

Playground Level: (Ages 5-7 years)

Introduction and RFQ

An opportunity to explore the types of online activity that the class is familiar with, introduce the internet and look at the advantages and disadvantages of sharing online. Quiz to assess baseline learning.

Scenario 1 People Online

This lesson explores the nature of **friendship** and **trust** in the context of online communication. Children will learn about new people online, how they differ from real life friends and that they may not be who they say.

Scenario 2 Personal Information

Scenario 2 introduces some strategies to help keep personal information private, including avoiding use of real names or photos in gaming profiles, securing privacy settings and not sharing photos in school uniform.

Scenario 3 Perfect Passwords

This scenario explores why passwords are used and how to create a strong but easy to remember password. It looks at the devices that might use passwords and explains what to do if a password is discovered.

Scenario 4 Fake Profiles

Scenario 4 introduces “**online profiles**” and the type of information they reveal. It explains that this information is not always true and encourages a **sceptical** approach. It introduces some **warning signs** that something might not be right.

Scenario 5 Selfie Safe

This lesson looks at the different ways that information and images can be **shared** online and how it can have unintended consequences. Children will learn that photos can be altered, commented on and shared widely. They can reveal personal information and might cause embarrassment or regret later in life.

Scenario 6 Sharing Online

Scenario 6 looks at the impact on others of sharing images online. and encourages good **digital citizenship**, permission seeking and a responsibility towards others. It also introduces the concept of **copyright**

Scenario 7 Video Chat

This lesson considers the advantages and disadvantages of **video chat**. Children are encouraged to be alert to signs that something might not be right in a video chat and know how to **respond** safely.

Scenario 8 Online Bullying

The nature of **online bullying** is explored in this lesson. It looks at how to **respond** to bullying, encouraging children to always tell a trusted adult and also encourages **bystanders** to support their friends.

Scenario 9 Online Gaming

PEGI ratings, **privacy settings**, **report** and **block** functions are discussed alongside the types of **behaviour** that are unacceptable during gaming. It also looks at the problems of **in-app purchases** and strategies for managing the amount of **time** spent online.

Scenario 10 Searching

This lesson introduces the idea of **searching** for information online using **voice activated** searches or using **key words** in a **search engine**. It discusses how search results are **ranked** including that top-ranked results may be **advertisements**. It explains that not all information online can be trusted and introduces some ways that we can make a **judgement** about what to trust.

Revision and Rapid Fire Quiz End

This lesson provides a recap of the learning in each scenario. Rapid Fire Quiz questions.