





Age	Common Sense Media	Resources	Curriculum Opportunities
Category	Lesson		
Year 4 Self Image & Identity Relationships & Communication	Rings of Responsibility Pupils explore what it means to be responsible to and respectful of their offline and online communities as a way to learn how to be good digital citizens	Childnet – Only a Game Drama resource on gaming Digizen – Digital Values Lesson plans and activity. Roar Educate - Netiquette and Chat poster Roar Educate - Downloading – poster CEOP - Cyber-Cafe Thinkuknow resources exploring aspects of online communication UK Safer Internet Centre – Connect with Respect – Safer Internet Day 2013 resource pack	English: Reading - Provide reasoned justifications for their views. Composition - Plan their writing by noting and developing initial ideas, drawing on reading and research. ICT: Exchanging and sharing information — in a variety of forms Idea: Linked to http://www.digizen.org/digicentral/digital-values.aspx activity - Create own digital compass questions and present as an online survey perhaps as part of a class blog. Use google docs to create a form, online survey tool such as survey gizmo, monkey or survey tool within school learning platform. Explain and justify choices of questions.











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		Cybersmart - Sharing Personal Information	PSHE: Personal Wellbeing
Year 4	Lesson 2	Resources and lesson plans	Use case studies, simulations, scenarios and drama to
Privacy &	Private and	Childnet - Young People and Social Networking Sites	explore personal and social issues and have time to reflect on them in relation to their own lives and behavior.
Security	Personal	Advice for teachers and parents.	
	Information	SMART rules – Resources to use with children	ICT: Developing ideas
Information	IIIIOIIIIatioii	ICO – Personal information and information rights	Bring together, draft and refine information, including
Literacy	How can you protect	Lesson plans and resources	through the combination of text, sound and image.
	yourself from online		Idea: Create 2 T-shirt/baseball cap designs one that must
	identity theft? Pupils		feature public online profile information and the second that
	think critically about		must feature personal or private information. Explore and









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ĺ	the information they	discuss how Pupils would feel wearing each of the designs in
	share online.	a range of locations and scenarios, including at home, at
	state offine.	
		school, in town, at the park.

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		Childnet – Who should you tell?	PSHE: SEAL Getting on and falling out, Bullying
Year 4	Lesson 3	Skills School – Safety features explained	
	The Dower of	Cybersmart - Cyberbullying Teachers resources	English: Composition Plan their writing by noting and developing initial ideas,
Internet Safety	The Power of	Online Symbols - Teachers resources	drawing on reading and research.
	<u>Words</u>	Cybersmart – Positive Online Communications	





Digital Literacy & Citizenship

A free scheme of learning available at www.swgfl.org.uk/digitalliteracy







Relationships & Communication





















Digital Footprint & Reputation Self Image & Identity







Pupils consider that they may get online messages from other kids that can make them feel angry, hurt, sad, or fearful. Pupils identify actions that will make them Upstanders in the face of cyberbullying.

Teachers resources

Artisancam – <u>Super action comic maker</u>

software to create a comic book

Roar Educate - Cyberbullying poster

BBC - CBBC - What is cyberbullying?

BBC newsround series with video

Kidscape - Cyberbullying

Advice for young people

DfE - <u>Preventing and Tackling Bullying</u> Advice for schools

October 2014

Draft and write by describing the setting of feelings and atmosphere to convey the character.

Idea: Create voxbox/ Big Brother Red chair to capture cause and effect of hurtful messages. You could use a simple video recorder, animated avatars or audio capture.

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Lesson 4

The Key to Keywords

Pupils learn strategies to increase the accuracy of their keyword searches and make inferences about the effectiveness of the strategies. Childnet - What is reliable? Smart Rules

Cybersmart – <u>Finding and Identifying Appropriate Online</u> Content

Teachers resources

Kidsmart – Safe Searching Google – Search Literacy ICT: Finding information - Pupils should be able to: consider the online information needed to solve a problem, complete a task or answer a question, and explore how information will be used

Literacy: consider what the reader needs to know and include relevant details adapt style and language appropriately for a range of forms, purposes and readers

Idea: Produce online Trivia Quiz, to be published on school website, or school blog, with a guide alongside to good searching, to help users find answers quickly. The guide pupils produce should be based on the knowledge learned from the unit.

Set trivia questions based on school learning, topics and current music. Use variety of media links for the answers. Pupils could use simple PowerPoint with hyperlinks, or create using wikis or blogs, with hyperlinks to correct pages and answers.









& Copyright



Age	Common Sense Media	Resources	Curriculum Opportunities
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Year 4 Creative Credit & Copyright Information Literacy	Lesson 5 Whose is it, Anyway? Pupils learn that copying the work of others and presenting it as one's own is called plagiarism. They also learn about when and how it's ok to use the work of others.	Roar Educate - Whose Tube? poster All About explorers - Link to website A website developed by teachers to help children to understand research skills TES - Alleyk@tz Video Teachers resource on plagiarism	English: Reading - distinguish between statements of fact and opinion. Retrieve, record and present information from nonfiction by being clear about the information they have been asked to locate. PSHE: SEAL - Relationships Idea: Create a collaborative piece of writing linked to a current curriculum focus. Include links to source information. You could use a wiki tool or something like popplet or an online thought mapping tool to create and present the information.

































Digital Footprint & Reputation









