Digital Literacy & Citizenship
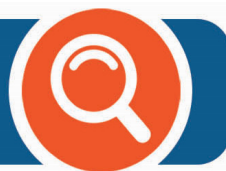A free scheme of learning available at www.swgfl.org.uk/digitalliteracy

Internet Safety | Privacy & Security | Relationships & Communication | Cyberbullying

Digital Footprint & Reputation | Self Image & Identity | Information Literacy | Creative Credit & Copyright

Age Category	Common Sense Media Unit	Resources	Curriculum Opportunities
Yr2 Internet Safety	1 **Staying Safe Online** Pupils understand that they should stay safe online by choosing websites that are good for them to visit, and avoid sites that are not appropriate for them	**Childnet** - Smartie the Penguin - ebook **Childnet** - Digiduck e-book **Disney -** Don't be in the dark Online safe surfing game **AVG** – Magda and Mo Free E-book about information online Further lesson idea: Create a top websites league table and use the information to help to update their school website links	Literacy – Non-fiction Information texts ICT - to use text, tables, images and sound to develop their ideas, how to share their ideas by presenting information in a variety of forms [for example, text, images, tables, sounds Idea: Create a top websites league table and use the information to help to update their school website links

common sense education

Digital Literacy & Citizenship

A free scheme of learning available at www.swgfl.org.uk/digitalliteracy

Internet Safety | Privacy & Security | Relationships & Communication | Cyberbullying

Digital Footprint & Reputation | Self Image & Identity | Information Literacy | Creative Credit & Copyright

Age Category	Common Sense Media Unit	Resources	Curriculum Opportunities
Yr2 Digital Footprint & Reputation Privacy & Security	2 **Follow the Digital Trail** Pupils learn that the information they put online leaves a digital footprint or "trail." This trail can be big or small, helpful or hurtful, depending on how they manage it.	**Childnet** – What should you keep safe? **BBC** – Saxon Monk – Internet Videos are forever Horrible histories video **ICO** – Personal information and information rights Lesson plans and resources **CEOP** – Welcome to the carnival Hector's World cartoon about personal information Further lesson idea: Whole class circle time - Who would I/you share my/your information with? A photo? Your name? Your address? Birth date? Preferences? Password? Email address? Telephone number? Favourite football team? Favourite singer?	PSHE – SEAL – Relationships Identify and respect the differences and similarities between people. SEAL – Changes Preparing to play an active role as citizens, to recognise choices they can make, and recognise the difference between right and wrong. Idea: Whole class circle time - Who would I/you share my/your information with? A photo? Your name? Your address? Birth date? Preferences? Password? Email address? Telephone number? Favourite football team? Favourite singer?

common sense education

Age Category	Common Sense Media Unit	Resources	Curriculum Opportunities
Yr2 Cyberbullying Relationships & Communication	3 **Screen out the Mean** Pupils learn that children sometimes can act like bullies when they are online. They explore what cyberbullying means and what they can do when they encounter it.	**Cybersmart** - Cyberbullying Teachers resources **Kidscape** – links to Cyberbullying resources **UK Safer Internet Centre** Safer Internet Day Further lesson idea: How does it feel? Use an online digital imagery tool such as *photostory*, *animoto* or http://edu.glogster.com/ to create an eposter to depict how it feels to be the victim of a bullying incident. (Free but you need to create an account.)	PSHE – SEAL – Say no to bullying to recognize how their behavior affects other people, to realize consequences of anti-social and aggressive behaviours such as bullying and racism on individuals and communities. Literacy – Non Fiction – persuasion. ICT - Developing ideas and making things happen, to use text, tables, images and sound to develop their ideas. Idea: How does it feel? Use an online digital imagery tool such as photostory, animoto or http://edu.glogster.com/ to create an eposter to depict how it feels to be the victim of a bullying incident.

Digital Literacy & Citizenship
A free scheme of learning available at www.swgfl.org.uk/digitalliteracy

Internet Safety
Privacy & Security
Relationships & Communication
Cyberbullying
Digital Footprint & Reputation
Self Image & Identity
Information Literacy
Creative Credit & Copyright

Age Category	Common Sense Media Unit	Resources	Curriculum Opportunities
Yr2 Information Literacy	4 **Using Keywords** Pupils understand that keyword searching is an effective way to locate information on the Internet. They learn how to select keywords to produce the best search results.	**SWGfL** - Swiggle Education search engine and resource site for children **Google** – Safesearchkids Search engine for children **Common Sense Media** - Choosing a Search Site Lesson plans from a previous version of CSM Digital Literacy and Citizenship Curriculum Further lesson idea: Create a class top trumps game, e.g. each pupil is allocated a country and must locate key information such as longest river, highest mountain, population and tallest building. You could use *swiggle* to carry out safer searches, compare usefulness of results to those of a general search engine such as *google*.	Literacy – Non-fiction texts Idea: Create a class top trumps game, e.g. each pupil is allocated a country and must locate key information such as longest river, highest mountain, population and tallest building. You could use swiggle to carry out safer searches, compare usefulness of results to those of a general search engine such as google.

Age Category	Common Sense Media Unit	Resources	Curriculum Opportunities
Yr2 Information Literacy	5 **Sites I Like** Pupils discuss criteria for rating informational websites and apply them to an assigned site. Pupils learn that all websites are not equally good sources of information.	**CEOP** - Hector's World Cartoons and teacher resources **Netsmartz** - Delivery for webster - ebook **Common Sense Media** - Choosing a Search Site Lesson plans from a previous version of CSM Digital Literacy and Citizenship Curriculum **AVG –** Magda and Mo E-book about appropriate websites Further lesson idea: Play likes and dislikes "stations" – several options are presented, pupils move around the room to their most or least favourite option, e.g. colours, pastimes, animals and sports. Invite pupils to explain their choices and persuade others to join them.	PSHE – SEAL – Relationships. Recognise what they like and dislike. EYFS Personal, social and emotional development Shows an interest in classroom activities through observation or participation. Is confident to try new activities, initiate ideas and speak in a familiar group Idea: Play likes and dislikes "stations" – several options are presented, pupils move around the room to their most or least favourite option, e.g. colours, pastimes, animals and sports. Invite pupils to explain their choices and persuade others to join them.

common sense education