



Age Category	Common Sense Media Lesson	Resources	Curriculum Opportunities
<p data-bbox="170 424 248 448">Year 5</p> <div data-bbox="103 496 322 592" style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block;">  Privacy & Security </div>	<p data-bbox="439 424 539 448">Lesson 1</p> <p data-bbox="405 496 573 576" style="text-align: center;"><u>Strong Passwords</u></p> <p data-bbox="349 632 629 807">Pupils learn how to create secure passwords in order to protect their private information and accounts online.</p>	<p data-bbox="674 424 1032 488">Digizen - Perfect passwords Teacher's resource and activities</p> <p data-bbox="674 536 965 600">Budd:e - Password Power Lesson plan</p> <p data-bbox="674 647 1021 711">Microsoft - Password checker Password security checking tool</p> <p data-bbox="674 759 965 823">Netsmartz - Password Rap Video</p> <p data-bbox="674 871 1122 935">Roboform - How secure is my password? Password strength checking tool</p> <p data-bbox="651 983 1391 1318">Further lesson idea: Display a weak password, discuss using letters, numbers, upper/lower case symbols to make the password stronger. Play a game children work together to rate a group of passwords in order of strength. Give reasons for this. Create storyboard, script and animation short to communicate 'Do's and don'ts for passwords' for an identified audience (parents or pupils). You could use software such as J2e spotlight, digital blue movie creator, or an online tool such as goanimate</p>	<p data-bbox="1413 416 2141 512">ICT: Communicating information Use a range of ICT tools to present information in forms that are fit for purpose, meet audience needs and suit the content.</p> <p data-bbox="1413 552 2130 647">English: Writing Develop ideas, themes, imagery, settings and/or characters when writing to imagine, explore and entertain.</p> <p data-bbox="1413 711 2119 871">Idea: Create storyboard, script and animation short to communicate 'Do's and don'ts for passwords' for an identified audience (parents or pupils). You could use software such as J2e spotlight, digital blue movie creator, or an online tool such as goanimate</p>



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<p>Year 5</p> <div data-bbox="103 632 322 727"> </div> <div data-bbox="103 740 322 836"> </div>	<p>Lesson 2</p> <p><u>Digital Citizenship Pledge</u></p> <p>Pupils work together to outline common expectations in order to build a strong digital citizenship community. Each member of the class signs a We the Digital Citizens Pledge.</p>	<p>Cybersmart – Digital Citizenship Teachers resources</p> <p>UK Safer Internet Centre Safer Internet Day</p> <p>Further lesson idea: Establish or further develop a class online community perhaps using the school learning platform, or an online resource like thinkquest.org</p> <p>Utilise the community to support cross curricular or wider school community activities such as a fund raising activity, or a sports or performance event.</p> <p>Review the effectiveness of the community, the need for establishing ground rules and positive practices.- link to becoming a Primary School</p>	<p>ICT: Impact of technology - exploring how ICT changes the way we live our lives and has significant social, ethical and cultural implications.</p> <p>Communication and collaboration -exploring the ways that ICT can be used to communicate, collaborate and share ideas on a global scale, allowing people to work together in new ways and changing the way in which knowledge is created.</p> <p>Idea: Establish or further develop a class online community perhaps using the school learning platform, or an online resource like thinkquest.org</p> <p>Utilise the community to support cross curricular or wider school community activities such as a fund raising activity, or a sports or performance event.</p> <p>Review the effectiveness of the community, the need for establishing ground rules and positive practices.</p>



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<p>Year 5</p> 	<p>Lesson 3</p> <p><u>You've Won a Prize</u></p> <p>Pupils learn what spam is, the forms it takes, and then identify strategies for dealing with it.</p>	<p>BBC– Lady Jane Grey “beware what you download “ Horrible histories video</p> <p>Netsmartz – Router’s Birthday Surprise Teacher notes and video</p> <p>Media Smart - Digital Advise (Registration needed) Lesson plans, parents resources on websites and online advertising</p> <p>Further lesson idea: Create a ‘Spam Spotters’ radio jingle. Locate and use appropriate sounds, for example Audio Network, you could try editing sounds using a tool such as audacity.</p> <p>Children identify irritating and misleading as well as harmful popups and links.</p>	<p>English: Composition Plan their writing by noting and developing initial ideas, drawing on reading and research. Perform their own compositions, using appropriate meaning and intonation so that meaning is clear.</p> <p>ICT: Working with others to explore a variety of information sources and ICT tools e.g. using ICT tools to capture and change sounds.</p> <p>Reviewing modifying and evaluating work as it progresses Review what they and others have done to help them to develop their ideas.</p> <p>Idea: Create a ‘Spam Spotters’ radio jingle. Locate and use appropriate sounds, for example Audio Network, you could try editing sounds using a tool such as audacity.</p>



Internet Safety



Privacy & Security



Relationships & Communication



Cyberbullying



Digital Footprint & Reputation



Self Image & Identity



Information Literacy



Creative Credit & Copyright

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<p>Year 5</p> 	<p>Lesson 4</p> <p><u>How to Cite a Site</u></p> <p>Pupils reflect on the importance of citing all sources when they do research. They then learn how to write bibliographical citations for online sources.</p>	<p>Wikihow - Cite a site Teacher resource – how to acknowledge a source of information appropriately</p> <p>Google – How search works</p> <p>Further lesson idea:</p> <p>Explore all the different ways in which ICT can be used to communicate collaborate and share ideas on a global scale- allowing people to work together innovatively changing the way in which knowledge is created whilst acknowledging where the information has come from.</p> <p>Children find out about famous people and the specific quotes they have used in the past- do we ever use them? Have you heard other people ever use them?</p> <p>Using sound and screen-recording software, such as Camtasia, each pupil produces a film of favourite sites to support home learning, with talk-over of why these sites are relevant, useful and learning-friendly. Finished films can be uploaded to blog sites or Youtube to support future learning.</p>	<p>ICT: Communication and collaboration exploring the ways that ICT can be used to communicate, collaborate and share ideas on a global scale, allowing people to work together in new ways and changing the way in which knowledge is created, whilst acknowledging sources.</p> <p>Idea: Using sound and screen-recording software, such as Camtasia, each pupil produces a film of favourite sites to support home learning, with talk-over of why these sites are relevant, useful and learning-friendly. Finished films can be uploaded to blog sites or Youtube to support future learning.</p>



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<p data-bbox="170 831 248 858">Year 5</p> <div data-bbox="103 903 322 999"> </div> <div data-bbox="103 1007 322 1102"> </div> <div data-bbox="103 1110 322 1206"> </div>	<p data-bbox="439 831 539 858">Lesson 5</p> <p data-bbox="376 906 611 943"><u>Picture Perfect</u></p> <p data-bbox="353 995 622 1286">Pupils learn how photos can be altered digitally. They will consider the creative upsides of photo alteration, as well as its power to distort our perceptions of beauty and health.</p>	<p data-bbox="651 831 1294 898">BBC – Saxon Monk – Internet Videos are Forever – Horrible Histories video</p> <p data-bbox="651 948 954 1010">Further lesson idea: “Who am I in the E-world?”</p> <p data-bbox="651 1023 1384 1201">Pupils could perform as role-play/drama, or create online presentation using Online sharing tool such as Animoto. If pupils do not have an online presence, then they could design them – what would their gaming tag be? What would their avatar look like? How might they use images in games in social networks etc?</p> <p data-bbox="651 1246 1290 1390">Circle time discussion; If someone sent you a picture- what would you do with it? Would you send a picture to someone else? What would you do if someone sent you an in appropriate picture</p>	<p data-bbox="1413 831 2074 935">PSHE: Personal identities Understanding that identity is affected by a range of factors, including positive sense of self.</p> <p data-bbox="1413 979 1776 1010">Idea: “Who am I in the E-world?”</p> <p data-bbox="1413 1054 2152 1238">Pupils could perform as role-play/drama, or create online presentation using Online sharing tool such as Animoto. If pupils do not have an online presence, then they could design them – what would their gaming tag be? What would their avatar look like? How might they use images in games in social networks etc?</p>



		<p>or thought. Class to design their own charter for their class and share with families and wider school community to identify the importance of identity.</p>	
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