



## Cycle B - 2021-22

E-safety will be taught at the beginning of each term as a stand-alone lesson(s) at the start of each topic. It will focus on the key aspects noted in the progression of skills document. This will ensure that children are constantly reminded of key e-safety aspects for their curriculum and that these skills are fresh in their mind.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b>	<b>Information Technology</b>	<b>Computer Science - Control.</b>	<b>E safety and research</b>	<b>E safety and research</b>	<b>Information Technology</b>	<b>Information Technology - Digital media</b>
	To access and use different technologies.	Human programming	How we can connect with others around the world - FaceTime/phone call/zoom	Browse the internet for pictures.	Bee Bots	Creating art work via paint - topic focused?
<b>E safety/online safety</b>	<b>Staying safe.</b>	<b>Being kind to each other</b>	<b>games and playing - following rules. Playing nicely</b>	<b>Good and bad choices - in school, introduce online.</b>	<b>Warning feelings - what do we do when something doesn't feel right?</b>	<b>Keeping information private. E.g. not talking to strangers, telling them your name.</b>
<b>Y 1 / 2</b>	<b>Information Technology</b>	<b>E safety and research</b>	<b>Computer Science</b>	<b>Information Technology</b>	<b>E safety and research</b>	<b>Computer Science</b>
<b>Year 2 coding</b>	Basic computer skills/ tasks  Interacting with different technologies	Word processing/ document.	Code.org	We are Photographers SoC	We are researchers SoC	Code.org

	- saving work - creating and editing					
<b>E safety/online safety</b>	SoCOS 2.1 Rule writers - respond to a range of online scenarios	SoCOS 2.2 Online Bullying	SoCOS 2.3 Searching the internet safely	SoCOS 2.4 Code Masters - creating safe passwords	SoCOS 2.6 Game Raters - understand why games have age restrictions	Recap online safety from year. Introduce sharing images/videos and risks/permission needed.
<b>Y 3 / 4</b>	<b>Computer Science</b>	<b>Information technology</b>	<b>E safety and research</b>	<b>Computer Science</b>	<b>Information Technology</b>	<b>Computer Science</b>
<b>Year 4 coding</b>	Code.org	Word processing	Topic based leaflet	Code.org	Spreadsheets/word processing (twinkl unit plans)	Code.org
<b>E safety/online safety</b>	Keeping personal information private.	Copyright/privacy - sharing images, getting permission	SoCOS 4.4 – online risk managers	How to respond to different situations online - asking for help	SoCOS 4.3 Online content last forever	SoCOS 4.6 We are careful when talking to Virtual friends
<b>Y 5 / 6</b>	<b>Computer Science</b>	<b>E safety and research</b>	<b>Computer Science</b>	<b>Information Technology</b>	<b>Computer Science</b>	<b>Information Technology</b>
<b>Year 6 coding</b>	Code.org	Topic based webpage	Code.org	spreadsheets	Code.org	Spreadsheets - Twinkl unit

<b>E safety/online safety</b>	SoCOS 6.3 Safe social networkers	SoCOS 5.5 Copyright	SoCOS 6.1 Online safety - focus on reporting routes e.g. childline, adults, report buttons	SoCOS 6.4 Sharing images of others - permission, consent	SoCOS 6.2 Sharing images of selves	SoCOS 6.5 Online problem solvers - respond to scenarios of online risk.
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