Online Safety Long-term Plan 2017-18

	1	2	3	4	5	6
Year 1	**Computer skills** Know why it is important to keep data safe and why passwords should be learned and not shared with others. Know the difference between different types of communication and know that they should always behave in a polite and considerate way.	**Programming** When using the web, pupils learn to turn the screen off and tell their teacher or other trusted adult if they encounter material that concerns them.	**Programming** Understand the importance of protecting identities when online and not giving personal information to people.	**Multimedia** The pupils learn how to use digital video cameras safely and to show respect to those they are filming, including recognising the need for consent. The importance of not sharing videos more widely than is appropriate is considered, as is the need to exclude information that might identify individuals from video recordings.		**Using and applying computer skills** Recap on the important messages about staying safe online, keeping personal details safe. Understand that there are rules to be followed like in the real world.
Year 2	**We are Astronauts.** Pupils to understand that they must let their teacher know if they encounter inappropriate material when they search the web. If they wish to set up their own Scratch account, it is important for their parents to do this for them using their email address.	**We are Games Testers** The pupils learn how to use digital video cameras safely and to show respect to those they are filming, including recognising the need for consent. The importance of not sharing videos more widely than is appropriate is considered, as is the need to exclude information that might identify individuals from video recordings. When using the web, pupils learn to turn the screen off and tell their teacher if they encounter material that concerns them.	**We are Researchers** The pupils consider how to stay safe while researching online, and show respect for others. Safe search filters are in place for using Google or Bing and school internet access is filtered.	**We are Detectives** The pupils learn about some of the risks associated with email. They learn that attached files can contain viruses or other harmful programs, that email addresses and embedded links can be 'spoofed', and that 'spam' is a common problem. It is recommended that all emails are sent and received via a single class email address. The password for this account is not shared with children. If the children do use individual accounts, they'll need to keep their account details private and share their email address only with people they know and trust.	**We are Zoologists** The pupils again learn that when sharing photographs and information online they need to consider the importance of keeping personal information private; they achieve this by not including names or photographs of people. The pupils are taught to respect rules for using digital equipment when out of the classroom, to ensure the equipment is kept safe and that they are not so focused on using it that they become unaware of risks around them.	**Computer Art** The children learn that once images are posted online, it's impossible to control what happens to them. Facial recognition software and geotagging mean that those posting images might inadvertently fail to keep some personal information private. The children learn how to minimise these risks, and learn what they should do if they have concerns about images they encounter on the web.
Year 3	**We are word processors** For the start of the year, pupils should be reminded of logging on procedures and the importance of keeping passwords secret – even from friends. There should be a reminder about what to do if they come across inappropriate material and about their responsibilities in	**We are bug fixers** The pupils could consider the implications of bugs in software and the importance of using programs to keep their computer secure. If the pupils search the internet, they should be aware that not all information is accurate.	**We are presenters** In filming one another, the pupils need to ensure that that they act respectfully and responsibly when filming, editing and presenting their work. The pupils should think through the implications of videos being made available on the school network or more widely via the internet. They should discuss why schools and other organisations	**We are network engineers** The pupils learn about how networks, including the internet, operate. They learn that data transmitted via the internet is not always encrypted .They consider some of the implications for privacy, e.g. their 'digital footprint' associated with using the internet. They become aware of the importance of	**We are communicators** The pupils should think about the safe use of email. They learn how email can be used positively. They become aware of some of its risks, including malware attachments, hacked accounts, spam and spoofed links, but also learn how their exposure to such risks can be reduced. They consider the importance of	**We are opinion pollsters** The pupils learn some of the legal and ethical requirements for designing online surveys and processing data. They also consider what information it would be appropriate for them to give in an online survey, and some implications of data processing. The pupils can use online

Online Safety Long-term Plan 2017-18

	using the internet. Remind them about telling trusted adults if they feel uncomfortable.		have strict policies over filming.	DNS for safe use of the internet. They learn to use command line diagnostic tools safely and responsibly.	introductions in extending circles of trust. Discuss now they would feel if some one sent unkind or threatening messages (online bullying) and the importance of always being polite in the messages they send. Know the potential dangers of opening unknown email messages.	tools for collaborating on survey design and analysis, considering how to use these appropriately. The survey itself could address issues of the pupils' attitudes to online safety.
Year 4	**We are programmers:** Discuss the importance of passwords and ensuring they are not shared. If the pupils participate in the Scratch community, they need to think about what information they can share and how to participate positively in an online community, as well as obtaining parental permission.	**We are toy designers** The pupils need to think carefully about copyright in sourcing images and other media for their toy prototypes and presentations, or if uploading their own work to the Scratch community. If the pupils do participate in the online Scratch community, they should think through how to do so in a safe and responsible manner. Discuss the age restrictions on computer games.	**We are musicians** The pupils need to think about copyright when sourcing audio or publishing their own compositions. They are encouraged to use Creative Commons licensed content if working with others' audio files. There's an opportunity to discuss how copyright relates to music performed in school as well as illegal downloading and sharing of copyrighted music.	**Visual media: Photo stories** Understand the importance of seeking permission when using personal photographs. Understand how the internet works and that clicking on links takes them to another web site which may not be appropriate or could damage their computer.	**We are co-authors** The pupils learn about Wikipedia, considering some strategies for evaluating the reliability of online content as well as the rules and processes that the Wikipedia community has evolved. The pupils develop a shared wiki, thinking carefully about how to do so safely and responsibly.	**Multimedia: animation** Recap on the important messages about privacy and passwords. Make them aware that anything they write or any photos they put online could be shared with anyone and could be there forever.
Year 5	**We are Game Developers** Recap on the important messages about privacy and passwords. Make them aware that anything they write or any photos they put online could be shared with anyone and could be there forever. Importance of not sharing passwords when using	**We are Game Developers** Discuss how games can be played in shared environments with people they may not know. The importance of not sharing personal information. Do not assume a person is who they say they are. Discuss what to do if a person makes you feel uncomfortable. Discuss	**We are Web Developers** Provide opportunities for children to understand the importance of behaving responsibly when using on-line communities ie Social Media	**We are video Creators** Understand the importance of keeping personal information safe when working online, the importance of secure passwords and of keeping them confidential.	**We are Programmers** Continue the theme of cyber bullying linked to playing online games and using a variety of social media apps. How to avoid situations and what to do if you receive inappropriate messages. Discuss also their responsibilities and how to communicate in a courteous manner.	**Using and applying computer skills.** Recap on all the safety messages

Online Safety Long-term Plan 2017-18

	Scratch.	what sort of games/apps they use at home. Are they age appropriate.				
Year 6	**We are Game developers** Understand the good and bad effects of the internet on their own lives. Understand the importance of keeping their personal information safe. Understand that when meeting people on line, they may not be who they say they are. Never arrange to meet a person met online. Explain the importance of a balanced lifestyle and consider whether they are spending too much time online.	**We are cryptographers** Recognise risks involved when using email and other online tools, such as scams. Know how to minimise this risk Understand the need to be critical when finding information online and be aware of bias. Discuss the age limits for both games and social media and whether they are appropriate for specific ages.	**We are Artists** Understand that some material is copyright and should not be downloaded or should only be for personal use. This applies to pictures, videos, music and texts. Access and use information which helps them identify e-safety risks Research current e-safety information and encourage their peers and family to follow the guidelines it provides Use the Internet responsibly in ways which minimised risks eg. When using email, social media, forums etc.	**We are Web Developers** Evaluate their own use of websites and how they present themselves online. Understand what a digital footprint is. Select tools which enable them to communicate and collaborate with others online Create strong passwords and know the importance of keeping them confidential Discuss how web sites are used to influence others and the effect they may have	**We are bloggers** Understand that politeness when using written text is as important as when speaking to someone in person. Be aware of their own right to be protected from inappropriate use of technology and their responsibility to respect other' rights. Use and begin to evaluate online tools, such as email and blogs, to collaborate with others Evaluate web sites that provide different information about the same subject. Use strategies to make judgements about these.	**We are architects** Discuss the possible consequences of sharing personal details online and how to respond if asked for these. Discuss the possible consequences of trusting information, including online shopping, and people online. Explore issues linked to copyright and plagiarism