Medium ferm plan: Year 2

Autumn 1	Autumn 2	Spring 1
Developing online safety guidelines	Social and emotional wellbeing and developing resilience	Responsible internet use
Start of year online safety assembly (see page 11)	Unit 2.2 – We are not online bullies Creating a strong message against online bullying	Unit 2.3 – We are safe searchers Learning how to use search engines safely
Unit 2.1 – We are Year 2 rule writers Reviewing and editing our online safety guidelines		
Unit summary Children review different online safety scenarios and decide how to respond to these. They then review, discuss and edit the online safety rules they created in Year 1.	Unit summary Children learn about the consequences of online bullying and the role of a bystander in online bullying situations. They create an antionline-bullying slogan to send a strong message that bullying is never acceptable.	Unit summary Children find out how to use technology safely to find information online. They then will create a 'top tips' list for safe searching.
 Online safety focus: consider online safety scenarios encountered in Year 1 (both at school and at home) and appreciate how these new experiences can be used to update their online safety rules. consider what strategies they might use if their usual trusted adult is not available. review and edit their online safety guidelines. develop their online safety rules so they are easily. understood and appropriate for Year 2 pupils. 	 Online safety focus: begin to understand the concept of online bullying and the role of the bystander. develop an understanding of the consequences of online bullying. recall their online safety rules for reporting concerns and inappropriate behaviour. 	 Online safety focus: understand the very basic principles of how search engines work. understand the key steps for searching the web safely. understand how to report concerns when searching the web.
My Rising Stars resources ★ Scenario cards (.pdf) ★ Online safety rules template (.pdf)	My Rising Stars resources ★ There are no related Rising Stars resources for this unit.	My Rising Stars resources ★ Searching statements cards (.pdf)

Spring 2	Summer 1	Summer 2
Keeping information safe	Digital citizenship	Playing games and having fun
	ChildNet Film Competition (competition entries deadline mid-June)	
Unit 2.4 – We are code masters Generating strong passwords and keeping them safe	Unit 2.5 – We are online behaviour experts Solving online safety problems	Unit 2.6 – We are game raters Understanding and applying the PEGI rating system for games
Unit summary Children learn that passwords help us to keep information safe. They will then look at the rules for creating a strong password and use these rules to practise generating their own passwords.	Unit summary Children watch three short video clips and discuss how the people in them can be better digital citizens. They then develop their own responses to these scenarios through role-play.	Unit summary Children learn that not all digital games are suitable for everyone. They find out about the PEGI rating system and develop a rating for a game of their choosing.
 Online safety focus: understand that passwords are an important part of keeping information safe. understand the differences between strong and weak passwords. understand that sharing a password makes it weak. 	 Online safety focus: understand that the way technology is used is as important as good online behaviour. understand that the way we use technology impacts the people around us. further develop responses to incidents of poor behaviour online. 	 Online safety focus: recognise the PEGI age rating system for digital games. understand that the system is useful for helping people decide which games are appropriate. understand what to do if someone nearby is playing a game which is inappropriate for them.
My Rising Stars resources ★ Choosing strong passwords (.pdf)	My Rising Stars resources ★ Digital citizens scenarios (.mp4) ★ Scenario cards (.pdf)	My Rising Stars resources ★ My games rating (.pdf) ★ PEGI ratings (.ppt)