

Progression in e-Safety

Foundation Stage and Key Stage 1



	BYTE e-Sense Award: Megabyte	BYTE e-Sense Award: Gigabyte	
POS statements Sept 2014	Foundation (EYFS expectation)	Year 1	Year 2
<p>Children understand concepts</p> 	<ul style="list-style-type: none"> Select and use technology [safely] for particular purposes. 	<ul style="list-style-type: none"> Use technology safely and respectfully, keeping personal information private. Know where to go for help and support when they have concerns about content or contact on the internet or other online material. 	<ul style="list-style-type: none"> I can explain why I need to keep my password and personal information private. I can describe the things that happen online that I must tell an adult about. I can talk about why I should go online for a short amount of time. I can talk about why it's important to be kind and polite online and in real life. I know that not everyone is who they say they are on the Internet.
<p>Teacher enables progress</p> 	<ul style="list-style-type: none"> Provide opportunities to talk about passwords and when to keep them to themselves. Talk about good and bad choices in real life and when using technology, including taking turns and being kind. Talk about the need to make sure an adult is with them when they go on the Internet. Talk about how and when to ask for help when using the Internet. Provide opportunities for children to share work they have made, in real life or online e.g. school website. 	<ul style="list-style-type: none"> Discuss and define classroom rules / expectations about safe use of the Internet. Provide opportunities to discuss what personal information is and who you can tell it to. Provide opportunities to log onto networks or school website and discuss keeping passwords private. Reinforce the rule about keeping adults informed about Internet activity and telling if you see something you don't like. Model making good choices about the websites you use, and how long to spend online. Talk about the need for kind and polite communication in real life and online. 	
<p>Children build skills</p> 	<ul style="list-style-type: none"> Play appropriate games on the Internet. Talk about good and bad choices in real life e.g. taking turns, saying kind things, helping others, telling an adult if something upsets you. 	<ul style="list-style-type: none"> Agree sensible e-safety rules for the classroom. Use a selection of websites and consider who can see the information online. Play appropriate games on the internet, including games against real people. Talk about how adults can help us, including when we see something we don't like or something makes us feel uncomfortable. Play games that reinforce the idea of personal information, including password privacy. 	

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<p>Suggested activities for children to develop process</p> 	Create class rules for safe and responsible use of technology in the classroom and at home.	
	Use technology toys such as mobile phones or walkie talkies to role play talking kindly to one another.	Log in to Purple Mash or other age appropriate websites. Talk about the different kinds of websites it is good to use.
	Talk about what you know about yourself such as your name and where you live. Which things do your parents know?	Play games to reinforce the idea of personal information eg ones shown in video of Christchurch Primary School (1min 15 to 3min 08).
	Follow links to appropriate games on the Internet which they can sit with a friend to play.	Play appropriate games on the Internet e.g. http://www.bbc.co.uk/schools/websites/eyfs including games against other people http://www.tutpup.com/ .
	Read Smartie the Penguin and use the talk prompts to consider good and bad choices.	Watch appropriate parts of Lee and Kim or Hector's World Cartoon 1 and discuss safety in sharing information and sharing with trusted adults.
	Share things they have made and play with things made by other, taking care of them and saying thank you.	Read Digiduck's Big Decision to talk about good and bad choices and the effect these can have on others.
	Say kind things about the work of other people.	Role-play how to talk kindly and politely to friends online and in the real world, and how to comment kindly on people's work.
	Change to a different activity when they have spent a reasonable amount of time using technology using something such as an egg timer to remind them.	Role-play deciding that you have spent too much time online. Suggest ways that you can remind yourself to change to other kinds of activities.
<p>Objectives and activities are taken from the Megabyte and Gigabyte BYTE e-Sense Awards. For more information on the BYTE Awards go to http://bit.ly/somersetbyte</p>		