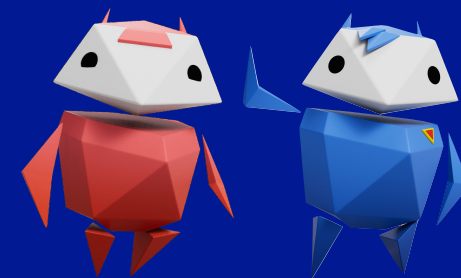


# FLORENCE MELLY COMMUNITY PRIMARY SCHOOL

## ONLINE SAFETY CURRICULUM MAP

### IF YOU CAN DREAM IT, YOU CAN DO IT!



**Be Internet Sharp: Pillar 1**

Think Before You Share



**Be Internet Alert: Pillar 2**

Check it's For Real



**Be Internet Secure: Pillar 3**

Protect Your Stuff



**Be Internet Kind: Pillar 4**

Respect Each Other



**Be Internet Brave: Pillar 5**

When in Doubt, Discuss



### Online Safety Long-Term Sequence Content Progression with our BIG IDEAS/PILLARS (Substantive Concepts)

Term	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Autumn</b>	<p><b>Personal, Social and Emotional Development</b></p> <p><b>Self-Regulation ELG</b></p> <p>Show an understanding of their own feelings and those of others, and begin to regulate their behaviour accordingly;</p>	<p><b>Childnet Smartie the Penguin</b></p> <p>Upsetting or frightening content, pop-ups, and screen time.</p>	<p><b>Childnet Smartie the Penguin</b></p> <p>Downloading apps, fact versus opinion, and being asked to meet</p>	<p><b>Be Internet Sharp/ Be Internet Alert</b></p> <p>Online Reputations</p>	<p><b>Be Internet Sharp/ Be Internet Alert</b></p> <p>Opinions and Differences</p>	<p><b>Be Internet Sharp</b></p> <p>Positive Digital Footprints</p>	<p><b>Be Internet Secure</b></p> <p>Sharing, Settings and Passwords</p>
<b>Spring</b>	<p>Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate.</p>	<p><b>Childnet Smartie the Penguin</b></p> <p>Contact from strangers, inappropriate games, and being asked for personal information.</p>	<p><b>Childnet Smartie the Penguin</b></p> <p>Screen time, password sharing, and online bullying.</p>	<p><b>Be Internet Secure/ Be Internet Kind</b></p> <p>Passwords and Behaviours</p>	<p><b>Be Internet Secure/ Be Internet Kind</b></p> <p>Making Good Decisions Online</p>	<p><b>Be Internet Alert</b></p> <p>Spotting Fake Information Online</p>	<p><b>Be Internet Kind</b></p> <p>Relationships and Being Kind</p>
<b>Summer</b>	<p><b>Managing Self ELG</b></p> <p>Be confident to try new activities and show independence, resilience and perseverance in the face of challenge;</p> <p>Explain the reasons for rules, know right from wrong and try to behave accordingly.</p> <p><b>Building Relationships ELG</b></p> <p>Show sensitivity to their own and to others' needs.</p> <p><b>Childnet Smartie the Penguin</b></p> <p>Seeing upsetting content, unreliable information, and being asked for personal information.</p> <p>Adverts, searching online, and online bullying.</p>	<p><b>Childnet Digiduck Stories</b></p> <p>Being a good friend to others on the internet</p> <p>Understanding that what is read or seen online might be true, untrue, or someone's opinion.</p> <p>Playing games online, including peer pressure, password sharing, and in-app purchasing.</p> <p>Positive uses of the internet to help others</p>	<p><b>NSPCC Techosaurus</b></p> <p>Play and be kind online</p> <p>Protect your personal information</p> <p>Ask before you try something new online</p> <p>Say if anything has made you feel upset</p>	<p><b>Be Internet Brave</b></p> <p>Being Brave Online</p> <p><b>Digital Wellbeing</b></p> <p>How our screen use can affect the way we feel – both positively and negatively</p>	<p><b>Be Internet Brave</b></p> <p>Speak Up and Report It!</p> <p><b>Digital Wellbeing</b></p> <p>The mental and physical impact certain screen habits can have on us all and creating healthy digital habits</p>	<p><b>Be Internet Brave</b></p> <p>Refusing and Reporting</p> <p><b>Digital Wellbeing</b></p> <p>How our screen use can affect our Digital Wellbeing and reflect on how technology plays a role.</p>	<p><b>Be Internet Brave</b></p> <p>Handling and Reporting Mean Behaviour</p> <p><b>Digital Wellbeing</b></p> <p>The tools and knowledge that can be used to help enhance our Digital Wellbeing by creating our own healthy digital habits and making choices that work for us.</p>