.		negatively.
	apps or	myself or				
	services).	others				
		online				
l can give	I can explain	l can	I can explain	I can explain	I can explain that	I can describe
examples of	why it is	describe	what it means	the	there are some	how to be
how I (might)	important to	different	to 'know	importance of	people I	kind and
use	be	ways to ask	someone'	giving and	communicate	show respect
technology to	considerate	for, give, or	online and	gaining	with online who	for others
communicate	and kind to	deny my	why this might	permission	may want to do	online
	people online	permission	be different	before	me or my friends	including the

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	and t-				hauna 1	tion of the second second
with people I	and to	online and	from knowing	sharing things	harm. I can	importance of
know.	respect their	can identify	someone offline.	online; how	recognise that this	respecting
	choices	who can	omme.	the principles of sharing	is not my / our fault	boundaries
		help me if I am not		online is the	Idult	regarding what is
		sure.		same as		shared about
		sure.		sharing		them online
				offline e.g.		and how to
				sharing		support them
				images and		if others do
				videos.		not.
				viacos.		1101.
I can give	l can explain	can explain	can explain	I can describe	I can describe	I can describe
examples of	why things	why I have	what is meant	strategies for	some of the ways	how things
when I	one person	a right to	by 'trusting	safe and fun	people may be	shared
should ask	finds funny or	say 'no' or	someone	experiences	involved in online	privately
permission to	sad online	'I will have	online', why	in a range of	communities and	online can
do something	may not	to ask	this is	online social	describe how they	have
online and	always be	someone'. I	different from	environments	might collaborate	unintended
explain why	seen in the	can explain	ʻliking	(e.g.	constructively	consequences
this is	same way by	who can	someone	livestreaming,	with others and	for others.
important	others	help me if I	online', and	gaming	make positive	e.g. screen-
		feel under	why it is	platforms)	contributions.	grabs
		pressure to	important to		(e.g. gaming	
		agree to	be careful		communities or	
		something I	about who to		social media	
		am unsure	trust online		groups).	
		about or	including what			
		don't want	information			
		to do.	and content			
			they are			
		1.000	trusted with.			
	I can explain	l can idoptify	l can explain	l can give	I can explain how	l can explain
	why things	identify	why someone	examples of	someone can get	that taking or
	one person	who can help me if	may change their mind	how to be	help if they are	sharing
	finds funny or	•		respectful to others online	having problems	inappropriate
	sad online	something	about trusting	and describe	and identify when to tell a trusted	images of
	may not	happens online	anyone with something if	how to	adult.	someone (e.g.
	always be seen in the		•		auuit.	embarrassing images), even
	seen in the same way by	without my consent.	they feel nervous,	recognise healthy and		if they say it is
	others	consent.	uncomfortable	unhealthy		okay, may
	JUIEIS		or worried.	online		have an
			or worned.	behaviours		impact for the
				Schaviours		sharer and
						others; and
						who can help
						if someone is
						if someone is worried

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l can	l can explain	I can demonstrate
explain	how content	how to support
how it may	shared online	others (including
make	may feel	those who are
others feel	unimportant	having difficulties)
if I do not	to one person	online.
ask their	but may be	
permission	important to	
or ignore	other	
their	people's	
answers	thoughts	
before	feelings and	
sharing	beliefs	
something		
about them		
online.		
can explain		
why I		
should		
always ask		
a trusted		
adult		
before		
clicking		
'yes',		
'agree' or		
'accept'		
online.		

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Online reputation

This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I can identify ways that I can put information on the internet.	I can recognise that information can stay online and could be copied.	I can explain how information put online about someone can last for a long time.	I can explain how to search for information about others online.	I can describe how to find out information about others by searching online.	I can search for information about an individual online and summarise the information found.	I can explain the ways in which anyone can develop a positive online reputation.
	I can describe what information I should not put online without asking a trusted adult first	I can describe how anyone's online information could be seen by others	I can give examples of what anyone may or may not be willing to share about themselves online. I can explain the need to be careful before sharing anything personal.	I can explain ways that some of the information about anyone online could have been created, copied or shared by others	I can describe ways that information about anyone online can be used by others to make judgments about an individual and why these may be incorrect.	I can explain strategies anyone can use to protect their 'digital personality' and online reputation, including degrees of anonymity.
		I know who to talk to if something has been put online without consent or if it is incorrect.	I can explain who someone can ask if they are unsure about putting something online			

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Online bullying

This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I can describe ways that some people can be unkind online	I can describe how to behave online in ways that do not upset others and can give examples	l can explain why anyone who experiences bullying is not to blame	I can describe appropriate ways to behave towards other people online and why this is important.	I can recognise when someone is upset, hurt or angry online	I can describe how what one person perceives as playful joking and teasing (including 'banter') might be experienced by others as bullying	I can describe the helpline services which can help people experiencing bullying, and how to access them (e.g. Childline or The Mix)
I can offer examples of how this can make others feel	I can explain what bullying is, how people may bully others and how bullying can make someone feel.	I can talk about how anyone experiencing bullying can get help.	I can give examples of how bullying behaviour could appear online and how someone can get support	I can describe ways people can be bullied through a range of media (e.g. image, video, text, chat).	I can explain how anyone can get help if they are being bullied online and identify when to tell a trusted adult	I can describe how to capture bullying content as evidence (e.g screen-grab, URL, profile) to share with others who can help me
				I can explain why people need to think carefully about how content they post might affect others, their feelings and how it may affect how others feel about	I can identify a range of ways to report concerns and access support both in school and at home about online bullying.	I can explain how someone would report online bullying in different contexts

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		them (their				
		reputation).				
		l can	I can explain			
		recognise	how to block			
		online	abusive users			
		bullying can				
		be different				
		to bullying in				
		the physical				
		world and can				
		describe some				
		of those				
		differences				

Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation of data, the recognition of risks and the management of online threats and challenges. It explores how online threats can pose risks to our physical safety as well as online safety. It also covers learning relevant to ethical publishing.

Cullear pub	iisiiiig.	-				-
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I can talk	I can give	l can use	l can	I can analyse	I can explain	I can explain
about how	simple	simple	demonstrate	information	the benefits	how search
to use the	examples of	keywords in	how to use	to make a	and	engines work
internet as a	how to find	search	key phrases in	judgement	limitations of	and how results
way of	information	engines.	search engines	about	using	are selected
finding	using digital		to gather	probable	different	and ranked.
information	technologies,		accurate	accuracy and	types of	
online.	e.g. search		information	I understand	search	
	engines, voice		online	why it is	technologies	
	activated			important to	e.g. voice-	
	searching)			make my	activation	
				own	search	
				decisions	engine. I can	
				regarding	explain how	
				content and	some	
				that my	technology	
				decisions are	can limit the	
				respected by	information I	
				others.	aim	
					presented	
					with e.g.	
					voice-	
					activated	
					searching	

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					giving one result.	
I can identify devices I could use to access information on the internet	I know / understand that we can encounter a range of things online including things we like and don't like as well as things which are real or make believe / a joke.	I can demonstrate how to navigate a simple webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections).	I can explain what autocomplete is and how to choose the best suggestion.	I can describe how to search for information within a wide group of technologies and make a judgement about the probable accuracy (e.g. social media, image sites, video sites).	I can explain what is meant by 'being sceptical'; I can give examples of when and why it is important to be 'sceptical'	I can explain how to use search technologies effectively.
	I know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable worried or frightened.	I can explain what voice activated searching is and how it might be used, and know it is not a real person (e.g. Alexa, Google Now, Siri)	I can explain how the internet can be used to sell and buy things.	I can describe some of the methods used to encourage people to buy things online (e.g. advertising offers; in-app purchases, pop-ups) and can recognise some of these when they appear online.	I can evaluate digital content and can explain how to make choices about what is trustworthy e.g. differentiating between adverts and search results.	I can describe how some online information can be opinion and can offer examples.
		I can explain the difference between things that are imaginary, 'made up' or 'make believe' and things that are 'true' or 'real'	I can explain the difference between a 'belief', an 'opinion' and a 'fact. and can give examples of how and where they might be shared online, e.g. in videos, memes, posts, news stories etc	I can explain why lots of people sharing the same opinions or beliefs online do not make those opinions or beliefs true.	I can explain key concepts including: information, reviews, fact, opinion, belief, validity, reliability and evidence.	I can explain how and why some people may present 'opinions' as 'facts'; why the popularity of an opinion or the personalities of those promoting it does not necessarily make it true, fair or perhaps even legal.

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I can explain why some information I find online may not be real or true	LEARNING WITH I can explain that not all opinions shared may be accepted as true or fair by others (e.g. monsters under the bed).	HOPE I can explain that technology can be designed to act like or impersonate living things (e.g. bots) and describe what the benefits and the risks might be.	I can identify ways the internet can draw us to information for different agendas, e.g. website notifications, pop-ups, targeted ads	I can define the terms 'influence', 'manipulation' and 'persuasion' and explain how someone might encounter these online (e.g. advertising and 'ad targeting' and targeting for
	I can describe and demonstrate how we can get help from a trusted adult if we see content that makes us feel sad, uncomfortable worried or frightened.	I can explain what is meant by fake news e.g. why some people will create stories or alter photographs and put them online to pretend something is true when it isn't.		fake news) I understand the concept of persuasive design and how it can be used to influences peoples' choices.
			I can describe ways of identifying when online content has been commercially sponsored or boosted, (e.g. by commercial companies or by vloggers, content creators, influencers)	I can demonstrate how to analyse and evaluate the validity of 'facts' and information and I can explain why using these strategies are important.
			I can explain what is meant by the term	I can explain how companies and news

r		LEARNING WITH	HOFE		
				'stereotype', how 'stereotypes' are amplified and reinforced online, and why accepting 'stereotypes' may influence how people think about others.	providers target people with online news stories they are more likely to engage with and how to recognise this
				I can describe how fake news may affect someone's emotions and behaviour, and explain why this may be harmful.	I can describe the difference between online misinformation and dis- information.
				I can explain what is meant by a 'hoax'. I can explain why someone would need to think carefully before they share.	I can explain why information that is on a large number of sites may still be inaccurate or untrue. I can assess how this might happen (e.g. the sharing of misinformation or disinformation).
					I can identify, flag and report inappropriate content.

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Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle e.g. mood, sleep, body health and relationships. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them

tor dealing v		T				
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I can identify rules that help keep us safe and healthy in and beyond the home when using technology	I can explain rules to keep myself safe when using technology both in and beyond the home	I can explain simple guidance for using technology in different environments and settings e.g. accessing online technologies in public places and the home environment	I can explain why spending too much time using technology can sometimes have a negative impact on anyone, e.g. mood, sleep, body, relationships; I can give some examples of both positive and negative activities where it is easy to spend a lot of time engaged (e.g. doing homework, games, films, videos).	I can explain how using technology can be a distraction from other things, in both a positive and negative way.	I can describe ways technology can affect health and well-being both positively (e.g. mindfulness apps) and negatively	I can describe common systems that regulate age- related content (e.g. PEGI, BBFC, parental warnings) and describe their purpose.
I can give some simple examples of these rules.		I can say how those rules / guides can help anyone accessing online technologies	I can explain why some online activities have age restrictions, why it is important to follow them and know who I can talk to if others	I can identify times or situations when someone may need to limit the amount of time they use technology e.g. I can suggest strategies to	I can describe some strategies, tips or advice to promote health and wellbeing with regards to technology.	I recognise and can discuss the pressures that technology can place on someone and how / when they could manage this

	🧐 i	LEARNING WITH H	IOPE		
		pressure me	help with		
		to watch or do	limiting this		
		something	time.		
		online that			
		makes me feel			
		uncomfortable			
		(e.g. age			
		restricted			
		gaming or web			
		sites)			
				l recognise	l can
				the benefits	recognise
				and risks of	features of
				accessing	persuasive
				information	design and
				about health	how they are
				and well-	used to keep
				being online	users engaged
				and how we	(current and
				should	future use).
				balance this	
				with talking to	
				trusted adults	
				and	
				professionals.	
				l can explain	l can assess
				how and why	and action
					different
				some apps	
				and games	strategies to
				may request	limit the
				or take	impact of
				payment for	technology on
				additional	health (e.g.
				content (e.g.	night-shift
				in-app	mode, regular
				purchases,	breaks,
				lootboxes)	correct
				and explain	posture,
				the	sleep, diet
				importance of	and exercise)
				seeking	
				permission	
				from a trusted	
				adult before	
				purchasing	
				purchasing	

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Privacy and security

This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location)	I can explain that passwords are used to protect information, accounts and devices	I can explain how passwords can be used to protect information, accounts and devices	I can describe simple strategies for creating and keeping passwords private.	I can describe strategies for keeping personal information private, depending on context	I can explain what a strong password is and demonstrate how to create one.	I can describe effective ways people can manage passwords (e.g. storing them securely or saving them in the browser)
I can describe who would be trustworthy to share this information with; I can explain why they are trusted	I can recognise more detailed examples of information that is personal to someone (e.g where someone lives and goes to school, family names).	I can explain and give examples of what is meant by 'private' and 'keeping things private'	I can give reasons why someone should only share information with people they choose to and can trust. I can explain that if they are not sure or feel pressured then they should tell a trusted adult	I can explain that internet use is never fully private and is monitored, e.g. adult supervision	I can explain how many free apps or services may read and share private information (e.g. friends, contacts, likes, images, videos, voice, messages, geolocation) with others.	I can explain what to do if a password is shared, lost or stolen
	I can explain why it is important to always ask a trusted adult before sharing any personal information online, belonging to myself or others.	I can describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).	I can describe how connected devices can collect and share anyone's information with others	I can describe how some online services may seek consent to store information about me; I know how to respond appropriately and who I can	I can explain what app permissions are and can give some examples.	I can describe how and why people should keep their software and apps up to date, e.g. auto updates.

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			ask if I am not		
			sure		
	I can explain		I know what		I can describe
	how some		the digital age		simple ways
	people may		of consent is		to increase
	have devices		and the		privacy on
	in their homes		impact this		apps and
	connected to		has on online		services that
	the internet		services		provide
	and give		asking for		privacy
	examples (e.g.		consent.		settings.
	lights, fridges,				_
	toys,				
	televisions).				
	-				I can describe
					ways in which
					some online
					content
					targets people
					to gain money
					or
					information
					illegally; I can
					describe
					strategies to
					help me
					identify such
					content (e.g.
					scams,
					phishing).
					I know that
					online
					services have
					terms and
					conditions
					that govern
					their use.

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Copyright and Ownership

This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
I know that work I create belongs to me	I can explain why work I create using technology belongs to me.	I can recognise that content on the internet may belong to other people.	I can explain why copying someone else's work from the internet without permission isn't fair and can explain what problems this	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.	I can assess and justify when it is acceptable to use the work of others	I can demonstrate the use of search tools to find and access online content which can be reused by others.
l can name my work so that others know it belongs to me.	I can say why it belongs to me (e.g. 'I designed it' or 'I filmed it'').	I can describe why other people's work belongs to them	might cause	I can give some simple examples of content which I must not use without permission from the owner, e.g. videos, music, image	I can give examples of content that is permitted to be reused and know how this content can be found online.	I can demonstrate how to make references to and acknowledge sources I have used from the internet
	I can save my work under a suitable title / name so that others know it belongs to me (e.g. filename, name on content) I understand that work created by others does					

	me even if I						
	save a copy						