YEAR 5

RISING STARS UNIT	UNIT SUMMARY	ONLINE SAFETY FOCUS	ADDITIONAL RESOURCES – NATIONAL ONLINE SAFETY
We are Year 5 rule writers	The children will review, discuss and edit the online safety rules they created in Year 4. They will recall their learning from the previous year's online safety lessons and then look at different scenarios to decide the best response to online safety incidents.	• Consider online safety scenarios encountered in Year 4 (both at school and at home) and appreciate how these new experiences can be used to update their online safety rules • Consider what new strategies they can apply to online safety scenarios, such as clicking the CEOP button • Review and edit their online safety guidelines • Develop their online safety rules so they are easily understood and appropriate for Year 5 pupils.	KS2 Online Safety Activities Health, Wellbeing and Lifestyle
We are responsible for our online actions	The children will understand that we must take responsibility for our own actions regardless of what others are doing. They will take on the role of one of six characters in an online safety scenario and make decisions about who the bystanders are and whether the scenario constitutes online bullying. Finally, they will decide how each character should respond to the situation.	• Recognise that online behaviour can have real life negative effects on other people • Understand that we must take responsibility for our own actions online, regardless of what other people are doing. • Critically assess all information surrounding an online safety scenario to decide whether it constitutes online bullying.	KS2 Online Safety Activities Online Relationships

		• Use their knowledge of online safety to reach a consensus on the appropriate response to an online incident.	
We are content evaluators	The children will understand that some online content creators are paid by companies to support their products. They will watch a short video about vloggers, learn how vloggers can get paid and start to ask probing questions about online content. Finally, they will create a simple a rap or rhyming saying to remind them of ways of being discerning when viewing content online.	• Understand that some people get paid to endorse products online. • Develop a discerning attitude to online content so that they can confidently reach their own conclusions. • Appreciate the value of trusted adults in helping them reach an informed conclusion.	
We are protecting our online reputation.	The children are going to understand that posting inappropriate, rude or offensive content online can affect our online reputation. They will start by thinking about how a negative online reputation might affect us, and role-play their future self meeting their future boss. Finally, they will discuss different ways they can help prevent putting something online they might later regret.	• Understand that posting inappropriate information online can cause regret later. • Understand how to manage their online reputation. • Understand that, although information posted on the internet might not always be true or accurate, it can last forever. • Understand that it is possible to search the internet for information about particular individuals.	KS2 Online Safety Activities Online Reputation

YEAR 5

We are respectful of copyright	The children will understand that copyright rules exist to protect original content creators. They will review a scenario to work out if copyright rules apply and what the rights and responsibilities are of the parties involved. They will then review how copyrighted content could be used in school and provide alternatives for this.	• Understand that copyright laws exist to protect original content creators. • Understand that content they choose to use or upload on the internet may be subject to copyright laws. • Further develop their understanding of rights and responsibilities as digital citizens.	
We are game changers	The children will learn the different ways that game developers ensure their games are successful and make money. They will discover different strategies to help guide them when making good choices about the games they play and then apply their knowledge to create a safe online gaming guide for families	• Understand different business models for online games. • Understand that accounts for devices are linked to real-life bank accounts. • Understand that some features in online. games and apps cost real money. • Understand that research, parental controls and device settings are tools we can use to help us game confidently.	