



## How does Jigsaw PSHE 3-16 support 'Education for a Connected World – 2020 edition'

*Education for a Connected World* is a framework to equip children and young people for digital life. It was written by the UK Council for Internet Safety and enables the development of teaching and learning as well as guidance to support children and young people to live knowledgeably, responsibly and safely in a digital world.

1. Self-image and identity	This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and media influence in propagating stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.
2. Online relationships This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online opportunities to discuss relationships, respecting, giving and denying consent and behaviours that may lead to harm and how can empower and amplify voice.	
3. Online reputation	This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles.
4. Online bullying	This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.
5. Managing online information	This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation of data, the recognition of risks and the management of online threats and challenges. It explores how online threats can pose risks to our physical safety as well as online safety. It also covers learning relevant to ethical publishing.
6. Health, well-being and lifestyle	This strand explores the impact that technology has on health, well-being and lifestyle e.g. mood, sleep, body health and relationships. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.
7. Privacy and security	This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.
8. Copyright and ownership	This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

It focuses specifically on eight different aspects of online education:

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The framework aims to support and broaden the provision of online safety education, so that it is empowering, builds resilience and effects positive culture change. The objectives promote the development of safe and appropriate long-term behaviours, and support educators in shaping the culture within their setting and beyond.

School leaders, teachers and other members of the children's workforce can use this framework for a wide range of purposes, including:

- Developing a rich, effective and developmental curriculum, which will support young people to be safe, healthy and thriving online
- Auditing and evaluating existing provision of online safety education
- Coordinating delivery of online safety education throughout the curriculum
- Improving engagement across the wider school community on issues related to online safety
- Developing effective training for staff and governors / board members

Online safety is a whole school issue. The framework aims to support the development of the curriculum and is of particular relevance to PSHE education, Relationships and Sex Education, Health Education and Computing. It is designed, however, to be usable across the curriculum and to be central to a whole school approach to safeguarding and online safety.

According to the DfE, the body that wrote the guidance, much of the specific knowledge young people will need to enable them to live safely and thrive online are identified throughout the new statutory subjects of Relationships Education, Relationships and Sex Education and Health Education, all of which are now statutory from September 2020 in England. The document focuses on the importance of ensuring that factual knowledge is set within learning that provides a broader understanding of the digital world and the development of digital skills.

The mapping below outlines where Jigsaw PSHE 3-16 can support schools to ensure they are delivering high-quality online safety education. The mapping is intended to give a flavour of what Jigsaw PSHE 3-16 lesson can offer teachers when they come to use the framework in school. Whilst PSHE as a subject can provide many appropriate and relevant learning opportunities for children in terms of online safety, it is expected that other subjects will contribute to their learning too, as is expected of a broad and balanced curriculum. Likewise, in many schools, PSHE is afforded an hour of teaching per week, and in this time numerous other topics need to be covered, so teachers might find that they need to dedicate some specific teaching time to ensure they cover all of the framework's learning outcomes.

That said, Jigsaw PSHE 3-16 has always maintained the stance of teaching personal development relevant to students' real world; this enables strong skills-based foundations to be laid, so that when online, children and young people manage themselves and situations better – with more discernment, assertiveness and clarity.

Many of the learning outcomes laid out in the framework are couched in terms of being online, when in fact these skills are perhaps best learnt initially in offline examples; they can then be applied to online situations. Nevertheless, there are some explicit lessons that cover online safety in more depth, which are noted in the mapping below. Note that not all of the learning outcomes from the framework are covered in Jigsaw, and that Jigsaw, especially in younger year groups, but throughout the programme, enables safe online behaviour and relationships as well as focussing on healthy, positive offline relationships etc.

Jigsaw, the mindful approach to PSHE, for ages 3-16 is organised into x6 half-term units, called Puzzles, designed to be delivered in sequence from the beginning to the end of the school year in order to build progression in learning through this spiral curriculum.

The Puzzles:
Being Me in My World
Celebrating Difference
Dreams and Goals
Healthy Me
Relationships

## Changing Me

These Puzzles are cited in the grid below, giving a flavour of how the outcomes in 'Education for a Connected World (2020)' are included in the Jigsaw Programme in the different Key Stages.

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## 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.	

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 recognise that there may be people online

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.

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#### Online relationships

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.

#### KS1 Jigsaw

#### Relationships

Additional lesson – Being safe online

Children learn to identify ways that some people might behave differently online and who to ask for help if they are worried; they also learn to recognise that not everything that is online is true, including who people say they are. 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 (e.g. video call apps or services).

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. 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. (e.g. email, online gaming, a pen-pal in another school / country).

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.

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' or 'accept' online.

## F1/2 Jigsaw

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#### **Celebrating Difference**

Piece 6 – Standing up for yourself

Children are given the opportunity to practise the phrase, 'Please don't do that, I don't like it'; they are also reminded that if someone says that to them, they have to stop whatever they are doing to cause another child to say the phrase.

### Year 1 Jigsaw

#### Relationships

Piece 4 – People who help us

If children find something unsuitable on a computer, or see/hear something that they feel uncomfortable about, practise with them who they can ask for help and what they can say.

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 explain how information put online about someone can last for a long time.
	I can describe what information I should not put online without asking a trusted adult first.	I can describe how anyone's online information could be seen by others.
		I know who to talk to if something has been put online without consent or if it is incorrect.

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I can describe ways that some people can be unkind online.	I can describe how to behave online in ways that do not upset others and can give examples.	I can explain what bullying is, how people may bully others and how bullying can make someone feel.
I can offer examples of how this can make others feel.		I can explain why anyone who experiences bullying is not to blame.
		I can talk about how anyone experiencing bullying can get help.

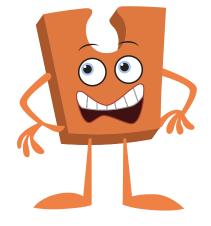
## KS1 Jigsaw

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## althy Me

ditional lesson – Learning out the internet

ldren learn to identify ways the internet can be used ely to find things out and nmunicate in everyday life, lst also recognising that not rything that is online is true.



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**Online bullying** 

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ldren learn about what lying is and how it might feel be bullied; they also identify who they can talk to if they are unhappy or being bullied and can Identify that bullying is sometimes about difference allows children to understand more and to decide not to bully. Children are empowered to know what is right and wrong and to look after themselves. This whole Puzzle reinforces the messages about tolerance, difference and similarity, and how to be a better friend, and how to deal with bullying if it arises.

## r 1 Jigsaw

#### ebrating Difference

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			Piece 4 – People who help t
			If children find something
I can talk about how to use the internet as a way of finding information online.	I can give simple examples of how to find information using digital technologies,	I can use simple keywords in <b>search engines</b> .	unsuitable on a computer, o see/hear something that th
I can identify devices I could use to access information on the internet.	e.g. search engines, voice activated searching).	I can demonstrate how to navigate a simple	feel uncomfortable about,
	I know / understand that we can encounter a range	webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections).	practise with them who the ask for help and what they
	of things online including things we like and don't like as well as things which are real or make believe / a joke.	I can explain what <b>voice activated searching</b> is and how it might be used, and know it is not a real	say.
		person (e.g. Alexa, Google Now, Siri).	
	I know how to get help from a <b>trusted adult</b> if we see content that makes us feel sad, uncomfortable worried or frightened.	I can explain the difference between things that are imaginary, 'made up' or 'make believe' and things	
		that are 'true' or 'real'.	
		I can explain why some information I find online may not be real or true.	

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#### KS1 Jigsaw

#### Healthy Me

Additional lesson – Learning about the internet

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Managing online information

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Children learn to identify ways that the internet can be used safely to find things out and communicate in everyday life, whilst also recognising that not everything that is online is true.

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.

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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.

## Year 1 Jigsaw

#### Relationships

Piece 4 – People who help us

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Privacy and security

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#### Relationships

Piece 4 – People who help us

If children find something unsuitable on a computer, or see/hear something that they feel uncomfortable about, practise with them who they can ask for help and what they can say.

I can identify some simple examples of my personal information (e.g. name, address, birthday,	I can explain that passwords are used to protect information, accounts and devices.	I can explain how passwords can be used to protect information, accounts and devices.
age, location). I can describe who would be trustworthy to share this information with; I can explain why	I can recognise more detailed examples of information that is personal to someone (e.g where someone lives and goes to school, family names).	I can explain and give examples of what is meant by 'private' and 'keeping things private'.
they are trusted.	I can explain why it is important to always ask a trusted adult before sharing any personal	I can describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).
	information online, belonging to myself or others.	I can explain how some people may have devices in their homes connected to the internet and give examples (e.g. lights, fridges, toys, televisions).



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KS1 Jigsaw	I know that work I create belongs to me.	I can explain why work I create using technology belongs to me.	I can recognise that content on the internet may belong to other people.
<b>All Puzzles</b> All Pieces	I can name my work so that others know it belongs to me.	I can say why it belongs to me (e.g. 'I designed it' or 'I filmed it'').	I can describe why other people's work belongs to them.
Children's use of the Jigsaw Journal can be seen as a portfolio of their work and		I can save my work under a suitable title / name so that others know it belongs to me (e.g. filename, name on content).	
reflections through each Puzzle, where they recognise their work as their own.		I understand that work created by others does not belong to me even if I save a copy.	

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I can explain what is meant by the term 'identity'.	I can explain how my online identity can be different to my offline identity.	l can explain how identity online can be copied, modified or altered.	I can identify and critically evaluate online content relating to gender,	
I can explain how people can represent themselves in different ways online.	I can describe positive ways for someone to interact with others online and understand how this	I can demonstrate how to make responsible choices about having an online identity, depending on context.	race, religion, disability, culture and other groups, and explain why it is important to challenge and reject inappropriate representations online.	
I can explain ways in which someone might change their identity depending on what they are doing online (e.g. gaming; using an <b>avatar</b> ; social media) and why.	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 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.	
	,		I can explain the importance of asking until I get the help needed.	

## Year 6 Jigsaw

### Relationships

Piece 1 – Recognising Me

Children learn to have an accurate picture of who they are in terms of their characteristics and personal qualities.

#### Year 6 Jigsaw

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## Relationships

## Pieces 2-6 (Online safety lessons)

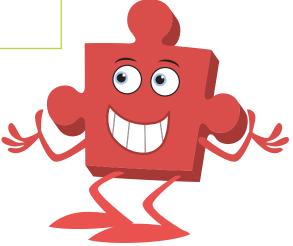
In these lessons on staying safe when using technology, children learn to recognise and resist pressure to use technology in ways that may be risky or cause harm to others. Rights and responsibilities are being online, staying safe, and relationships with technology all make reference to online image and identity within these lessons.

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I can describe ways people who have similar likes and interests can get together online.	I can describe strategies for safe and fun experiences in a range of online social environments (e.g. <b>livestreaming</b> , gaming platforms).	I can give examples of technology- specific forms of communication (e.g. <b>emojis, memes and GIFs</b> ).	I can explain how sharing something online may have an impact either positively or negatively.	
I can explain what it means to 'know someone' online and why this might be different from knowing someone offline.	I can give examples of how to be respectful to others online and describe how to recognise healthy and unhealthy	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 /	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	
I can explain what is meant by 'trusting someone online', why this is different	online behaviours.	our fault.	online and how to support them if others do not.	
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 how content shared online may feel unimportant to one person but may be important to other people's thoughts feelings and beliefs.	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 describe how things shared privately online can have unintended consequences for others. e.g. <b>screen-grabs</b> .	
I can explain why someone may change their mind about trusting		(e.g. gaming communities or social media groups).	I can explain that taking or sharing	
anyone with something if they feel nervous, uncomfortable or worried.		I can explain how someone can get help if they are having problems and	inappropriate images of someone (e.g. embarrassing images), even if they say it is okay, may have an impact for the	
I can explain how someone's feelings can be hurt by what is said or written online.		identify when to tell a trusted adult.	sharer and others; and who can help if someone is worried about this.	
		I can demonstrate how to support others (including those who are having		
		difficulties) online.		

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#### Year 5 Jigsaw

## Relationships

## Pieces 2-6 (Online safety lessons)

sharing online is the same as sharing offline e.g. sharing images and videos.

In these lessons on staying safe when using technology, children learn to recognise and resist pressure to use technology in ways that may be risky or cause harm to others. Rights and responsibilities about being online, staying safe, and relationships with technology all make reference to online image and identity within these lessons.

### Year 6 Jigsaw

## Relationships

Pieces 5 & 6 (Online safety lessons)

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Children learn to use technology positively and safely to communicate with friends and family, whilst taking responsibility for their own safety and well-being. Piece 6 focuses on the SMARRT rules and how to stay safe and happy online – and what to do if you don't feel safe.

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## **Online reputation**

I can explain how to search for information about others online.	information about others by	I can search for information about an individual online and summarise the information found.	I can explain the ways in which anyone can develop a positive online reputation.	
	searching online.			
I can give examples of what anyone may or may not be willing to share about themselves online. I can explain the need to be careful before sharing anything personal.	I can explain ways that some of the information about anyone online could have been created, copied or shared by others.	I can describe ways that information about anyone online can be used by others to make judgments about an individual and why these may be incorrect.	I can explain strategies anyone can use to protect their ' <b>digital</b> <b>personality</b> ' and online reputation, including degrees of <b>anonymity</b> .	
l can explain who someone can		De Incorrect.		

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Year 3 Jigsaw

something online.

#### Relationships

Piece 3 – Keeping myself safe online

ask if they are unsure about putting

Children learn and rehearse using strategies for keeping themselves safe online; they also learn who to ask for help if they are worried or concerned about anything online.

#### Year 6 Jigsaw

#### Relationships

Piece 6 – Using technology responsibly

This lesson offers the opportunity for children to learn to use technology positively and safely, so they can communicate respectfully.

#### Year 5 Jigsaw

#### Relationships

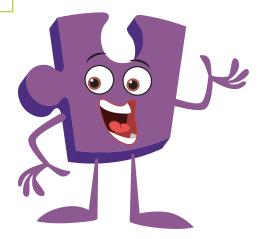
Pieces 2-6 (General online safety lessons)

In these lessons on staying safe when using technology, children learn to recognise and resist pressure to use technology in ways that may be risky or cause harm to others. Rights and responsibilities about being online, staying safe, relationships with technology and online communities and gaming are discussed and learnt about in detail.

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Online bullying

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I can describe appropriate ways to behave towards other people online and why this is important.	I can recognise when someone is upset, hurt or angry online.	l can recognise online bullying can be different to bullying in the physical world and can describe some of	I can describe how to capture bullying content as evidence (e.g <b>screen-grab</b> , <b>URL, profile</b> ) to share with others who	
, ,	I can describe ways people can be	those differences.	can help me.	
I can give examples of how bullying behaviour could appear online and how someone can get support.	bullied through a range of media (e.g. image, video, text, <b>chat</b> ).	I can describe how what one person perceives as playful joking and	I can explain how someone would report online bullying in	
now someone can ger suppon.	I can explain why people need to think carefully about how content they	teasing (including <b>'banter'</b> ) might be experienced by others as bullying.	different contexts.	
	post might affect others, their feelings	experienced by onners as bolighty.		
	and how it may affect how others feel about them (their reputation).	I can explain how anyone can get help if they are being bullied online and identify when to tell a trusted adult.		
Year 3 Jigsaw	Year 5 Jigsaw	I can identify a range of ways to report concerns and access support both in school and at home about	Year 6 Jigsaw	
Relationships	Relationships	online bullying.	Celebrating Difference	
Piece 3 – Keeping myself safe online	Piece 2 – Being in an online community	I can explain how to block abusive users.	<i>Piece 4 – Why bully?</i> Children are encouraged to	
Children learn and rehearse using strategies for keeping themselves safe online; they also learn who to ask for	This lesson covers the rights and responsibilities of being online, and how an online community can help	I can describe the <b>helpline services</b> which can help people experiencing bullying, and how to access them (e.g. Childline or The Mix).	of strategies in managing their feelings in bullying scenarios – and how they	
help if they are worried or concerned about anything online.	or hinder an individual.		can help solve problems if they are part of a bullying situation.	

#### Managing online information

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I can demonstrate how to use key phrases in search engines to gather accurate information online.	I can analyse information to make a judgement about probable accuracy and I understand why it is important to make my	I can explain the benefits and limitations of using different types of search technologies e.g. voice-activation	I can explain how search engines work and how results are selected and ranked.	I can describe ways of identifying when online content has been commercially sponsored or boosted, (e.g. by	I can demonstrate how to analyse and evaluate the validity of 'facts' and information and I can explain why using these strategies are important.	
I can explain what <b>autocomplete</b> is and	own decisions regarding content and that my decisions are respected by others.	search engine. I can explain how some technology can limit the information I	I can explain how to use search technologies effectively.	commercial companies or by <b>vloggers</b> , content creators, influencers).		
how to choose the best suggestion.	I can describe how to search for	aim presented with e.g. voice-activated searching giving one result.	I can describe how some online	I can explain what is meant by the	I can explain how companies and news providers target people with online news	
I can explain how the internet can be used to sell and buy things.	information within a wide group of technologies and make a judgement about the probable accuracy (e.g. social	I can explain what is meant by 'being sceptical'; I can give examples of when	information can be opinion and can offer examples.	term 'stereotype', how 'stereotypes' are amplified and reinforced online, and why accepting 'stereotypes' may influence	stories they are more likely to engage with and how to recognise this.	
I can explain the difference between a	media, image sites, video sites).	and why it is important to be 'sceptical'.	I can explain how and why some people	how people think about others.	I can describe the difference between on line <b>misinformation</b> and <b>dis-information</b>	
'belief', an 'opinion' and a 'fact. and can give examples of how and where they might be shared online, e.g. in videos, memes, posts, news stories etc.	I can describe some of the methods used to encourage people to buy things online (e.g. advertising offers; <b>in-app purchases</b> , <b>pop-ups</b> ) and can recognise some of	I can evaluate digital content and can explain how to make choices about what is trustworthy e.g. differentiating between adverts and search results.	may present 'opinions' as 'facts'; why the popularity of an opinion or the personalities of those promoting it does not necessarily make it true, fair or perhaps even legal.	I can describe how <b>fake news</b> may affect someone's emotions and behaviour, and explain why this may be harmful.	Ine misinormation and ais-information. I can explain why information that is on a large number of sites may still be inaccurate or untrue. I can assess how	
I can explain that not all opinions shared may be accepted as true or fair by others (e.a. monsters under the bed).	these when they appear online.		I can define the terms 'influence', 'manipulation' and 'persuasion' and explain how someone might encounter these online (e.g. advertising and 'ad	I can explain what is meant by a ' <b>hoax</b> '. I can explain why someone would need to think carefully before they share.	this might happen (e.g. the sharing of misinformation or disinformation).	
L can describe and demonstrate how	the same opinions or beliefs online do not make those opinions or beliefs true.	validity, reliability and evidence.			I can identify, flag and report inappropriate content.	
we can get help from a trusted adult if we see content that makes us feel sad.	I can explain that technology can be	I can identify ways the internet can draw us to information for different agendas,	targeting' and targeting for fake news).			
uncomfortable worried or frightened.	designed to act like or impersonate living things (e.g. <b>bots</b> ) and describe what the	e.g. website notifications, <b>pop-ups</b> , targeted ads.	I understand the concept of <b>persuasive</b> <b>design</b> and how it can be used to			
	benefits and the risks might be.		influences peoples' choices.			
It is important that learning outcomes are interpreted within contexts that are relevant to the learner's experience and are achieved through learning that is	I can explain what is meant by <b>fake news</b> e.g. why some people will create stories or alter photographs and put them online to			•		

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#### Year 5 Jigsaw

are achieved through learning that is

matched to the readiness of the learner.

#### Relationships

#### Pieces 2-6 (General online safety lessons)

In these lessons on staying safe when using technology, children learn to recognise and resist pressure to use technology in ways that may be risky or cause harm to others. Rights and responsibilities about being online, staying safe, relationships with technology and online communities and gaming are discussed and learnt about in detail.

pretend something is true when it isn't.

#### Year 6 Jigsaw

#### Relationships

Piece 5 – Being online: real or fake? Safe or unsafe?

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This lesson helps children determine whether that they see online is safe and helpful – and whether it is true or fake. It also helps them to learn about resisting pressure online and becoming more discerning. The Jigsaw SMARRT rules are followed in this lesson, meaning that children have agency over their actions and know where to go for help if they need it.

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## Health, well-being and lifestyle

time using technology can sometimes have a negative impact on anyone, e.g. mood, sleep, body, relationships;	I can explain how using technology can be a distraction from other things, in both a positive and negative way.	I can describe ways technology can affect health and well-being both positively (e.g. mindfulness apps) and negatively.	I can describe common systems that regulate age-related content (e.g. <b>PEGI, BBFC</b> , parental warnings) and describe their purpose.	
positive and negative activities where it is easy to spend a lot of time engaged (e.g. doing homework, games, films, videos).	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 some strategies, tips or advice to promote health and well- being with regards to technology.	I recognise and can discuss the pressures that technology can place on someone and how / when they could manage this.	
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	I can explain why some online activities have age restrictions, why it is important to follow them	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 recognise features of <b>persuasive</b> <b>design</b> and how they are used to keep users engaged (current and future use).	
something online that makes me feel uncomfortable (e.g. age restricted gaming or web sites).		I can explain how and why some apps and games may request or take payment for additional content (e.g. <b>in-app purchases, lootboxes</b> ) and explain the importance of seeking permission from a trusted adult before	I can assess and action different strategies to limit the impact of technology on health (e.g. <b>night-shift</b> <b>mode</b> , regular breaks, correct posture, sleep, diet and exercise).	

## Year 5 Jigsaw

#### Relationships

Pieces 2-6 (General online safety lessons)

In these lessons on staying safe when using technology, children learn to recognise and resist pressure to use technology in ways that may be risky or cause harm to others. Rights and responsibilities about being online, staying safe, relationships with technology and online communities and gaming are discussed and learnt about in detail. Screen time is a focus of Piece 5, as children learn to recognise when they are spending too long on their devices – and to know how to help themselves.

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Privacy and security

I can describe simple strategies for creating and keeping passwords private.	I can describe strategies for keeping personal information private, depending on context.	I can explain what a <b>strong password</b> is and demonstrate how to create one.	I can describe effective ways people can manage passwords (e.g. storing them securely or saving them in the
privale.	depending on comexi.	I can explain how many free apps	browser).
I can give reasons why someone should only share information with people they choose to and can trust. I can explain that if they are not sure	I can explain that internet use is never fully private and is monitored, e.g. adult supervision.	or services may read and share private information (e.g. friends, contacts, <b>likes</b> , images, videos, voice, messages, <b>geolocation</b> ) with others.	I can explain what to do if a password is shared, lost or stolen.
or feel pressured then they should tell a trusted adult.	I can describe how some online services may seek consent to store information about me: I know how to	I can explain what app permissions are and can give some examples.	I can describe how and why people should keep their software and apps up to date, e.g. auto updates.
I can describe how connected devices can collect and share anyone's information with others.	respond appropriately and who I can ask if I am not sure.		I can describe simple ways to increase privacy on apps and services that
	I know what the <b>digital age of</b> <b>consent</b> is and the impact this has on online services asking for consent.		provide privacy settings.
	, , , , , , , , , , , , , , , , , , ,		online content targets people to gain
Year 6 Jigsaw		Year 5 Jigsaw	money or information illegally; I can describe strategies to help me identify such content (e.g. <b>scams, phishing</b> ).
Relationships		Relationships	I know that online services have <b>terms</b>
Piece 6 – Using technology responsibly		Piece 6 – Relationships and technology	and conditions that govern their use.
Piece 6 – Using technology			

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Copyright and ownership						
I can explain why copying someone else's work from the internet without permission isn't fair and can explain	When searching on the internet content to use, I can explain wh need to consider who owns it a	y I acceptable	ss and justify when i to use the work of a	others. tools to	emonstrate the use find and access o an be reused by c	nline content

I can give examples of content that is permitted to be reused and know how

this content can be found online.

whether I have the right to reuse it.

I can give some simple examples

without permission from the owner, e.g. videos, music, images.

of content which I must not use

I can demonstrate how to make references to and acknowledge sources I have used from the internet.

#### Year 5 Jigsaw

what problems this might cause.

#### Relationships

Pieces 2-6 (General online safety lessons)

In these lessons on staying safe when using technology, children learn to recognise and resist pressure to use technology in ways that may be risky or cause harm to others. Rights and responsibilities about being online, staying safe, relationships with technology and online communities and gaming are discussed and learnt about in detail. Piece 4 focuses on the gaming community, where children can learn about some legalities of the internet, including what age limits and use limits exist within some online communities.



## Self-image and identity

about them. They also learn about the

how what they say and do online can

others.

influences on their online behaviour and

have consequences for themselves and

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I can give examples of how the internet and social media can be used for positive self-promotion.	I can assess the potential reputational benefits and risks in the way I represent myself	I can explain how online images can help to reinforce stereotypes.	
I can explain how anyone can curate and experiment with their identity online and why they	online, and explain strategies to manage this (e.g. anonymity, ' <b>brand you</b> ').	I can describe some of the pressures that people can feel when they are using social media (e.g. per pressure, a desire for peer approval, comparing themselves or their lives to others, <b>'FOMO'</b> ).	
might wish to do this.	I can explain what 'autonomy' means to me when it comes to the things I share and choose to engage		
I am aware that a person's online activity, history or profile (their ' <b>digital personality</b> ') will affect the type	with online.	I can explain how any images and videos can be	
of information returned to them in a search or on a <b>social media</b> feed, and how this may be intended to influence their beliefs, actions and choices.	I can describe how messages online portraying ' <b>identity ideals</b> ' can inhibit someone from being themselves online or sharing things openly.	digitally manipulated (e.g. using filters, cropping, deep fake technology.	
	I can explain why it is important to balance 'keeping an open mind' with critically evaluating what ideas, opinions or beliefs I accept and reject and why I may need to re-evaluate if new evidence emerges.		
	I can reflect on and assess the role that digital media plays in my life and give clear examples of where it benefits my lifestyle.		
Year 7 Jigsaw	Year 8 Jigsaw	Year 9 Jigsaw	
Being Me in My World	Dreams & Goals	Dreams & Goals	
Pieces 3 & 4	Piece 3 – Online safety	Piece 5 – Media manipulation and	
Students learn how they can present themselves online, whilst understanding how their online identity can affect what others think and feel	This lesson focuses on how online activity can be both positive and negative, with an emphasis on how students can protect their online	<i>mental health</i> Students begin by forming an understanding of how the media can manipulate information/images,	

identity in order to avoid anything that

could have a negative impact on their

future plans and aspirations.

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and how this can have an effect on

mental health and illness.

someone's mental health; explicit links can be made between the media and

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I can explain the importance of having a choice and giving others a choice online.	I can describe the benefits of communicating with a partner online.	I can give examples of how harmful online sexual behaviour can occur and can critically assess the potential harm.	Year 9 Jigsaw Being Me in My World
I can explain how and why people who communicate with others through online platforms may try to influence others negatively and I can offer examples. e.g. racist / homophobic comments, social influencers sharing weight loss products, grooming; radicalisation; coercion.	I can explain how relationships can safely begin (online dating), develop, be maintained, changed and end online. I can recognise harmful language of a discriminatory nature and harassment online and who can support people if this occurs (e.g. homophobia, name-calling, threatening to <b>'out' someone</b> , threatening violence).	I can explain what is meant by making and sharing explicit images and videos (e.g. <b>nudes</b> and <b>upskirting</b> ), I can identify different contexts in which this can happen (e.g. consensual, non-consensual), explain a range of possible impacts and identify strategies for seeking help.	Piece 5 - Consent Consent is the focus of this lesson, what it means and how it is linked to self-identity and relationships.
I can describe some signs of harmful online situations e.g. <b>sexual harassment, grooming</b> , <b>cyberbullying</b> .	I can describe different ways someone can give, gain or deny consent online and explain why context is important for assessing this.	and how they inform what is acceptable or legal (e.g. <b>sexting</b> and related terminology, <b>trolling</b> , <b>harassment</b> , <b>stalking</b> ).	
I can assess when I need to take action and explain what to do if I am concerned about my own or someone else's online relationship.	I can explain the differences between active, passive and assumed consent online.	Year 9 Jigsaw	Year 7 Jigsaw
	I can explain why we have a collective responsibility to gain consent before sharing or forwarding information online (e.g. personal details, images etc.)	<b>Relationships</b> Piece 3 – Porn – is it real?	<b>Relationships</b> Pieces 1 & 5
	I can give examples of how to make positive contributions to online debates and discussions.	This lesson allows students to learn about sex and the law as applied to	The concept of consent is introduced here in Piece 1 and
Year 8 Jigsaw Relationships	I can give examples where positive contributions have effected change in an online community.	being online and on social media.	followed up in Piece 5. The tea and consent video is used here to explain about giving and
Piece 2 – Being in control of personal space The concept of personal space, both offline and online, is the focus of this lesson, with an emphasis on etiquette and manners – and how this differs across different cultures and offline and online too.	Year 8 Jigsaw <i>Relationships</i> <i>Piece 5 – Being in control of social</i> <i>media</i> Students learn how to use social media appropriately, legally and safely, and where to go if they need help.	Year 8 Jigsaw Changing Me Piece 4 – Does watching pornography help people to understand relationships? Students learn that pornography does not reflect reality and that it can have negative effect on relationships.	receiving consent. Additionally, assertiveness techniques are introduced to support students in saying yes and no when they choose to. Sexting is also covered.

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## **Online reputation**

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I can describe and assess the benefits and the potential risks of sharing information online.	I can explain and give examples of how what anyone writes online can also affect their school, family or social group, or future opportunities.	I can monitor and manage my online reputation and I can describe clear steps to ensure that it promotes a positive image.
I can explain how the information online services	armiy of social group, of foroic opportormics.	
hold about someone forms part of their 'online identity' and how this differs from their digital personality.	I can describe ways that someone can manage what others can say and share about them and explain strategies to protect an individual's <b>'digital</b> <b>personality'</b> .	I can identify some of the key laws governing online behaviour and reputation and the potential criminal implications of breaking them.
I can describe what is appropriate to say and do in different online settings / platforms (e.g. opinions, values, information, shares, <b>'likes'</b> , 'forwards').	personality.	
Year 7 Jigsaw	Year 7 Jigsaw	Year 7 Jigsaw
Dreams & Goals	Being Me in My World	Being Me in My World
Pieces 4 & 5	Piece 4 - My online identity	Piece 6 - Assessment
Students learn how responsible choices enable them to move towards their life dreams/goals, and they can give examples of when an irresponsible or unsafe choice could affect a person's	Students learn to recognise how they are represented online; they gain an understanding of how their online identity can affect what others think and feel about them.	This lesson focuses on students understanding their online behaviour – and that what they say or do online has consequences, for themselves and others.
dreams and goals – and this includes		

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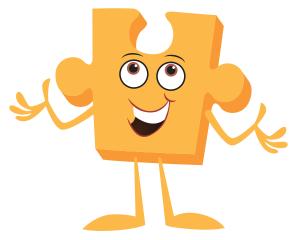
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Online bullying

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I can describe how bullying may change as we grow	I can explain my criteria for distinguishing between	I can explain how cruelty and unpleasant comments
older and recognise when it is taking place online.	online bullying and teasing ( <b>banter</b> ) online. I can offer examples to differentiate between them.	can escalate quickly online.
I can describe a range of different bullying types and behaviours and assess when these are occurring (e.g. homophobia, racism, gender discrimination,	I can demonstrate how someone would intervene (and how they would assess if this should be directly	I can explain the concept of <b>disinhibition</b> online and can explain how this can be problematic.
sexism, ableism, <b>exclusion</b> of others from online forms of communication. setting up <b>fake profiles</b> of	or indirectly) to support others who are experiencing difficulties online.	I can explain and assess a variety of routes to report bullying both in school and at home that include: social reporting, peer support, anonymous
another person). I can explain why anyone experiencing online abuse	I can give examples of effective strategies which might help myself or others.	reporting routes and helpline services.
is never to blame (e.g. victim blaming) and that to suggest they are is wrong.		I can describe some of the laws that govern online behaviour and bullying and the potential implications of breaking them.
I can identify and demonstrate actions to support others who are experiencing difficulties online.		I can explain what actions I can take if I believe these laws have been broken.
V		
Year 7 Jigsaw	Year 8 Jigsaw	Year 9 Jigsaw
Celebrating Difference	Celebrating Difference	Celebrating Difference
Piece 5 – Bullying	Piece 4 – Bullying	Piece 5 – Bullying

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The definition of bullying, what it is not, and the motivation behind this behaviour helps students to understand its impact on those involved; there is ample emphasis on where and how to find support when it is needed.

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Defining bullying is the focus of this lesson, building on what students have learnt previously, this time with an emphasis on LGBT+ bullying and how this can also occur online.

Students examine different types of bullying, including online, what to do if they encounter it, and what short- and long-term effects it has on mental wellbeing.



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#### Managing online information

I can explain why using various additional tools can refine my searches more effectively (e.g. search filters: size, type, usage rights etc.).

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I can explain how online content published by an individual can be interpreted differently by others.

I can explain how 'liking', 'sharing' or 'forwarding' online content can change people's opinions of someone (e.g. contribute to or damage their online reputation).

I can explain how '**online marketplaces**' can enable small businesses or individuals to do business on a wider / global scale.

I can assess the benefits and limitations of **online commerce**.

#### Year 8 Jigsaw

#### **Dreams & Goals**

Piece 3 – Online safety

This lesson focuses on how online activity can be both positive and negative, with an emphasis on how students can protect their online identity in order to avoid anything that could have a negative impact on their future plans and aspirations. I can navigate online content, websites or social media feeds using more sophisticated tools to get to the information I want (e.g. menus, **sitemaps**, **breadcrumb-trails**, site search functions).

I can refine search phrases with additional functions (e.g. +, AND, " ", NOT, \* wildcard).

I can explain how **search engine rankings** are returned and can explain how they can be influenced (e.g. commerce, sponsored results). I can use a range of features to quality assure the content I access online (e.g. **hits, likes, comments**).

I can analyse and evaluate the reliability and validity of online information based on content as well as appearance.

I can explain why accurate information can be used in a **false context** to deliberately be used selectively to disinform.

I can explain that whilst 'everyone is entitled to their opinion' not all opinions are equally credible or morally defensible (and some may be restricted from public expression e.g. those that encourage racial or reliajous hatred). I can explain and recognise how social media can amplify, weaken or distort the apparent strength, validity, or popularity of sometimes extreme ideas, beliefs or opinions, (e.g. an **'echo-chamber**').

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I can understand that individuals and organisations can be impersonated to deliberately mislead. I can explain how activity on social media may be contributed by '**social bots**'.

I can explain **Deepfake Technology** and why this may be dangerous (e.g. for individuals and the democratic process).

I can explain how accusations of '**fake news**' can be used to discredit the accurate reporting of real events.

#### Year 8 Jigsaw

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#### Relationships

Piece 5 – Being in control of... social media

Students learn how to use social media appropriately, legally and safely, and where to go if they need help. Students also learn about how online information can be distorted and that safety can therefore be compromised.

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Health, well-being and lifestyle

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I recognise and can discuss the the pressures that technology can place on someone (e.g. immediate response on social media and messaging apps; always available; invasive; rapid engagement).	I can assess the benefits of and potential problems with sites or apps that intend to promote positive well-being (e.g. <b>wellness apps, fitness trackers</b> , meditation / relaxation apps).	I can identify online content and / or groups that promote unhealthy coping strategies (e.g. suicide, eating disorders, self-harm).
I can explain the importance of self-regulating	I can demonstrate criteria for assessing and	I can identify and assess some of the potential risks of seeking help or harmful advice from these sites.
technology use; I can demonstrate strategies to do this (e.g. monitoring time spent online, avoiding accidents).	differentiating between health sites that offer unbiased, accurate and reliable health information from those promoting a product or agenda.	I can identify who to talk to if I thought someone was at risk of being influenced by such sites.
I can explain how someone might recognise that they need support to manage their use of technology and who might provide that support.	I can describe the criteria to evaluate the benefits or risks associated with technology and apps available.	I know how to report content which is promoting unhealthy or harmful behaviour.
I can describe strategies to identify and assess when peers may need support and describe ways to assist peers who may be experiencing difficulties		
I can identify commercial content (e.g. pop-ups, spam) and can discuss simple strategies to manage		

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#### Year 8 Jigsaw

unsubscribing).

#### Dreams & Goals

## Piece 3 – Online safety

This lesson focuses on how online activity can be both positive and negative, with an emphasis on how students can protect their online identity in order to avoid anything that could have a negative impact on their future plans and aspirations.

such content (e.g. pop-up blockers, junk folders,

#### Year 9 Jigsaw

## Healthy Me

### Piece 1 – Making healthier choices

Health misconceptions are discussed in this lesson, so students can gain the confidence to make healthy choices that are right for them – and that they can be assured in their own opinions, no matter what they might encounter online.

#### Year 8 Jigsaw

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## Healthy Me

#### Piece 6 - Assessment

Students have the opportunity in this lesson to show an understanding of how and when the influence of others could be detrimental to their health and happiness. Whilst not specifically related to online health-related messages, students are likely to notice how online messages are relevant here too.

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Privacy and security

I can explain why someone should use a <b>strong</b> and separate password for their email account, as the gateway to other online accounts.	I know that accessing some websites or services may increase the risk of encountering viruses and other types of <b>malware</b> .	l can identif control the j
I can explain the terms ' <b>connectivity</b> ' and the 'Internet of things'.	I can demonstrate ways in which someone can change their browser settings to make their online	l can explai recover a de hacked.
I can recognise that devices can collect and share data about users with or without their knowledge or	browsing more secure (e.g. cookie permissions, <b>do-not-track-me</b> , password storage, <b>incognito</b> ).	l can explai consequent
awareness, e.g. device usage including microphone, camera and <b>geolocation</b> .	I can explain app permissions and analyse them to make informed choices on which apps to use.	I know who experience
I understand the benefits of <b>two factor</b> authentication and use it where available.	I can explain how the security of devices connected to the internet may be compromised e.g. <b>webcams</b> ,	ransomwar
I can explain why backing up data is important and how this can be done.	monitors, phones or toys. I can demonstrate actions people can take to minimise such compromise (e.g. covering cameras on computers when not in use).	
I can explain how and why it is important to always ensure someone makes safe and secure online payments.	It is important to note here that there are	e no explici
I can explain why online services have <b>terms and</b> <b>conditions</b> that govern their use and give examples	privacy and security per se in Jigsaw for by the Computing curriculum.	
that illustrate how they impact on a user e.g. age restrictions.	However, teachers will notice that many of the con the everyday skills of discernment, judgement and	
I can explain what <b>malware</b> is and give some examples of how it operates and what the impact could be on a device or user (e.g. <b>viruses, trojans,</b> <b>ransomware</b> ).	underpinned by the Jigsaw approach and every Jigsaw 3-16 lesson.	l are taugh
I can explain what <b>cookies</b> are and can give examples of how my online browsing can be tracked and used by others (e.g. <b>adware</b> ).		

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I can explain that devices and the internet can be monitored in order to keep people safe.

tify choices and demonstrate strategies to e personal data online services hold.

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ain why it's important to know how to device or account if it gets compromised /

ain that hacking can have legal nces.

no people can report to if they have ted a cyber problem (e.g. **identity theft**, are).

cit mentions of these issues of e 3 students. This is better served

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ncepts here have their roots in d preparation, all of which are ht implicitly and explicitly in

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Copyright an	d ownership	

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I know that commercial online content can be viewed, accessed or downloaded illegally.	I understand the concept of software and content licensing.	I understand <b>Creative Commons Licensing</b> protocols.	
I can give some examples of illegal access (e.g. illegal <b>streaming</b> , <b>pirate sites</b> , <b>torrent sites</b> , <b>peer-to-peer sharing</b> ) and the associated risks.	I can understand and explain the principles of <b>fair</b> <b>dealing</b> and apply this to real case studies from my own research.	I can demonstrate simple ways in which I can protect my own work from copyright theft.	
peer-to-peer sharing) and the associated tisks.	own research.	I can evaluate the possible impact of legal and	
I can accurately define the concept of plagiarism.	I can identify the potential consequences of illegal access or downloading and how it may impact me	illegal downloading on those people who creat online content and the consequences for the wider community.	
I can use this definition to evaluate online sources.	and my immediate peers.		
	I can explain why controlling copyright of my content may be limited when using social media, website and apps.		

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#### Year 8 Jigsaw

#### Dreams & Goals

Piece 3 – Online safety

This lesson focuses on how online activity can be both positive and negative, with an emphasis on how students can protect their online identity in order to avoid anything that could have a negative impact on their future plans and aspirations.

## Year 9 Jigsaw

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Relationships

Piece 3 – Porn – is it real?

This lesson allows students to learn about sex and the law as applied to being online and on social media. Students will appreciate that some online content gives a false impression, and not just of relationships.



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I can explain how online content can limit our autonomy by influencing peoples' thinking, feelings, beliefs,	I can demonstrate ways someone can use the internet and social media for positive self-promotion including	I can describe the laws governing online sexual content.	I can describe and assess the creative benefits and ethical drawbacks of digital manipulation.
behaviours and responses; I can recognise and evaluate different factors and their impact.	enhancing employment prospects. I can recognise, assess and if necessary challenge the social norms	I can describe and critically assess ways in which viewing online sexual content can influence expectations and behaviour in relationships;	I can explain and assess the importance of purpose and context in evaluating digitally edited personal
I can explain how online content can be shaped and targeted to influence body image, purchasing choices and	and expectations that influence how we identify ourselves online (e.g. profile pictures, shared content) and how it might differ according to gender, culture or social group.	I can assess how unrealistic or unreciprocated expectations could damage a relationship or be abusive.	images.
behaviour (e.g. fashion, pornography, lifestyle sites and social media influencers).		I can identify online role models who manage a positive identity	
I can explain why some social media influencers promoting products and lifestyle can be 'virtual' (computer	I know how to appropriately challenge negative comments or expectations concerning my online identity.	and give examples from my own research / experience to support my understanding.	
generated personalities) and not real people.	I can explain how to support others in need online and offline, both publicly and privately.		
I can explain what is meant by artificial intelligence (AI) and how it can harvest my identity and shape my online experiences.	I make positive contributions to other's self-identity, where appropriate (e.g. avoiding negative comments or positive commentary on profile pictures).		
Year 10 Jigsaw		Year 10 Jigsaw	
Being Me in My World		Being Me in My World	
Piece 4 – Rated!		Piece 3 – How social media affects me, my identity and	
Students learn to asses critically		culture	
examining online legislation and the decision-making process of posting online.		Students learn to recognise the social media (including challen campaigns and awareness-buil media has an impact on culture cover how online data is used ir	ge culture vs environmental ding), as well as how social and identity. This lesson also

an impact on safety.

Students compare social media use across different societies and also have opportunity to reflect on how social media has political and religious beliefs etc.

I can explain how consent can be mistakenly assumed and demonstrate

how to appropriately challenge this e.g. within established friendships,

being generalised or having been

behaviour in relationships and

I can recognise healthy and unhealthy

assess when the use of technology is becoming coercive and / or controlling (e.g. obsessive communication via online platform or text, using **location** 

apps to monitor and manipulate).

I can explain when this is abusive, and strategies for getting help and

previously given.

support.

I can describe how online technology allows access to and communication with global communities.	I can describe actions someone could take if they experience or are targeted by illegal online behaviour.	I can explain how laws governing online behaviour vary depending on country.	I can give examples of how I migh mobilise online communities to support ideas / projects or campa
I can give examples of how anyone can adapt their behaviour to engage positively and sensitively with a diverse range of people taking into account gender, cultural sensitivity,		I can explain the difference between freedom of expression and legal accountabilities and can discuss appropriate balance between them.	(e.g. <b>crowdsourcing</b> expertise for a project; developing a <b>Kickstarte</b> campaign to create social / financ support for an idea; amplifying political voice).

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#### Year 10 Jigsaw

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#### Being Me in My World

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Piece 5 – Risk

Students learn to identify potential threats to their online safety. They have the opportunity to understand what they can do to mitigate risk in a variety of situations, and how to get help if they feel their safety is threatened. All this is taught in the context of managing feelings when things around them are changing.

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#### Year 11 Jigsaw

#### Being Me in My World

Piece 4 – Me, the internet and the law

Numerous examples of online activity and legislation are discussed in this lesson, which focuses on the impact of illegal online activity and the misuse of technology. Students learn more about why pornography is legislated against as well as the potential consequences of viewing pornography. Crucially, students are reassured about how and where to access advice and support when needed.

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I can explain how aspects of someone's online identity can be linked together, and while something might be shared privately, it could have an impact later, personally and professionally.

I can explain the importance of someone's online reputation (especially to their future career) and can describe ways of managing this.

I can describe how to appropriately challenge content or behaviour that may have a negative impact on someone's online reputation. I can explain how someone can build an online presence using a range of technologies that provide a positive representation of who they are, listing attributes others may find valuable (e.g. job / university application profiles).

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In cases where someone's online reputation may be viewed negatively, I am able to offer reasons and provide context as to why it may not always reflect who they are.

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#### Year 10 Jigsaw

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#### Being Me in My World

*Piece 3 – How social media affects me, my identity and culture* 

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Students learn to recognise the positive and negative role of social media (including challenge culture vs environmental campaigns and awareness-building), as well as how social media has an impact on culture and identity. This lesson also cover how online data is used in positive and negative ways. Students compare social media use across different societies and also have opportunity to reflect on how social media has an impact on safety. I can describe and assess the benefits of the laws that govern online behaviour and reputation.

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I can differentiate between ethical and legal issues (e.g. **libel**, **slander**, racism, homophobia, **injunction**, **trolling**).

I can use my own media research to give relevant examples.

#### Year 10 Jigsaw

#### Being Me in My World

Piece 4 – Rated!

Students learn to asses critically their online identity, while examining online legislation and the decisionmaking process of posting online.

Online bullying			
I can identify and assess behaviours that might be seen as bullying in different online contexts (e.g. close	I can identify bullying behaviours in a variety of online contexts (including educational and workplace	I can assess and apply a range of more sophisticated strategies to deal with extreme forms of bullying	I can demonstrate how to affect positive change in online groups when bullying behaviours arise.
friendship groups vs public <b>forums</b> ) and adjust my own behaviour	settings) and can work cooperatively with others online to challenge those behaviours and prevent them recurring. I can identify and explain some of the laws that ariminalize activity related to		I can give examples of effective strategies that might achieve this
accordingly.		(e.g. <b>counter-narrative</b> ).	
		laws that criminalise activity related to online bullying (e.g. Computer Misuse Act; Protection from Harassment Act; Communications Act).	
Year 10 Jigsaw	Year 10 Jigsaw		·
Being Me in My World	Being Me in My World		
Piece 4 – Rated!	Piece 5 – Risk		
Students learn to asses critically their online identity, while examining online legislation and the decision- making process of posting online.	Students learn to identify potential threats to their online safety. They have the opportunity to understand what they can do to mitigate risk in a variety of situations, and how to get help if they feel their safety is threatened. All this is taught in the context of managing feelings when things around them are changing.		

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## Managing online information

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can recognise when and analyse why online content has been designed to influence people's thoughts, beliefs or restrict their autonomy de.g. fake / misleading reviews, fake news or propaganda). I can differentiate between genuine news sites and fake (or imitation) news sites with similar web addresses and if uncertain I can remain sceptical.	I can assess how my developing ' <b>digital</b> <b>personality</b> ' might affect (focus or limit) the type of information returned to me in a search or on a social media stream. I know what content is illegal to view and share online and can describe some of the laws governing online illegal content and that they may vary from country to country. I can describe what is meant by 'big data' and 'data analytics' and how political parties, commercial and other organisations use these. I can evaluate the ethics of such use and describe how these may impact on an individual now and in their future. I can describe ways people can assess and manage how and what they	I can explain ways someone's own personal online choices, history and profile will be increasingly affecting the type of information returned to them in a search, on a social media stream or through targeted advertising or political messages. I can describe ways of recognising and assessing such targeting. I can describe ways of identifying when online content has been politically sponsored, (e.g., extremism, ideological persuasion) and the importance of analysing and evaluating their validity.	<ul> <li>I can describe the process someone can use to make ethical choices to ensure their own online content is appropriate, responsible and contributes to a positive online culture. I can give examples of this from my own publishing.</li> <li>I can explain what is meant by persuasive design and can explore ethical considerations around its use.</li> <li>I can review and consider whether current measures for reducing and reporting mis / disinformation online are fit for purpose.</li> </ul>
in real evidence. I can demonstrate the appropriate routes if I need to report illegal content, e.g. social media reporting tools, government reporting sites		I can describe how and why individuals, or organisations or states may saturate online media with selective information and disinformation to deliberately confuse or divide populations.	
(terror material).	contribute to 'big data'. I can explain how and why anyone could be targeted for sophisticated	I can analyse online material to identify when this is happening and who might benefit.	<b>Year 10 Jigsaw</b> <b>Relationships</b> Piece 4 – Relationships:
	information or disinformation intended to influence their beliefs, actions and choices (e.g. <b>gas-lighting</b> , <b>information</b> <b>operations</b> , <b>political agendas</b> ).		don't believe what you see! Students learn to evaluate critically the truth or

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## Year 11 Jigsaw

## Being Me in My World

Piece 4 – Me, the internet and the law

Numerous examples of online activity and legislation are discussed in this lesson, which focuses on the impact of illegal online activity and the misuse of technology. Students learn more about why pornography is legislated against as well as the potential consequences of viewing pornography. Crucially, students are reassured about how and where to access advice and support when needed.

Students learn to evaluate critically the truth or otherwise of a relationship, including those they see online via social media and 'fake news'. They are able to discuss the media portrayal of relationships and the potential harm this may cause, for instance, with reality TV, pornography and sensationalism.



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## Health, well-being and lifestyle

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I can identify and assess features that might indicate that a site or social group could negatively impact on well-being.	I can explain why products and services people purchase online may not meet UK health and safety standards and why this can be risky.	I can analyse mechanisms providers might use to regulate / advise on age-related online access:( e.g. <b>age</b> <b>verification, terms and conditions,</b> parental controls).	I can analyse well-being issues experienced by others in the wider news from my own online research and construct strategies that may have assisted with those cases I have
I can offer strategies to identify and evaluate help from established	I can evaluate the risks associated with online gambling including the	I can assess and comment on the	identified.
respected sites or organisations that may be more helpful.	accumulation of debt and critically evaluate the marketing of this	benefits and effectiveness of these.	I can analyse and identify opportunities and risks that may
I can explain the benefits and risks of	industry.	I can identify and demonstrate how to action effective routes for reporting	arise from technologies (e.g. <b>virtual</b> reality, augmented reality, artificial
using online sources to self-diagnose and self-medicate and why someone	I can describe the laws around age related access to certain types	concerns about age-related content	<b>intelligence</b> , including <b>deep learning</b> ) that could impact on health and
should consult a medical professional if they are concerned about their	of online content (e.g. gaming; gambling; alcohol / drugs related;		well-being.
health.	sexual content). I can justify why they exist and assess their benefits and		
	limitations.		

## Year 11 Jigsaw

#### Being Me in My World

#### Piece 4 – Me, the internet and the law

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Privacy and security

I can contribute to an informed debate concerning the balance between national security and safeguarding as	I can offer an informed opinion on the fitness for purpose of the laws relating to data protection and young people.	I can describe key aspects of the law governing data use (e.g. <b>DPA, GDPR</b> ) and can give examples of those	I can describe how and where to report a data breach.
against personal privacy.		laws and the impact they have on a	I can describe anonymous access
I can describe how data drawn	I can explain how the security of data in a network can be compromised	person's data rights (e.g. <b>RTBF</b> , data breaches).	services (e.g. <b>TOR</b> , <b>Guerilla Mail</b> , <b>DuckDuckGo</b> ) and can give examples of how they may be used in both positive and negative contexts.
from users of online services can be collected, used or sold to inform other	internally or externally and give examples of how this might occur	I can assess how those laws can vary depending on country and can give examples of some of the differences and issues that may raise.	
services and organisations without the users' knowledge or consent. I can give examples of this.	(e.g. <b>DDOS</b> , <b>proxy-bypass</b> , <b>distro</b> , <b>hacking</b> ). I can describe actions that can minimise risks.		I can explain the concepts ' <b>dark</b> web', ' <b>deep web</b> ' and 'closed peer
I can demonstrate additional ways to protect and manage data on my	I can explain why networks require secure management and can give	I can identify and assess when data needs to be transferred securely and can describe strategies to achieve this	sharing' and can critically assess the issues associated with the use of such services.
access; remote data deletion).	ess (e.g. "find my phone"; remote examples of services that support this (e.g. firewalls, VPN, user monitoring).		I can explain why it is essential
	I can explain the value of regular data backup in system recovery, and can	I can explain the term ' <b>whistle-</b> <b>blowing</b> ' and evaluate when such	to recognise and follow a future employer's online security policy and protocols.
	give examples of and demonstrate effective practice in how this might	action may be appropriate or inappropriate.	
	be achieved (e.g. <b>removable media</b> , <b>cloud</b> ).		

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It is important to note here that there are no explicit mentions of these issues of privacy and security per se in Jigsaw for Key Stage 4 students. This is better served by the Computing curriculum.

However, teachers will notice that many of the concepts here have their roots in the everyday skills of discernment, judgement and preparation, all of which are underpinned by the Jigsaw approach and are taught implicitly and explicitly in every Jigsaw 3-16 lesson.

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achievement.

Copyright and ownership

I can apply **Creative Commons Licensing** to my own work. I can demonstrate how someone can protect their work from **copyright theft**. I can explain the effects of plagiarism within my own work and assess the impact it can have on accrediting

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I can explain key aspects of copyright law and illustrate where that law has been applied to online content.

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I can explain the wider implications of copyright theft on content production and the availability of content (e.g. loss of revenue, emerging artists, new content development). I can give examples of how organisations representing creative industries challenge and monitor online copyright theft and can outline and evaluate resulting outcomes.

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I can evaluate whether current measures for preventing and responding to copyright theft are fit for purpose, e.g. with current social media use, private profiles etc.

#### Year 11 Jigsaw

#### Being Me in My World

Piece 4 – Me, the internet and the law

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