WFS Online Safety Progression & Long-Term Map Early Years

Online safety will be embedded in all aspects of teaching and referred to across subjects at relevant points i.e. when using software, the internet or when a situation linked to an individual pupil or pupils arises. This progression map, alongside The Early Years-Year 2 map will be referred to by all staff. They will determine individual pupil starting points and work forward from there, whatever age or phase the pupil may be in. KS4 staff will use this alongside relevant accreditation routes. Sixth form staff will do the same, alongside IPP targets. Some reference has been made to www.somersetelim.org progression maps.

	Foundation (EYRS Expectation)	Year 1	Year 2
2014 POS	Select and use technology [safely] for particular purposes.	• 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.	
Pupil outcomes	I can ask an adult when I want to use the internet. I can tell an adult when something worrying or unexpected happens when I am using the internet. I can be kind and say kind things to my friends. I can talk about the amount of time I spend using a computer/tablet/game device. I am careful with technology devices. I can play appropriate games on the internet. I can tell an adult if something upsets me. I can talk about good and bad choices. I can take turns. I can help others.	I can keep my password private. I can tell an adult when I see something unexpected or worrying online. I can tell you what personal information is. I can talk about why it's important to be kind and polite. I can recognise age appropriate website. I can agree and follow sensible e-safety rules. I can play appropriate games on the internet and consider who can see this information online.	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 can [lay appropriate games on the internet against real people. I know that not everyone is who they say they are on the Internet.

	Foundation (EYRS Expectation)	Year 1	Year 2
Adult lead learning opportunities	Link to the SWITCHEDON COMPUTING activities and Online safety road maps within the Year 1-Year 3 handbooks.		
	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.	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.	
Activities to develop understanding & knowledge	Create class rules for safe and responsible use of technology in the classroom and at home. Share with parents		
	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	
	Follow links to appropriate games on the Internet which they can sit with a friend to play.	Play appropriate games on the Internet, including games against other people e.g. http://www.tutpup.com/.	
	Read Smartie the Penguin www.childnet.com and use the talk prompts to consider good and bad choices.	Watch appropriate parts of Lee and Kim (thinkuknow.co.uk) and discuss safety in sharing information and sharing with trusted adults.	

	Foundation (EYRS Expectation)	Year 1	Year 2
	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 (childnet.com 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.	