

Clipston and Great Creaton Computing and E-safety

Whole school Progression

	Software/Resource	Teaching
Reception & Year 1	<p>Digiduck's Big Decision by Lindsay Buck. (www.childnet.com) A picture story of friendship and responsibility online.</p>	<p>Sharing text with children, understanding the messages. How to be a good digital citizen. http://www.kidsmart.org.uk/teachers/ks1/sourcesDuck/projet/DigiDuck-eBook.pdf Resources available via childnet.com</p>
Years 1 & 2	<p>Smartie the Penguin (www.kidsmart.org.uk) This interactive texts encourages children to think about who to speak to if they're worried about something online.</p>	<p>Sharing interactive text with children. "Time to chat" questions available on certain pages to stop and discuss. Separate resources available. http://www.kidsmart.org.uk/teachers/ks1/sources/projet/The-Adventures-of-Smartie-the-Penguin.pdf</p>
Years 1 & 2	<p>Captain Kara These cartoons illustrate 5 e-safety SMART rules and include a real life SMART Crew of young people, who guide the cartoon characters in their quest, and help them make safe online decisions</p>	<p>Children follow the sequence of cartoons and complete the online activities. Whole class led. (HACHN can complete independently.) http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew</p>
Years 2 & 3	<p>Lee and Kim's Adventure: Animal Magic CEOP (https://www.thinkuknow.co.uk) Lee and Kim find themselves in a tricky situation online gaming and are helped by 'Sid' the super hero. Through Sid's words of wisdom they learn the importance of being nice to others online, not to share personal information and who to tell if they are worried.</p>	<p>Talk to children first about the content of the video. Share the short movie/video with the chn of Lee and Kim's adventure. Learn SID's top tips. Separate resources/games/activities available to complete online or in class from CEOP site: https://www.thinkuknow.co.uk/5_7/leeandkim/</p>
Years 3 & 4	<p>Hector's World (CEOP) https://www.thinkuknow.co.uk/5_7/hectorsworld/ Similar to Captain Kara; a set of cartoons that cover different e-safety dilemmas. Hector and friends cover the same SID's top tips.</p>	<p>Children watch the cartoons together and then can complete the variety of puzzles and activities online. Printable resources also available via the site. Lots of information about reporting issues and who to talk to, staying safe using online games and beginning social media.</p>
Years 4, 5 & 6	<p>Cyber Cafe (CEOP) https://www.thinkuknow.co.uk/8_10/cybercafe/Cyber-Cafe-Base/ A safe platform to play games, chat and learn about e-safety at own pace. Children can go on independently.</p>	<p>Downloadable resources and lesson plans available which cover use of emailing, online chat rooms, reporting issues and online gaming. https://www.thinkuknow.co.uk/Teachers/Resources/</p>
Years 5 & 6	<p>CEOP Jigsaw Film This 10 minute film shows that when you talk to people online and tell them too much about yourself, you might as well be inviting them through your front door. Allows children to think about what they are posting online.</p>	<p>Before playing this film, discuss what chn they know about social networking sites, are they using one? After playing Jigsaw, discuss what happened to Becky and how by taking some simple steps they can keep themselves safe online. Ensure chn know what these steps are. Printable resources/presentations/lesson plans and available from CEOP website which link to Jigsaw. https://www.thinkuknow.co.uk/parents/Primary/Conversation-Starters/Go-to-the-movies/Jigsaw/</p>