Medium Term Unit Planning

Topic Name: - Computing (Digital Safety)	
Learning outcome: *Children will learn about using the internet safely, looking at how to spot the dangers and how technology can be used effectively to help us.*	
Hook The Phisherman is a fun and interactive game that the children will play through, solving problems and looking out for traps. We build up our knowledge until game to make sure we do not fall for his traps.	**Topic Showcase (e.g. display, museum, performance, presentation)** Working in large groups to solve problems surrounding e-safety. This is particular important in defeating the Phisherman.
Oracy: Discussion is a key part to this scheme of work. The activities will encourage reasoning behind the children's answers. There is also teamwork involved in all activities to be successful.	**Key Vocabulary:** E-safety, digital, technology, phishing, scams, dangerous, personal/private/public information.
Key Texts (whole class reading/end of the day book/Talk for Writing Texts etc.): The story of the Phisherman (Game) #Goldilocks Tek – The Modern Cave Boy	
Citizenship/Community Opportunities: *(Focus – change in attitude/increase knowledge and awareness/make a difference)* We will look at how the actions of one person can affect the lives of others. We discuss how handing out personal information can affect your lives, particular within the digital footprint lesson.	

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Main Subjects covered:
Computing

Computing Threshold concepts

Connect
This concept involves developing an understanding of how to safely connect with others.

Communicate
This concept involves using apps to communicate one's ideas.

Notes:
This will be taught as a stand-alone topic of Computing. We will be introducing some of the dangers of the world wide web and teaching the children how to use it effectively.

Lesson title and learning Intention	Threshold concepts (success criteria)	Milestones (success criteria)	Lesson structure/differentiation
1. I can find out the differences between personal/private/public information.	*Connect* This concept involves developing an understanding of how to safely connect with others.	Participate in class social media accounts. Understand online risks and the age rules for sites.	Discuss the slides and information given throughout the digital footprint's boards. Explain that the mouse and the elephant have both shared out information, one of them more than the other. The children must work as detectives to look around the room and find the clues for each animal. At the end of the lesson, the class must decide who used the internet safely and who gave out too much personal information.

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2. I can compare online scenarios and decide which are safe and which are not.	*Connect* This concept involves developing an understanding of how to safely connect with others.	Understand online risks and the age rules for sites.	Look at the snakes and ladders boardgame. Explain that scenarios are about to pop up on screen. If safe, the scenario will have a ladder on its square, if not, it will have a snake. The children must decide which ones are safe. Once decided, the children can play the game of snakes and ladders, but look at the scenario each time they land on one.
3. I can look out for dangers and use the internet safely.	*Connect* This concept involves developing an understanding of how to safely connect with others.	Understand online risks and the age rules for sites.	The Phisherman Explain what 'phishing' in simple terms. Use real life examples that the children can relate to. Explain that a crafty Phisherman is up to no good and is setting traps for people online. Explain how the children can play the game. If necessary, play the game step by step, in groups or as a class.
4. I can decide whether information should be shared online or not.	*Connect* This concept involves developing an understanding of how to safely connect with others.	Participate in class social media accounts. Understand online risks and the age rules for sites.	Do I own it? Look at how things online have been created by certain people. Youtube videos are a great example of content that has been created. It is often hard to find the original source! The class then get into groups and take part in a big quiz which goes through different

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			scenarios. The children must decide who owns the content.
5. I can decide whether information should be shared online or not.	*Connect* This concept involves developing an understanding of how to safely connect with others.	Participate in class social media accounts. Understand online risks and the age rules for sites.	Do the right thing! Similarly to the previous lesson, explain that the children will be shown a number of scenarios. This time, the children must decide what action to take next. Is the scenario good or bad? Why? How do they know? What should be done about it? Work in groups to find the best solutions.
6. I can understand the different forms of communication.	*Communication* This concept involves using apps to communicate one's ideas.	Use a range of applications and devices in order to communicate ideas, work and messages.	Discuss with partners the different forms of communication that we already know about. How many forms of communication use technology? What different types of communication can you think of? In groups, show which different forms of communications can be used for different purposes. Would you use texting or email to talk to parents? Would it be the same for a close friend?