Christ the King
Catholic Primary School

LOVE ASPIRE SERVE

Independent Curious Communicators Resilient Reflective

E-Safety Progression

	EYFS	1	2	3	4	5	6
Media Balance & Wellbeing	**Techosourus NSPCC** **Play:** to play and be kind online. **Protect**: protect their personal information and only share it with a trusted adult. **Ask**: ask a trusted adult before trying something new online. **Say:** Making sure they say if anything has made them feel upset, worried, or confused to a trusted adult.	**Media Balance is Important** How do we find a happy balance between our online and offline activities? **Pause for People** How do you say goodbye to technology when you don't want to?	**How Technology Makes You Feel** Why is it important to listen to your feelings when using technology?	**Device-Free Moments** *Why is it important that we have device-free moments in our lives?*	**Your Rings of Responsibility** How do digital citizens take responsibility for themselves, their communities and their world?	**My Media Choices** What makes a healthy media choice?	**Finding My Media Balance** What does media balance mean for me? You Won't Believe This!
Privacy & Security		**Safety in My Online Neighbourhood** How do you go	**Internet Traffic Light** How do you stay safe when	**That's Private!** What kinds of	**Password Power-Up** How can a strong	**Private and Personal Information** What	**You Won't Believe This!** What is

		places safely online?	visiting a website or app?	information should I keep to myself when I use the internet?	password help protect your privacy?	information about you is OK to share online?	clickbait and how can you avoid it?
	The Pop up Gremlins understand what they should do if they see something online that is unexpected, scary, or that they are not sure about. **Stop** using the device or game immediately. **Close** the pop-up/tablet/screen. **Tell** a trusted adult (parent, teacher, etc.) about what happened.						
Digital footprint & identity		**Online Reputation -Information time travel-** I can recognise that information can stay online and could be copied. (Project Evolve)	**Online Reputation -** Public or Private I can describe how anyone's online information could be seen by others. (Project Evolve)	**Digital Trails** *What information is OK to have in your digital footprint?*	**This Is Me** How does what I post online affect my identity?	**Our Online Tracks** How does our online activity affect the digital footprints of ourselves and others?	**Beyond Gender Stereotypes** How do gender stereotypes shape our experiences online?
Relationships & Communication	**Old McDonald had a Phone**	**Let's Communicate** - I can use the internet with adult support to communicate with people I know (e.g. video call apps or services). (Project Evolve)	**Pause & Think Online** How can we be safe, responsible and respectful online?	**Who Is in Your Online Community?** How are we all part of an online community?	**Our Digital Citizenship Pledge** What makes a strong online community?	**Keeping Games Fun and Friendly** How can I help myself and others be positive and have fun while playing online	**Digital Friendships** How do you keep online friendships safe?

						games?	
Cyberbullying, Digital Drama & Hate Speech	Finding a healthy balance to using devices **Troll Stinks** Children will be able to explain that we must only use kind words and send kind pictures (or emojis) when using a device, and identify that mean words or pictures can make others feel sad, just like the Troll.	**Being Positive** I can describe how to behave online in ways that do not upset others and can give examples. (Project Evolve)	**The nature of Bullying** - I can explain what bullying is, how people may bully others and how bullying can make someone feel. (Project Evolve)	**Putting a STOP to Online Meanness** What should you do if someone is mean to you online?	**The Power of Words** What should you do when someone uses mean or hurtful language on the internet?	**Be a Super Digital Citizen** How can we be upstanders when we see cyberbullying?	**Is It Cyberbullying?** What is cyberbullying and what can you do to stop it?
News & Media Literacy		**Whose is this?** I can explain why work I create using technology belongs to me (Project Evolve)	**Copyright and ownership** - Scavenger Hunt I can recognise that content on the internet may belong to other people. (Project Evolve)	**Let's Give Credit!** How can you give credit for other people's work?	**Is Seeing Believing?** Why do people alter digital photos and videos?	**A Creator's Rights and Responsibilities** What rights and responsibilities do you have as a creator?	**Reading News Online** What are the important parts of an online news article?