

Strand	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Online Relationships	EYFS I can recognise some ways in which the internet can be used to communicate. I can give examples of how I (might) use technology to communicate with people I know	Year 1 I can give examples of when I should ask permission to do something online and explain why this is important. I can use the internet with adult support to communicate with people I know. I can explain why it is important to be considerate and kind to people online and to respect their choices. I can explain why things one person finds funny or sad online may not always be seen in the same way by others	Year 2 I can give examples of how someone might use technology to communicate with others they don't also know offline and explain why this might be risky. I can explain who I should ask before sharing things about myself or others online. I can describe different ways to ask for, give, or deny my permission online and can identify who can help me if I am not sure. I can explain why I have a right to say 'no' or 'I will have to ask someone'. I can explain who can help me if I feel under pressure to agree to something I am unsure about or don't want to do.	Year 3 I can describe ways people who have similar likes and interests can get together online. I can explain what it means to 'know someone' online and why this might be different from knowing someone offline. I can explain what is meant by 'trusting someone online', why this is different from 'liking someone online', and why it is important to be careful about who to trust online including what information and content they are trusted with. I can explain why someone may change their mind about trusting anyone with something if they feel nervous, uncomfortable, or worried.	Year 4 I can describe strategies for safe and fun experiences in a range of online social environments. I can give examples of how to be respectful to others online and describe how to recognise healthy and unhealthy online behaviours. I can explain how content shared online may feel unimportant to one person but may be important to other people's thoughts feelings and beliefs.	Year 5 I can give examples of technology-specific forms of communication (e.g. emojis, memes and GIFs). I can explain that there are some people I communicate with online who may want to do me or my friends harm. I can recognise that this is not my / our fault. I can describe some of the ways people may be involved in online communities and describe how they might collaborate constructively with others and make positive contributions. I can explain how someone can get help if they are having problems and identify when to tell a trusted adult.	Year 6 I can explain how sharing something online may have an impact either positively or negatively. I can describe how to be kind and show respect for others online including the importance of respecting boundaries regarding what is shared about them online and how to support them if others do not. I can describe how things shared privately online can have unintended consequences for others. e.g. screen-grabs. I can explain that taking or sharing inappropriate images of someone (e.g. embarrassing images), even if they say it is okay, may have an impact for the sharer and others; and who can help if someone is
			I can identify who can help me if something happens online without my consent. I can explain how it may make others feel if I do not ask their permission or ignore their answers before sharing something about them online. I can explain why I should always ask a trusted adult before clicking 'yes', 'agree'	I can explain how someone's feelings can be hurt by what is said or written online. I can explain the importance of giving and gaining permission before sharing things online; how the principles of sharing online is the same as sharing offline e.g. sharing images and videos.		I can demonstrate how to support others (including those who are having difficulties) online.	worried about this.
	I can describe ways that some people can be unkind online.	I can describe how to behave online in ways that	or 'accept' online I can explain what bullying is, how people may bully	I can describe appropriate ways to behave towards	I can recognise when someone is upset, hurt or angry online.	I can recognise online bullying can be different to bullying in the physical	I can describe how to capture bullying content as evidence (e.g screen-grab,



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Online Bullying	I can offer examples of how this can make others feel	do not upset others and can give examples.	others and how bullying can make someone feel. I can explain why anyone who experiences bullying is not to blame. I can talk about how anyone experiencing bullying can get help.	other people online and why this is important. I can give examples of how bullying behaviour could appear online and how someone can get support.	I can describe ways people can be bullied through a range of media (e.g. image, video, text, chat). I can explain why people need to think carefully about how content they post might affect others, their feelings and how it may affect how others feel about them (their reputation).	world and can describe some of those differences. I can describe how what one person perceives as playful joking and teasing (including 'banter') might be experienced by others as bullying. I can explain how anyone can get help if they are being bullied online and identify when to tell a trusted adult. I can identify a range of ways to report concerns and access support both in school and at home about online bullying. I can explain how to block abusive users. I can describe the helpline services which can help people experiencing bullying, and how to access them (e.g. Childline or The Mix).	URL, profile) to share with others who can help me. I can explain how someone would report online bullying in different contexts.
Self-image and identity	I can recognise, online or offline, that anyone can say 'no' - 'please stop' - I'll tell' - I'll ask' to somebody who makes them feel sad, uncomfortable, embarrassed or upset.	I can recognise that there may be people online who could make someone feel sad, embarrassed or upset. If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust and how they can help.	I can explain how other people may look and act differently online and offline. I can give examples of issues online that might make someone feel sad, worried, uncomfortable or frightened; I can give examples of how they might get help.	I can explain what is meant by the term 'identity'. I can explain how people can represent themselves in different ways online. I can explain ways in which someone might change their identity depending on what they are doing online (e.g. gaming; using an avatar; social media) and why.	I can explain how my online identity can be different to my offline identity. I can describe positive ways for someone to interact with others online and understand how this will positively impact on how others perceive them. I can explain that others online can pretend to be someone else, including my friends, and can suggest reasons why they might do this.	I can explain how identity online can be copied, modified or altered. I can demonstrate how to make responsible choices about having an online identity, depending on context.	I can identify and critically evaluate online content relating to gender, race, religion, disability, culture and other groups, and explain why it is important to challenge and reject inappropriate representations online. I can describe issues online that could make anyone feel sad, worried, uncomfortable or frightened. I know and can give examples of how to get help, both on and offline.



Health wellbeing and lifestyle	I can identify rules that help keep us safe and healthy in and beyond the home when using technology. I can give some simple examples of these rules.	I can explain rules to keep myself safe when using technology both in and beyond the home.	I can explain simple guidance for using technology in different environments and settings e.g. accessing online technologies in public places and the home environment. I can say how those rules / guides can help anyone accessing online technologies.	I can explain why spending too much time using technology can sometimes have a negative impact on anyone; I can give some examples of both positive and negative activities where it is easy to spend a lot of time engaged I can explain why some online activities have age restrictions, why it is important to follow them and know who I can talk to if others pressure me to watch or do something online that makes me feel uncomfortable (e.g. age restricted gaming or web sites).	I can explain how using technology can be a distraction from other things, in both a positive and negative way. I can identify times or situations when someone may need to limit the amount of time they use technology e.g. I can suggest strategies to help with limiting this time.	I can describe ways technology can affect health and well-being both positively (e.g. mindfulness apps) and negatively. I can describe some strategies, tips or advice to promote health and wellbeing with regards to technology. I recognise the benefits and risks of accessing information about health and well-being online and how we should balance this with talking to trusted adults and professionals. I can explain how and why some apps and games may request or take payment for additional content (e.g. in-app purchases, loot boxes) and explain the importance of seeking permission from a trusted adult before purchasing.	I can explain the importance of asking until I get the help needed. I can describe common systems that regulate agerelated content (e.g. PEGI, BBFC, parental warnings) and describe their purpose. I recognise and can discuss the pressures that technology can place on someone and how / when they could manage this. I can recognise features of persuasive design and how they are used to keep users engaged (current and future use). I can assess and action different strategies to limit the impact of technology on health (e.g. night-shift mode, regular breaks, correct posture, sleep, diet and exercise).
	I can identify ways that I can put information on the internet.	I can recognise that information can stay online and could be copied. I can describe what information I should not put online without asking a trusted adult first.	I can explain how information put online about someone can last for a long time. I can describe how anyone's online information could be seen	I can explain how to search for information about others online. I can give examples of what anyone may or may not be willing to share about themselves online. I	I can describe how to find out information about others by searching online. I can explain ways that some of the information about anyone online could have been created, copied	I can search for information about an individual online and summarise the information found. I can describe ways that information about anyone	I can explain the ways in which anyone can develop a positive online reputation. I can explain strategies anyone can use to protect their 'digital personality'
Online reputation		to astee addit just.	by others. I know who to talk to if something has been put online without consent or if it is incorrect.	can explain the need to be careful before sharing anything personal. I can explain who someone can ask if they are unsure	or shared by others.	online can be used by others to make judgments about an individual and why these may be incorrect	and online reputation, including degrees of anonymity.



				 			
				about putting something online.			
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	I can talk about how to	I can give simple examples	I can use simple keywords	I can demonstrate how to	I can analyse information	I can explain the benefits	I can explain how search
	use the internet as a way	of how to find information	in search engines.	use key phrases in search	to make a judgement	and limitations of using	engines work and how
	of finding information	using digital technologies,		engines to gather accurate	about probable accuracy	different types of search	results are selected and
	online.	e.g. search engines, voice	I can demonstrate how to	information online.	and I understand why it is	technologies e.g. voice-	ranked.
		activated searching.	navigate a simple webpage		important to make my own	activation search engine. I	
	I can identify devices I	1	to get to information I	I can explain what	decisions regarding content	can explain how some	I can explain how to use
	could use to access	I know / understand that	need (e.g. home, forward,	autocomplete is and how	and that my decisions are	technology can limit the	search technologies
	information on the	we can encounter a range	back buttons; links, tabs	to choose the best	respected by others.	information I am presented	effectively.
	internet.	of things online including	and sections).	suggestion.		with.	
		things we like and don't			I can describe how to		I can describe how some
		like as well as things which	I can explain what voice	I can explain how the	search for information	I can explain what is	online information can be
		are real or make believe / a	activated searching is and	internet can be used to sell	within a wide group of	meant by 'being sceptical';	opinion and can offer
		joke.	how it might be used, and	and buy things	technologies and make a	I can give examples of	examples.
			know it is not a real		judgement about the	when and why it is	
		I know how to get help	person (e.g. Alexa, Google	I can explain the difference	probable accuracy.	important to be 'sceptical'.	I can explain how and why
		from a trusted adult if we	Now, Siri).	between a 'belief', an			some people may present
Managing		see content that makes us		'opinion' and a 'fact. and	I can describe some of the	I can evaluate digital	'opinions' as 'facts'; why
online		feel sad, uncomfortable,	I can explain the difference	can give examples of how	methods used to encourage	content and can explain	the popularity of an
		worried or frightened.	between things that are	and where they might be	people to buy things online	how to make choices about	opinion or the personalities
information			imaginary, 'made up' or	shared online, e.g. in	(e.g. advertising offers; in-	what is trustworthy e.g.	of those promoting it does
trijorntation			'make believe' and things	videos, memes, posts, news	app purchases, pop-ups)	differentiating between	not necessarily make it
			that are 'true' or 'real'	stories etc.	and can recognise some of	adverts and search results.	true, fair or perhaps even
					these when they appear		legal.
			I can explain why some	I can explain that not all	online.	I can explain key concepts	
			information I find online	opinions shared may be		including: information,	I can define the terms
			may not be real or true.	accepted as true or fair by	I can explain why lots of	reviews, fact, opinion,	'influence', 'manipulation'
				others (e.g. monsters under	people sharing the same	belief, validity, reliability	and 'persuasion' and
				the bed).	opinions or beliefs online	and evidence.	explain how someone
				1	do not make those	1	might encounter these
				I can describe and	opinions or beliefs true.	I can identify ways the	online.
				demonstrate how we can	1	internet can draw us to	
				get help from a trusted	I can explain that	information for different	I understand the concept
				adult if we see content	technology can be	agendas, e.g. website	of persuasive design and
				that makes us feel sad,	designed to act like or	notifications, pop-ups,	how it can be used to
				uncomfortable, worried or	impersonate living things	targeted ads	influences peoples' choices.
				frightened.	(e.g. bots) and describe		
					what the benefits and the	I can describe ways of	I can demonstrate how to
					risks might be.	identifying when online	analyse and evaluate the
					ļ, , , , ,	content has been	validity of 'facts' and
					I can explain what is	commercially sponsored or	information and I can
					meant by fake news e.g.	boosted, (e.g. by	explain why using these
					why some people will	commercial companies or	strategies are important.
					create stories or alter	by vloggers, content	
					photographs and put them	creators, influencers).	I can explain how
					online to pretend		companies and news
							providers target people



		something is true when it	I can explain what is	with online news stories
		isn't.	meant by the term	they are more likely to
			'stereotype', how	engage with and how to
			'stereotypes' are amplified	recognise this.
			and reinforced online, and	
			why accepting 'stereotypes'	I can describe the
			may influence how people	difference between online
			think about others.	misinformation and dis-
				information
			I can describe how fake	
			news may affect someone's	I can explain why
			emotions and behaviour,	information that is on a
			and explain why this may	large number of sites may
			be harmful.	still be inaccurate or
				untrue. I can assess how
			I can explain what is	this might happen
			meant by a 'hoax'. I can	
			explain why someone	
			would need to think	
			carefully before they share.	