STANBRIDGE LOWER SCHOOL

Computing and E Safety Curriculum

Year 3

E Safety

	Self Image and Identity	Online Relationships	Online Reputation	Online bullying	Managing online information	Health and Well being	Personal Information	Copyright
Year 3	I can explain the term "identify" and explain how I represent myself online and how this might change depending on what I am doing online (e.g. gaming, social media)	I can recognise online behaviours that would be unfair. I can write clear and respectful messages which may be used online when communicating with others. I can articulate examples of good and bad behaviour online and explain how people's feelings can be hurt online by what is said or written.	I can think before sending and comment on consequences of sending/posting and I can search for myself online. I can talk about my digital footprint	I can explain the rules I need to follow to stay safe online and I can read, sign and follow the school E-Safety rules. I can explain what cyberbullying is and how it might make someone feel. I can use the shield appropriately and I can tell an adult if anything worries them online.	I can use a browser address bar not just search box and shortcuts. I can explain what autocomplete is and choose the best suggestion. I can explain the difference between a 'belief', an 'opinion' and a 'fact'. I can talk about the history of the internet and can explain what a network is. I know and can explain what a firewall does.	I can explain why spending too much time using technology can sometimes have a negative impact on me; I can give some examples of activities where it is easy to spend a lot of time engaged (e.g. games, films, videos).	I can explain why we need passwords and create a strong and secure password. I can describe how connected devices can collect and share information with others.	I can explain why copying someone else's work from the internet without permission can cause problems and give examples of those problems. I can name, date, save and retrieve my own work.

Coding

Espresso Coding – Unit 3

Coding – Espresso Unit 3: Design and debug programmes, control physical systems, detect and correct errors

Digital Creativity and Cross Curricular Links

Create and publish own story/book using 2d design, taking and importing photographs

Use a graphics programme to represent the work of a famous artist eg Banksy/Kandinsky importing original pictures of the artist's work to enhance their own pictures.

PSHCE: Make a class video about keeping safe in the environment eg water safety, fire safety, online safety etc.

Resources for Teachers

Children's search engines; http://www.squirrelnet.com/search/Google_SafeSearch.asp

http://kids.yahoo.com/ www.askforkids.com Inaccurate information

online; Captain Kara and Winston's SMART Adventure (KnowITall),

chapter 2, "What is Reliable?"

http://www.childnetint.org/KIA/primary/smartadventure/chapter2.aspx

poster from KGFL Dongle Stay Safe quiz