Year Group	E-Safety Objectives	Resource ideas	Lesson ideas
EYFS	Children recognise the impact of good choices and consequences of wrong ones. They can select and use technology for a purpose. Children understand that they must ask an adult whether they can use a game or app. Children know that information can be retrieved from computers and can tell an adult if what they see makes them feel worried. Children recognise who they can ask for help and know when they need help. Children understand that they need to share equipment and take turns.	Smartie the Penguin http://kidsmart.org.uk/teachers/ks1/ https://www.childnet.com/resources/smartie-the-penguin	Children to take part in an E Safety workshop to learn about keeping safe and making good choices. Follow links to appropriate games on the internet which they can sit with a friend to play. Change to different activity when they have spent a reasonable amount of time using technology using something such as an egg timer to remind them.
1	Children begin to understand what personal information is and who you can share it with, including the need to keep passwords private. They begin to recognise the need to know who they are sharing their learning with online and recognise the difference between real and imaginary online experiences. Children know who to tell when they see something that makes them uncomfortable and make sure an adult knows what they are doing. Children recognise the Internet as an exciting place to be but understand the need for a balance in how they spend their time and make good choices about age appropriate activities.	Digiduck's Big Decision http://kidsmart.org.uk/teachers/ks1/digiduck.aspx	Discuss common uses of IT beyond school Log in to Purple Mash or other age appropriate websites. Talk about the different kinds of websites it is good to use. Read Digiduck's Big Decision to talk about good and bad choices and the effect these can have on others. Role-play how to talk kindly and politely to friends online and in the real world, and how to comment kindly on people's work. Role-play deciding that you have spent too much time online. Suggest ways that you can remind yourself to change to other kinds of activities.
2	Children understand what personal information is and who you can share it with, including the need to keep passwords private. Children begin to recognise the need to know who they are sharing their learning with online and recognise the difference between real and imaginary online experiences. Children know who to tell when they see something that	Lee & Kim's Big Adventure CEOP http://www.thinkuknow.co.uk/5_7/leeandkim/	Lee & Kim's Big Adventure CEOP resources and lesson plans Agree sensible e-safety rules for the classroom. Use a selection of websites and consider who can see the information online. Play appropriate games on the internet, including games against real people. Talk about how adults can help

	makes them uncomfortable and make sure an adult knows what they are doing. Children recognise the Internet as an exciting place to be but understand the need for a balance in how they spend their time and make good choices about age appropriate activities.		us, including when we see something we don't like or something makes us feel uncomfortable. Play games that reinforce the idea of personal information, including password privacy. Discuss uses of IT at home and reinforce the above.
3	Children recognise the need to keep personal information and passwords private. They recognise the need for a secure password. Children understand that an adult needs to know what they are doing online and understand how to report concerns, including cyberbullying. Children understand that any personal information they put online can be seen and used by others.	Hector's World http://hectorsworld.netsafe.org.nz/	Hector's World website, lesson plans and video clips http://www.thinkuknow.co.uk/5_7/hectorsworld/ Discuss and agree classroom rules / expectations about safe use of the Internet. Model how to protect personal information and how to choose a secure password. Reinforce the rule about keeping adults informed about Internet activity and telling if you see something you don't like or if you feel you're being bullied. Model how to choose age-appropriate websites and minimise risk of viruses. Talk about what games they enjoying playing and what good choices are when playing games e.g. content, screen time.
4	Children understand the need for rules to keep them safe when exchanging ideas online. They understand that an adult needs to know what they are doing online and understand how to report concerns, including cyberbullying. Children recognise the need to choose age-appropriate games to play on their devices, and when to limit use. They recognise the need to protect their devices from viruses. Children understand that any personal information they put online can be seen and used by others. They recognise that they can use online tools to collaborate and communicate with others and the importance of doing this responsibly, choosing age-appropriate websites. Children recognise the effect their writing or images might have on others.	Captain Kara and the SMART Crew http://www.childnet.com/ resources/the-adventures-of-kara-winston-and-the-smart-crew	Kids SMART website Explore and discuss the website. Look at the SMART rules for staying safe online. Discuss what actions could be taken if they are uncomfortable or upset online e.g. Report Abuse button. Talk about what games they enjoying playing and what good choices are when playing games e.g. content, screen time. Use a class blog to share information and talk about who can see it, and how to communicate safely and respectfully. Create your own SMART rules poster. Watch Captain Kara Chapter 1 Accept and talk about responsible behaviour online. Watch Captain Kara Chapter 2 What is Reliable? Watch Captain Kara Chapter 3 What should you keep Safe? Watch Captain Kara Chapter 4 (Tell) and Suffering in Silence to discuss the effects of unkind communication. Watch Captain Kara Chapter 5 (Meet) or Jigsaw CEOP video to reinforce reporting concerns and discuss the ways this can be done. Watch Captain Kara Chapter 6 What is Reliable?
5	Children understand the need to keep personal information and passwords private, and know how to choose a secure password. Children understand appropriate and inappropriate use of the Internet including excessive use. Children recognise the risks and rewards of using Internet communication tools and understand how to protect themselves and the devices they use. Children understand the need to respect the rights of other users, and understand their own responsibility for information that is shared and how it may impact on others.	Kids SMART http://www.kidsmart.org.uk/ Jigsaw CEOP Video Clip - https://www.youtube.com/watch?v=_o8auwnJtqE Zip It, Block It, Flag It slogan –unit of work http://www.simonhaughton.co.uk/2012/05/year-5-e-safety-lesson-1-2012.html	Kids SMART website Explore and discuss the website. Remind pupils of the SMART rules for staying safe online that they covered in Year 4. Use the Safe Searching lesson plan unit of work from Kidsmart and also try some of the drama activities to explore online citizenship. There are also units of work entitled ' help a Friend' and 'Have Fun Communicating' that could be used / adapted for use with the class. http://www.kidsmart.org.uk/teachers/KS2/lessonplans.aspx **Zip it** – Don't share your personal information with strangers. Keep your profile settings private. **Block it** – Block friend requests from strangers on social networking sites. **Flag it** – Always tell a trusted adult if something online scares/upsets you. Report any meeting requests from strangers to a trusted adult. Remember to be as careful online as you are offline.
6	Children recognise their own right to be protected from the inappropriate use of technology by others and their responsibility to report concerns. Children understand how to use social networking websites appropriately, keeping an adult informed about their online activity. They make good choices when they present themselves online. Children recognise the appropriate online tools to collaborate and communicate with others, understanding how to protect themselves from cyberbullying or causing hurt to others, especially when using social networks (including online gaming communities). Children understand the need to respect the rights of other users, and understand their own responsibility for information that is shared and how it may impact on others.	ThinkUKnow Cybercafe Childnet Cyberbullying https://www.childline.org.uk/Explore/Bullying/Pages/online-bullying.aspx http://www.bullying.co.uk/cyberbullying/	Use ThinkUKnow Cybercafe activities to explore how to stay safe online and use mobile phones and chat rooms http://www.thinkuknow.co.uk/8_10/cybercafe/Cyber-Cafe-Base/ Cyber Café lesson plans 1-9 and resources available from the following website. You will need to register on the website. https://www.thinkuknow.co.uk/Teachers/Resources/ Cyberbullying video clip for teachers http://www.playbackschools.org.uk/programme/2012/combating-cyberbullying