


Subject: Online Safety 

Year group: KS2

Term: Summer 2022

Unit name: Copyright and Ownership (See Project)

The 4 C's (KCSIE)- Content, Conduct, Commerce and Communication.

In KS2 all year groups will learn which types of materials online are owned by others and to access and justify when it is acceptable to use the work of others.

National Curriculum links:- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Sites where images are copyright free:- [1+ Million Royalty Free Images](#) · [Pexels](#)

[2.5 million+ Stunning Free Images to Use Anywhere \(pixabay.com\)](#)

Public Domain (PD/CC0) - can be used by anyone in any way.

Attribution (BY) - use/edit however you wish but credit the original creator.

Non-commercial (NC) - use/edit however you wish but cannot be used to make money.

ShareAlike (SA) - use/edit however you wish but your work must also have the same CC licence as the source.

NoDerivs (ND) - reuse the original work but you can't adapt it in any way.

Key learning assessment :

To be able to understand why copying work from the internet isn't fair.

To learn about how to identify ownership and seek permission to use content.

To use search tools to find copyright free materials and learn how to acknowledge and reference sources.

Prior learning.

EYFS- To understand what belongs to them in terms of objects.

Year 1- To identify how their work is their property through naming files.

Year 2- To continue naming and saving files. To discuss what copyright is and how to find who owns pictures and photographs online.

Common ways to reference online content

Information from a website:

New emperor penguin colonies found in Antarctica

Source: BBC - <https://www.bbc.co.uk/newsround/53663251>

↑
Include the address of the original site you used for information and the name of the person if available (e.g. BBC)

Screenshot of a post from social media:



↑
Use SwiggleBot to cover your screen while you go and get help from an adult

End credits or in the description:

THE END


Acting: Me
Camera: Me
Script: Me
Director: Me
Music: "Summer" from [BenSound.com](#)

Video description
My epic tale of good versus evil
Music: "Summer" from [BenSound.com](#)


↑
On video sharing sites, you could include the credits in the description below the video.

↑
Include the track name and where you got it from.

↑
The source might even tell you what text to put here!



Creative Commons:



↑
OPTIONAL: Include the symbols so people can see the licence type at a glance.

↑
Include the name of the image, the creator and the type of Creative Commons licence.

Subject: Online Safety

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Unit name: Health, Well-being and Lifestyle (See Project Evolve)



Key learning assessment:

To provide children with the strategies to manage their online use.

To discuss the benefits and disadvantages of online use.

To know where to get help and support when feelings pressurised not only by peers but by persuasive design elements.

In KS2 all year groups will discuss the implications of spending too much time using technology. They will think of strategies, tips and advice to promote health and well-being towards technology.

National Curriculum links:- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

The 4 C's (KCSIE)- Content, Conduct, Commerce and Communication.

Prior learning.

EYFS- To look at rules that help us keep safe and healthy beyond the home when using technology.

Year 1- Rules that apply to safety and rules that apply to health and well-being.

Year 2- To begin to develop strategies to self-manage their use of technology and understand the importance of rules.

Content:- Many apps, websites and games use persuasive design and consumer engagement tools to keep users playing or using the site.

Nudge technique- Notifications

Infinite scroll- Continuous content on social media such as Tik Tok and Instagram.

Autoplay- Streaming services including YouTube, Netflix etc lead onto the next video or episode.

Clickbait- Fake news, appealing to your likes, free competitions etc all try and get people to click on the links.

Social obligation- Commitment to an online game, forum, challenge or group.

Age restrictions will be discussed across KS2 in this unit. They will develop strategies for dealing with peer pressure alongside learning the importance of PEGI ratings, BBFC (the British Board of Film Classification) and parental warnings.

If children are playing on non-age appropriate games, advice and support can be found at [Internet safety advice and information](#) | [Internet Matters](#)

Commerce:- Many games encourage App store purchases to level up or add skins etc. Children will be taught to seek parent permission.



Subject: Online Safety

Year group: KS2

Term: Summer 2022

Unit name: Privacy and Security (See Project Evolve)

Key learning:- To inform children on how to set safe, secure and strong passwords on devices and games. To discuss how the internet is never fully private and that use is monitored. To know what cookies are and how to manage app permissions.

The 4 C's (KCSIE)- Content, Conduct, Commerce and Communication.

In KS2 all year groups will discuss the implications of spending too much time using technology. They will think of strategies, tips and advice to promote health and well-being towards technology.

National Curriculum links:- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

13 is the **digital age of consent** in the UK.

Digital consent means giving permission for a company to gather your personal data.

In the UK, the law says children under 13 need their parents to give consent.

Prior learning.

EYFS-Children will begin to use passwords to use devices.

Year 1- Children will be able to give examples of personal information. They will be familiar with using passwords to log on.

Year 2- Children will know what private information is and why it should not be shared online. They know not to share passwords and have a basic understanding of consent in terms of sharing images online.



The **Children's Code** means companies must also do lots of other things to protect children's privacy online.

For example, when a child makes a new account:

- It must be private (not public)
- It must not use location tracking

The Code applies to anyone **under 18**.

PROJECT EVOLVE

Cookies-Although sadly, they're not edible! Cookies are small files we send to your device to improve your time here. You can choose which ones we send by selecting 'Manage Cookies', below. Under 13's, need a grown-up's permission to accept cookies.

Terms of use- Children should be taught to read these carefully. A Terms of Use agreement is a **legal document**. If you run a website, app, or virtually any other type of service, a Terms of Use agreement can help you: Set the rules of engagement with your service.

Privacy policy- A privacy policy is a statement or legal document (in privacy law) that discloses some or all of the ways a party gathers, uses, discloses, and manages a customer or client's data.

How to create safe, strong and secure passwords.

How to manage and store passwords (the use of biometrics)- password manager.

How to adjust settings on apps to protect privacy- i.e. location.

How to spot phishing and scams.