

Mapping of Online Safety at Christ the King
Personal Development Curriculum

Teaching Online Safety in Schools (Gov.uk Guidance Jan 23)	RSHE Ten:Ten Life To The Full	Computing Curriculum: 'Teach Computing'	Internet Safety Week: 'Be Internet Legends' by Google	Project Evolve Supplementary Online Safety Teaching Resources	CTK Experience / Wider school life
How to evaluate what they see online:					
How to evaluate what they see online Fake websites, emails, cookies, identity; fact / opinion, fake news, photo manipulation			Be Internet Legends – UKS2 – Be Alert	Y4 Managing Online Information	
How to recognise techniques used for persuasion Techniques used to persuade you to buy; criminal fraud, cybercrime, persuasive or sticky design				Y5 Online relationships	
How to identify online risks Recognising risk and making informed choices: assessing a situation	KS1: 'Being Safe' LKS2 'Sharing Online' 'Chatting online'	EYFS: 'Internet Safety'			
How and when to seek support Inc trusted adults	KS1: 'Being Safe'			Y2: Online Reputation	
Online media literacy strategy (outlines 5 principles of media education around online engagement)	LKS2 'Sharing Online' 'Chatting online'		Google's 'Be Internet Legends' was used as the case study scheme in the Government's DCMS Online Media Literacy Strategy		
How to navigate the internet and manage information:					
Age restrictions (digital consent why age restrictions exist what for)	LKS2 'Sharing Online' Y6: 'Internet Communication' 'Sharing isn't always caring'				Y5/6 Police Visit (e-safety)
How content can be used and shared Cookies, identity theft, tagged/ traced / shared content; illegal content sharing	Y6: 'Sharing isn't always caring'	Y4: 'Data Logging'			
Disinformation, misinformation, malinformation and hoaxes Deliberate sharing of false information; releasing private info with intent to harm; misinformation	KS1: 'Being Safe' Y6: 'Sharing isn't always caring'	Y4: 'The internet'			Y6 Warning Zone
Fake websites and scam emails Fake, insecure websites, fake products and sales aiming to persuade you to part with money.			Y5 and Y6: Be Alert		Y6 Warning Zone

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Fraud (online) Fraud, scams and phishing how to report			UKS2: Be Alert		Y5 Natwest MoneySense session Y6 Warning Zone
Password Phishing Finding out your password so they can access protected content		Y1: 'Technology around us'	Phishing & spear- phishing: KS2 Be Alert		
Personal data Cookies, harvesting /farming data, sharing / sharing personal data			Legends: Be Sharp / Be Secure KS2	EYFS: Privacy & Security Y2: Online Reputation	
Persuasive design Games and platforms are designed to make money: ways are persuaded to stay online; click-bait				Y4 and Y5 Managing Online Information	
Privacy Settings Limitations of privacy settings; where to find privacy settings on sites / apps	Y3: 'Sharing online' 'Chatting online'			Y1 Privacy and Security	
Targeting of online content (including on social media and search engines) Software monitors online behaviour and uses this information to target you				Y6 Managing Online Information	
How to stay safe online:					
Abuse (online) Types of abuse, hate crime, blackmail, harassment, bullying, trolling, intimidation; how to respond	Y1: Being Safe Y5/6 Cyberbullying Y5/6 Sharing isn't always caring				Explaining when online abuse can cross a line and become illegal (eg hate crime, blackmail) – Y6 'Going Too Far' session
Online radicalisation Inappropriate, harmful extremist content: targeting vulnerable individuals				<i>Project Evolve content begins in KS3. Deemed not age appropriate.</i>	Y6 'Going Too Far' Radicalisation Awareness
Challenges Definition of online challenges, safe or harmful? Chain mail challenges				<i>Project Evolve content begins in KS3. Deemed not age appropriate.</i>	Y6: What are online challenges? How to assess if a challenge is safe or potentially harmful. It is OK to say no and not take part What to do if you are worried – Y6 'Going Too Far'
Content which incites Glamorising weapons / drugs, encouraging or assisting an offence is criminal				<i>Project Evolve content begins in KS3. Deemed not age appropriate.</i>	Y6 'Going Too Far' Radicalisation Awareness
Fake profiles Not everyone is who they say they are; cat-fishing			Phishing & spear- phishing: KS2 Be Alert	Y4: Self-Image & Identity	

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Grooming Radicalisation, child sexual abuse and exploitation, gangs (county lines) financial exploitation	Y4: Types of abuse Y4: Do you want a piece of cake? (consent)				Y6 'Going Too Far' Radicalisation Awareness Y6 Warning Zone Y5: Natwest 'Money Sense'
Live streaming				<i>Project Evolve content begins in KS3. Deemed not age appropriate.</i>	
Pornography	<i>Key decision following consultation. Deemed not age appropriate.</i>				
Unsafe communication Strategies for staying safe when communicating with others	Y3: 'Sharing on line' 'Chatting online'			Y1: Self-Image and Identity Y2: Online Relationships	
Wellbeing:					
Impact on confidence including body confidence Impact of comparisons to 'unrealistic' online images. Online profiles may present exaggerated image of lifestyle.	Y6: Body Image			Snapchat filters: photo manipulation Y5: self-image & identity	
Impact on quality of life, physical and mental health and relationships				Project Evolve Y6: Health, Wellbeing and lifestyle	
Online versus offline behaviours People behave differently to how they would act face to face vs online.			Be Kind: KS2	Y2: Online Reputation	
Reputational damage			Be Sharp: USK2, LKS2	Y1: Online Reputation	