

# Parent Curriculum Workshop for Computing and Online Safety.

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# Computing at St. Mary's

At St Mary's we use the innovative and newly developed Teach Computing curriculum.

The programme allows children to learn:

- ▶ the way in which computer systems and networks operate
- ▶ how media is created and used
- ▶ how data can be collected and presented
- ▶ how algorithms and programming underpins much of the computing world

We also use Kapow to teach Online Safety. It follows the guidance in the 'Teaching Online Safety in Schools' document set out by the DfE.

# Curriculum Overview



Online Safety review at the beginning of each half term.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>EYFS</b> Understanding the World	<p><b>In EYFS pupils are taught Computing through the strand Understanding the World, through which they will understand the following:</b></p> <ul style="list-style-type: none"> <li>□ <b>Computer Systems and Networks:</b> How to use a computer, mouse and keyboard. Understanding how a tablet is different to a computer.</li> <li>□ <b>Creating Media:</b> listen to digital audio, take photographs, videos and audio using a digital device.</li> <li>□ <b>Data and information:</b> group objects by type, discuss data and information and understand categories using labels and create tally charts.</li> <li>□ <b>Programming:</b> programme a floor robot to follow a set of simple instructions.</li> </ul>					
<b>Year 1</b>	<b>Online Safety</b> Kapow lessons	<b>Computer Systems and Networks:</b> Information Technology Around Us	<b>Creating Media:</b> Digital Painting	<b>Creating Media:</b> Digital Writing	<b>Data and Information:</b> Grouping Data	<b>Programming:</b> Moving a Robot Programming animations
<b>Year 2</b>	<b>Online Safety</b> Kapow lessons	<b>Computer Systems and Networks:</b> IT Around Us	<b>Creating Media:</b> Digital Photography	<b>Creating Media:</b> Digital Music	<b>Data and Information:</b> Pictograms	<b>Programming:</b> Robot Algorithms Programming quizzes
<b>Year 3</b>	<b>Online Safety</b> Kapow lessons	<b>Computer Systems and Networks:</b> Connecting Computers	<b>Creating Media:</b> Stop-Frame animation	<b>Creating Media:</b> Desktop Publishing	<b>Data and Information:</b> Branching Databases	<b>Programming:</b> Sequencing sounds Events and Actions in Programs
<b>Year 4</b>	<b>Online Safety</b> Kapow lessons	<b>Computer Systems and Networks:</b> The Internet	<b>Creating Media:</b> Audio Production	<b>Creating Media:</b> Photo editing	<b>Data and Information:</b> Data logging	<b>Programming:</b> Repetition in Shapes Repetition in Games
<b>Year 5</b>	<b>Online Safety</b> Kapow lessons	<b>Computer Systems and Networks:</b> Systems and Searching	<b>Creating Media:</b> Video Production	<b>Creating Media:</b> Introduction to Vector Graphics	<b>Data and Information:</b> Flat-file Databases	<b>Programming:</b> Selection in Physical Computing Selection in Quizzes
<b>Year 6</b>	<b>Online Safety</b> Kapow lessons	<b>Computer Systems and Networks:</b> Communication and Collaboration	<b>Creating Media:</b> Web Page Creation	<b>Creating Media:</b> 3D Modelling	<b>Data and Information:</b> Introduction to Spreadsheets	<b>Programming:</b> Variables in Games Sensing Movement

# High Quality Teaching

Technology is ever changing and improving. It's necessary that children are prepared for this world.

## **Pre-teaching vocabulary**

Teach Computing provides key vocabulary for each unit for each year group so that children are prepared and can access the learning taking place.

## **Resources:**

- Chromebooks
- iPad
- Interactive whiteboards
- Programming resources (e.g. BeeBots)
- Software (programming software e.g. 'Scratch')

## **Cross-curricular learning:**

- Hist/Geog/Science - research
- Literacy – Narrative writing
- Maths – Making graphs
- Art/DT – digital painting



## Did you know...

**Online harms involving children are increasing year-on-year?  
According to the NSPCC...**

With this in mind, we need to consider how these things are happening.

What do children use when online?

Apps

Games

# Online games/games with online access

## PEGI ratings

(European content rating system)

12+



3+



7+

18+

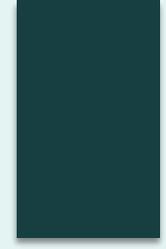


# THE CONTENT DESCRIPTORS



# Apps: Minimum age

Content, video calls, messaging, personal information



## No age

YouTube

## 13 years

Tik Tok\*

\*(parental consent  
for under 13)

Instagram

Facebook

Snapchat

Discord

## 16 years

WhatsApp

# Where online safety risks may be present



## **Messaging platforms:**

children and young people can talk to others via various different messaging platforms, even email. This could be via text-based messaging, video chatting, e.g. using a webcam, or in chat rooms.

- WhatsApp
- Facebook
- Instagram
- Tik Tok
- iMessage
- Snapchat



**Gaming:** online gaming is increasingly popular and can be

accessed via computers, mobile devices and games consoles. Children and young people are able to chat and share with others, even those they do not know.

- Fortnite
- Roblox
- Minecraft
- Among Us
- Apex Legends

## Where online safety risks may be present



**Social media:** as well as the risk of being exposed to inappropriate material from others, social media platforms like Facebook and Instagram allow children and young people to share information about themselves, including pictures, with both friends and strangers.



**Content sharing platforms:** platforms like YouTube and TikTok are content-sharing platforms. This means that children and young people may be at risk of being exposed to harmful material, scams and overspending.

# What are the risks?

**Being abused or exposed to abuse.** For example:  
Seeing violent, sexual or otherwise **inappropriate material**.  
Meeting people who might **bully** or intimidate them.  
**Fake profiles**, grooming and stalking.

**Being manipulated.** For example:  
Exposure to inaccurate or **false information**, e.g. fake news.  
Exposure to extreme views and opinions.  
**Blackmail** and extortion.

**Being exposed to harmful behaviours.** For example:  
Exposure to **self harm**, including eating disorders.  
Unintentionally getting **involved in bullying others**.  
Getting involved in **anti-social behaviour**.

**Having personal information and data stolen.** For example:  
Over-sharing **personal information online**.  
Having their **identity stolen**.  
Being **hacked**.

# Spotting something wrong

## Change in use

**They may spend a lot more or less time online or texting.**

## Change in mood

**They may seem distant, angry or upset after being online or texting.**

## Secrecy

**They may be secretive about who they are talking to and what they are doing online.**

## Many contacts

**They may have lots of new contacts, such as phone numbers, on their device.**

## Being protective

**They may become protective over their devices and refuse others access to it.**

## Personality change

**They may want to change who they are or begin dressing differently.**

# 4 C's in Online Safety

## **Content**

What are children being exposed to when playing games or using apps?

## **Contact**

Are children subject to harmful interactions because of what they're accessing?

## **Conduct**

How are children behaving when online?

## **Commerce**

Are there risks around gambling or inappropriate adverts? – in app purchases

# Online Safety at St Mary's

- Online Safety Policy
- Autumn 1 – Online Safety explicit and detailed teaching
- Online Safety recap beginning of every half term
- AUP (Acceptable Use Policy)
- Online Safety survey
- Filtering and monitoring of websites being accessed
- Websites blocked and requested for educational purposes
- PEGI lesson
- Parent workshops
- Y5 & Y6 additional online safety workshops
- CEOP button on school website
- Safer Internet week Feb '24

# What can you do?

- ▶ Be vigilant when children are using your devices
- ▶ Parental controls and privacy settings – limit interactions, restricted mode for age limit content, set profiles to private, monitor followers, online chat settings to friends only (headphones)
- ▶ Monitor screen time and access (app store)
- ▶ Talk to your child about what they're doing when online - do they know how to be safe online?
- ▶ Further information: **NSPCC** (National Society for the Prevention of Cruelty to Children) - **Online Safety Blog** is excellent for games and apps.
- ▶ **CEOP** (Child Exploitation and Online Protection) – for reporting concerns regarding the way someone has been communicating with you online



Thank you!