

# E-Safety

## Intent



While the COVID-19 pandemic has changed many things, our curriculum intent continues to apply. The flexibility our curriculum provides, empowers us to make the decisions needed to provide a curriculum that is adaptable and responsive to the potential diverse needs of individual learners and will be vital during our Recovery Phase.

## **E-Safety Implementation**

Teaching mastery across the curriculum involves employing approaches that help our pupils to develop a deep and secure knowledge and understanding of E-Safety at each stage of their learning, so that by the end of every school year or Key Stage, pupils will have acquired mastery of the E-Safety skills and concepts they've been exposed to, equipping them to move on confidently and securely to more advanced material.

We aim to equip children with the knowledge and skills necessary to understand how technology works, the risks and challenges and what to do to keep themselves and others safe online. With an active, frequent and practical approach to E-Safety, children begin to understand from an early age the 'do's and don'ts' and what is considered to be appropriate behaviour online. Children will gain the confidence to discuss their views and express opinions and most importantly report matters that concern them. All teachers are aware that a child's access to technology as well as their knowledge and understanding of the systems can differ greatly from one another. Many children have some access to technology at home, however, it is important to remember that some children will not have the same level of access or supervision. We encourage children to work both independently and in pairs so that they can learn from each other's experiences. Our E-Safety sessions run throughout our computing, P.S.H.E and R.S.H.E curriculums to ensure that children work safely and respectfully with the technology.

E-Safety sessions will build upon prior learning and give the children the opportunities to develop and apply their skills and knowledge as they move up through the school.

There are many different forms of technology that children have access to at school. Hardware such as; laptops, iPads, printers, Clevertouch interactive whiteboards, cameras, headphones, microphones and Beebots. Software such as; Lego Education, word processing and desktop publishing, presentation software, painting and drawing programmes, spreadsheets and a wide variety of apps.

## **SEND**

Special educational needs and disability (SEND): At Upwell Academy, we teach E-Safety to all children, whatever their ability. E-Safety forms part of our desire to provide a broad and balanced education to all children and we appreciate that children can have strengths and weaknesses in different areas of the curriculum. For many children with SEND needs, computing allows them to access and express themselves when they previously would have found it difficult (e.g. A.T.T applications). It can also be an area of personal interest for the children; they may have a higher level of enthusiasm and engagement for lessons that involve technology. This could be one area of our curriculum where they feel confident and can share their knowledge with others, thus aiding their social, emotional and mental health (SEMH) needs.

## E-Safety Impact

Teachers assess children's knowledge and understanding of E-Safety in many ways. From day-to-day aspects, specific session or through a cross-curricular approach.

# Upwell Academy

## Subject Overview - PiXL E-Safety



E-Safety	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		<b>Challenger</b>		<b>Contender</b>		<b>Champion</b>	
<b>Sessions</b> PiXL PSHE Pathway Planning	<ol style="list-style-type: none"> <li>1. A computer</li> <li>2. The internet</li> <li>3. Searching the internet</li> <li>4. Personal information</li> <li>5. Games and apps</li> <li>6. Calming down</li> <li>7. Being careful</li> <li>8. Internet safety rules</li> <li>9. Be nice</li> <li>10. Staying safe online</li> </ol>	<ol style="list-style-type: none"> <li>2. Personal Information</li> <li>6. Games &amp; Apps - <a href="#">Year 1 Summer Term</a></li> <li>7. Being careful online - <a href="#">Year 1 Summer Term</a></li> </ol>	<ol style="list-style-type: none"> <li>1. The Internet</li> <li>3. Searching the internet</li> <li>4. Exploring online</li> <li>5. Using emails</li> <li>8. Online stories</li> <li>9. Online rules - <a href="#">Year 2 Spring Term</a></li> <li>10. Staying safe online- <a href="#">Year 2 Spring Term</a></li> </ol>	<ol style="list-style-type: none"> <li>1. Intro to E-Safety - <a href="#">Year 3 Autumn Term</a></li> <li>2. Exploring online - <a href="#">Year 3 Autumn Term</a></li> <li>5. Personal information - <a href="#">Year 3 Autumn Term</a></li> <li>6. Games and apps</li> </ol>	<ol style="list-style-type: none"> <li>3. Communication devices</li> <li>4. Communicating online - <a href="#">Year 4 Spring Term</a></li> <li>7. Cyberbullying - <a href="#">Year 4 Spring Term</a></li> <li>8. Online situations</li> <li>9. Being smart online - <a href="#">Year 4 Summer Term</a></li> </ol>	<ol style="list-style-type: none"> <li>1. Intro to E-Safety</li> <li>2. Social Media - <a href="#">Year 5 Autumn Term</a></li> <li>3. Cyber-bullying - <a href="#">Year 5 Autumn Term</a></li> <li>5. Digital footprints - <a href="#">Year 5 Spring Term</a></li> <li>9. Online behaviour - <a href="#">Year 5 Spring Term</a></li> </ol>	<ol style="list-style-type: none"> <li>4. Online Communication</li> <li>6. Online scams - <a href="#">Year 6 Spring Term</a></li> <li>7. Online chatting - <a href="#">Year 6 Spring Term</a></li> <li>8. Being online and wellbeing - <a href="#">Year 6 Autumn Term</a></li> <li>10. Staying safe online- <a href="#">Year 6 Autumn Term</a></li> </ol>