Messing Primary E safety programme

	Unit of work	Skills development	E safety focus
Reception	**We have confidence** **We can take turns** **We are successful** **We have feelings** **We can drive** **We are DJs** **We can exercise** **We are healthy** **We can listen** **We can understand instructions.**	Recording and playing back sounds Manipulating on screen Digital photos and combining with text and sound Investigating everyday technologies Controlling digital sound fields Using timer and thermometers Internet research Controlling kitchen equipment.	http://www.kidsmart.org.uk/teachers/ks1/ Smartie the Penguin What is the internet? Where does it go? What will they see once they've clicked a link? How should they safely use a link? How do they NOT click on the ads (and what are 'ads')? Lee and Kim's adventures (http://www.thinkuknow.co.uk/5_7/) Hector1s World (http://www.thinkuknow.co.uk/5_7/) How to tell and when. Staying safe.
Year 1	**We are treasure hunters** **We are TV chefs** **We are painters** **We are collectors** **We are storytellers** **We are celebrating.**	Programmable toys Filming Illustrating and e book Finding images using the web Producing a talking book Creating a card digitally.	Using programmable toys safely Consent when filming Turn off if they see something they need to tell a teacher about Copyright of their own work Safe e mailing Protecting identity Acceptable use policy
Year 2	**We are astronauts** **We are games testers**	Programming on screen Exploring how computer games work Taking better photos Researching a topic	Choosing appropriate games to play. Telling about inappropriate content.(Turn the screen off) Posting images and how this can't be reversed.

	We are photographers **We are researchers** **We are detectives** **We are zoologists**	Collecting clues Collecting data about bugs.	Acceptable and unacceptable photography – no pupil identification. Identity safety. Risks of e mail –viruses and other harmful programmes. Sharing photos and geo location and the importance of keeping personal information private.
Year 3	**We Are programmers** **We are bug fixers** **We are presenters** **We are network engineers** **We are communicators** **We are opinion pollsters**	Programming an animation Finding and correcting bugs in programmes Videoing performance Exploring computer networks including the internet Communicating safely on the internet Collecting and analysing data	Safe search habits e safety policy What do if they see something inappropriate. Parental permission and safe information sharing. Why do schools have strict policies over filming? (How safe is uploading to internet?) Privacy and digital footprints. DNS for safe use of the internet. How to use command line diagnostic tools safely. Safe use of e mail including malware attachments, hacked accounts, spam and spoofed links. Video conferencing safely Appropriate use of online collaboration.
Year 4	**We are software developers** **We are toy designers** **We are musicians** **We are HTML editors** **We are co-authors** **We are meteorologists**	Developing An education al game Prototyping an interactive TOY Producing digital music Editing and writing HTML Producing a wiki Presenting the weather	Safe search habits and how to report inappropriate content. Parental permission and how to participate in an online community positively. Copyright and licences. Risks of using the web and how to keep safe Reliability of web based content and how it can be manipulated. Conduct needed when collaborating on shared resource as part of an online community. Illegal downloading and file sharing. Implications of uploading to the internet.
Year 5	**We are game developers**	Developing an interactive game Cracki9ng codes	Safe search habits Participating positively in an online community

	We are cryptographers **We are artists** **We are web developers** **We are bloggers** **We are architects**	Fusing geometry and art Creating and website about cyber safety Sharing experiences and opinions Creating and virtual space	Obtaining permission Implications of playing games which are not age appropriate. Using cryptography to communicate over open channels Password security for on line identity and what makes a secure password. Cyberbullying Blogging and appropriate responding Conduct online Illegal file sharing Digital footprints
Year 6	**We are App Planners** **We are project managers** **We are market researchers** **We are interface designers** **We are app developers** **We are marketers**	Planning the creation of a mobile app Developing project management skills Researching the app market Designing an interface for an app Developing a mobile app Creating video and web copy for a mobile phone app	How different devices can be used to record and share local information. The safety implications of this. Using GPS and when not to. How to use search engines safely. Using online tools safely Understanding of copyright. Pupils learn about the school's e safety policy and Acceptable use agreement. Online surveys and interviews –ethical conduct. Protection of identity and privacy/contact details. Copyright Safe use of tables and smartphones Online safety and respect. Legal frameworks around advertising Protecting personal information Crucial crew programme Summer Term
Whole school Internet Safety week Internet safety updates for parents			