



Digital Learners



Engineers



Global Enquirers



Designers



Healthy Citizens



Sustainability Ambassadors



Cultural Explorers



Careers



Digital Learners

## Medium Term Plan Digital Learners

Using the K,S,U you have learnt in this unit, where would you go for help if you were upset about something that you have seen on the internet, in a game or in a message?



Digital Learners

### Aspect of Study

E-safety

### Transferable Knowledge:

Accessing appropriate age related content when using online technologies

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

#### During this area of study students should be taught to:

##### **Understand the need to only select age appropriate content**

During this unit pupils will be looking at age appropriate content. Many young people have access to social media and games that are deemed suitable for older children. Pegi ratings should be discussed so that they have an understanding of what they are and why they are important in determining if a game or app is suitable. There is opportunity for a lot of discussion in this unit as staff really need to have an understanding of why only selecting age appropriate content is important in reducing the risks of children accessing inappropriate content.

During the unit pupils should watch the “Let’s fight it together” video from Childnet which looks at the effects of Cyberbullying. This video should be used to support the anti-bullying ethos of the school and also the need to be responsible and respectful of others. It is important that children understand the impact that their actions can have on others, whether they were intentional or not. Work can be done with the pupils to discuss each character and how they were feeling. **Teacher should watch the video prior to showing in class so that they are aware of content.** They will also be covering content from Be Internet Legends which is a set of resources created by Google and Parentzone.

##### **Resources:**

**Let’s fight it together video can be viewed from the following website:**

<https://www.childnet.com/resources/lets-fight-it-together>



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Careers Pathfinders

Substantive Knowledge (subject-specific)

Pegi ratings  
Age appropriate content  
Cyberbullying

Disciplinary Knowledge?

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**Real World Links:**

Being responsible online, considering consequences of poor choices. Identifying age appropriate material.



Opportunity for Skills for Life - linked to progression framework.

**Influential Figures**

**OPAL links**

Links to opportunities linked to OPAL

**Curriculum Coverage**

**(Previous, expected and what follows on)**

Prior National Curriculum Coverage	National Curriculum Coverage	Subsequent National Curriculum Coverage
<p><b>Year 3:</b> Use technology safely and recognise acceptable and unacceptable behaviour</p> <p>Use technology safely and respectfully, keeping personal information private</p> <p><b>Year 4:</b> Use technology responsibly and understand that communication online may be seen by others</p> <p>Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies</p> <p>With support select, use and combine a variety of software on a range of digital devices to accomplish given goals.</p>	<p>Understand the need to only select age appropriate content</p>	<p><b>Year 6:</b> Use technology respectfully and responsibly</p> <p>Identify a range of ways to report concerns about content, contact and conduct</p>

Key vocabulary	Concepts	Language skills
Pegi appropriate content negative positive digital footprint settings unreliable bullying bystander upstander harassment block	Being responsible Keeping themselves safe	

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