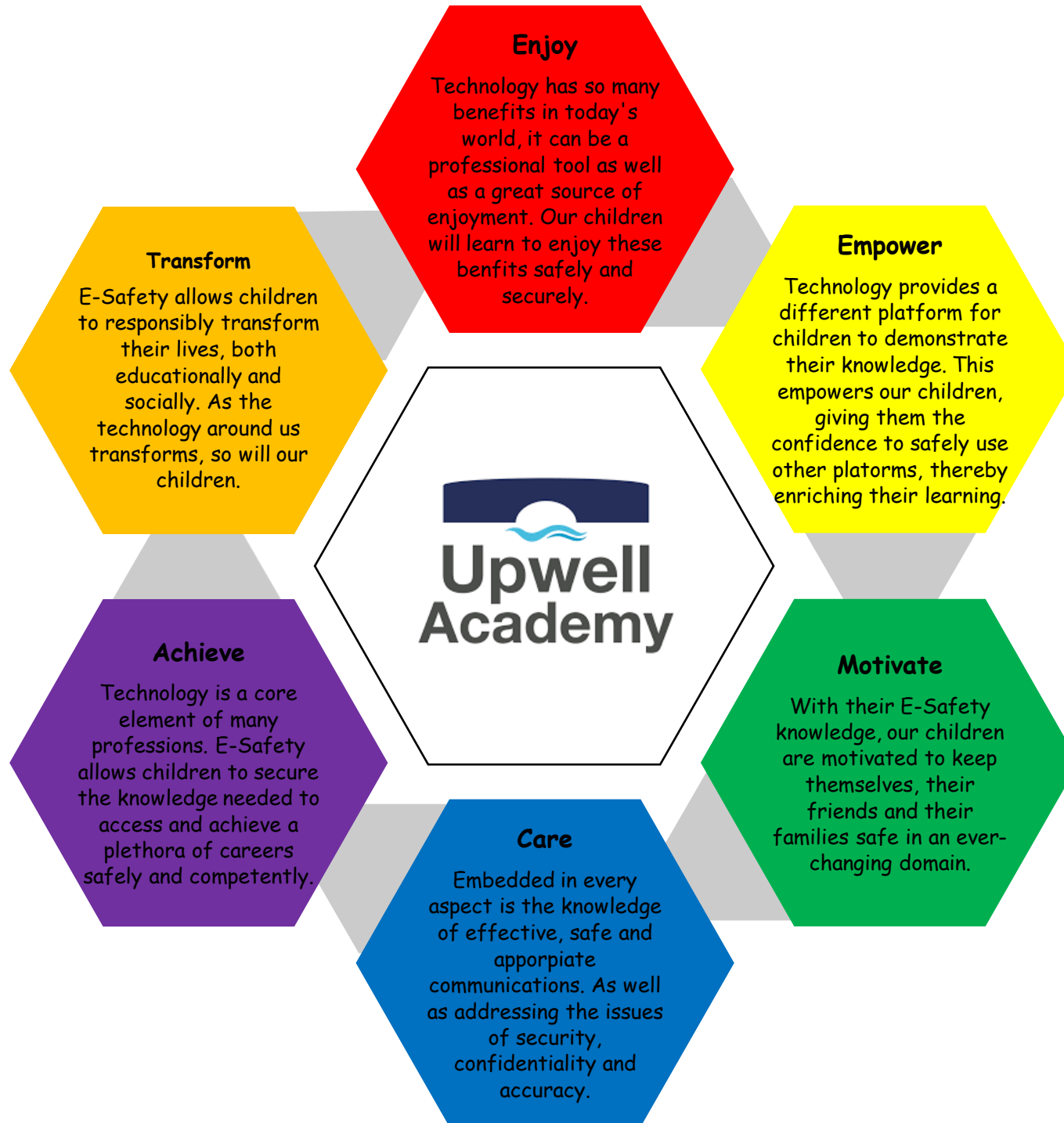


E-Safety

Intent



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 and/or supervision. We encourage children to work in a variety of ways; independently, paired, small groups and whole class 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 progress through the school.

There are many different forms of technology that children have access to at school. Hardware such as; laptops, iPads, printers, SMART 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.

Additional opportunities: Our children also have the opportunity to use technology in assemblies, clubs, therapies and interventions.

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 the 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.

Impact

Teachers assess children's knowledge and understanding of E-Safety in many ways. From day-to-day conversations, lessons and activities to specific sessions, focusing upon one area.

Upwell Academy Subject Overview - PiXL E-Safety



E-Safety	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Sessions PiXL Digital Wellbeing	<ol style="list-style-type: none"> 1. What is a device? 2. What is the internet? 3. Learning new things on the internet 4. All about me 5. Asking for help 	<ol style="list-style-type: none"> 1. The internet 2. Exploring the internet 3. Facts and opinions 4. Personal information 5. Trusted adult 	<ol style="list-style-type: none"> 1. Enjoying the internet 2. Asking for help 3. Chatting online 4. Being a good friend 5. Top tips for staying safe online 	<ol style="list-style-type: none"> 1. Enjoying the internet 2. Being SMART with a heart 3. Communicating online 4. Being a good friend online 5. Online bullying 	<ol style="list-style-type: none"> 1. Sharing information online 2. Online gaming 3. Reliability of online information 4. Looking after ourselves online 5. Digital wellbeing review 	<ol style="list-style-type: none"> 1. Being SMART online 2. Online friendships 3. Being a good digital citizen 4. Online wellbeing 5. Online scams 	<ol style="list-style-type: none"> 1. Online reputation 2. Online gaming 3. Online trust 4. Digital debate 5. Digital dilemmas

In addition to these PiXL sessions; each class will complete an initial E-Safety unit at the start of each academic year.