E-Safety Overview

KS1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Who are our trusted adults?	What should I do if I am worried?	What is personal information?	How can I talk to my friends online safely?	How can I share pictures online safely?	How can I stay safe online over summer?
Year 2	How can I keep my personal information safe?	How should I behave online?	How can I play games online safely?	What is a pop-up?	How can I use online apps safely?	Who are the Be Internet Legends?
KS2	Introduction of Be Internet Legends					
Year 3	Be Internet Sharp Is it ok to share?	Be Internet Alert Don't bite that phishing hook!	Be Internet Secure Shhh, keep it to yourself!	Be Internet Kind Noticing your feelings	Be Internet Brave Upstanders have options	Digital Wellbeing How does it make me feel?
Year 4	Be Internet Sharp That's not what I meant!	Be Internet Alert Is that really true?	Be Internet Secure But that wasn't me!	Be Internet Kind How do I stand up to others online?	Be Internet Brave When to get help	Digital Wellbeing Recognising healthy habits
Year 5	Be Internet Sharp Whose profile is this, anyway?	Be Internet Alert Check it's for real	Be Internet Secure How to build a strong password	Be Internet Kind Practising empathy	Be Internet Brave Upstander options	Digital Wellbeing How does it make them feel?
Year 6	Be Internet Sharp How do others see us?	Be Internet Alert Who are you, really?	Be Internet Secure Protect your stuff	Be Internet Kind Ways to show kindness	Be Internet Brave Handling mean stuff online	Digital Wellbeing Creating healthy digital habits

Coding Overview

	Barefoot Coding Discovery Refre	esher Discovery New Learn	ing <mark>Scratch</mark>
Year Group	Autumn	Spring	Summer
Year 1	Instructions Sequencing (Continuous Provision)	Barefoot	Discovery Level 1 - On the Move Level 1 - Simple inputs
Year 2	Barefoot	Discovery Level 2 - Refresher (Level 1) Level 2 - Different sorts of inputs	Discovery Level 2 - Different sorts of inputs Level 2 - Buttons and instructions Debugging Introduction Debugging (Level 1 - Simple inputs)
Year 3	Discovery Level 3 - Refresher (Level 1 and 2) Debugging (Level 2 - Buttons and instructions)) Level 3 - Sequence and animation	Discovery Debugging Level 3 - Conditional events (selection)	Scratch
Year 4	Discovery Level 4 - Refresher (Level 1, 2 and 3) Level 4 - Introduction to variables	Discovery Level 4 - Introduction to variables Level 4 - Repetition and loops	Scratch
Year 5	Discovery Level 5 - Refresher (Level 3 and 4) Level 5 - Speed, direction and coordinates	Discovery Level 5 - Speed, direction and coordinates Level 5 - Random numbers and simulations	Discovery Level 5 - Random numbers and simulation Scratch
Year 6	Discovery Level 6 - Refresher (Level 4 and 5) Level 6 - More complex variables	Discovery Level 6 - More complex variables Level 6 - Object properties	Scratch

Digital and Multimedia Overview

Year Group	Autumn	Spring	Summer
Year 1	Parts of a computer Understanding the parts of a computer that a user needs.		Introducing word documents Creating, saving and typing in a word document.
Year 2	Introducing chromebooks Understanding the parts of a chromebook that a user needs, opening the browser and using the trackpad accurately.		How can I use a word document? Creating a word document, typing in it, adding images and changing fonts.
Year 3	Photography Taking, saving and using pictures.		Introducing Google Sheets Inputting, basic formulas, purpose
Year 4	Introducing Google Slides Purpose, making a presentation.		How can I use Google Sheets to present data? Revisiting Year 3 skills, more complex formulas, using Google Sheets as a presentation tool
Year 5	What is the Internet? How the internet works, how a network works,		What is a search engine? Using Google Effectively
Year 6	How can I use Google to search effectively? Using Google Effectively - building from Year 5		Which programs are most effective for presenting information? Effective Presentation of Data and Information