



DIGITAL LITERACY: YEAR 5

CURRICULUM MILESTONES

Self-image and Identity:

I can explain how identity online can be copied, modified or altered.

Online relationships:

I can explain how impulsive and rash communications online may cause problems (e.g. flaming, content produced in live streaming).

Online reputation:

I can describe ways that information about people online can be used by others to make judgments about an individual.

Online bullying:

I can explain how I would report online bullying on the apps and platforms that I use.

Managing online information:

I can explain why lots of people sharing the same opinions or beliefs online does not make those opinions or beliefs true.

Health, well-being and lifestyle:

I can describe common systems that regulate age-related content (e.g. PEGI, BBFC, parental warnings) and describe their purpose.

Privacy and Security:

I can explain how many free apps or services may read and share my private information (e.g. friends, contacts, likes, images, videos, voice, messages, geolocation) with others.

Copyright and ownership:

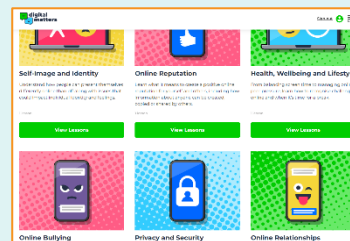
I can demonstrate the use of search tools to find and access online content which can be reused by others.

AVAILABLE TEACHING RESOURCES

Play Like Share: animated series and resources. A fairly recent, high quality addition to the CEOP materials, [this selection of 3 cartoon-like animations has accompanying resources that can be downloaded](#) once you are registered with CEOP.

Presenting materials to children at a point in the day when there is enough time to consider comments and questions is the best way to plan for careful use of e-safety materials. [Childnet lesson on online bullying here](#) – useful as a follow-up if this aspect becomes an issue within a cohort of children.



You will find extensive resources for year 5 and 6 in the Digital Matters freely accessible section from Internet Matters. For all further info and sign up, [click here](#).



Project Evolve from SWGFL contains a huge toolkit of teaching resources that refer directly to the 8 strands and key assessment criteria (shown in blue on the left). [Register here](#).

An outline of applicable lessons, covering all of the curriculum milestones on the left, which combines options from Digital Matters and Project evolve, [can be found here](#).

ASSESS CHILDREN'S KNOWLEDGE AND TARGET GAPS

 <p>PROJECT EVOLVE</p>  <p>Knowledge Map Map Student Understanding & Plan Lessons</p>	<p>Project Evolve also contains a Knowledge Map section whereby teachers can quickly create a question structure related to the 8 strands (shown in blue on the left).</p>
<p><i>Such question sets can be set up as an independent task for children, or as a 'guided' task that can be completed and discussed together as a whole class – more likely to be appropriate for the youngest children and those without independent reading skills.</i></p>	
<p><i>Such a task should inform a teacher as to where gaps in children's understanding exist. Referring back to the Project Evolve toolkit, tasks and activities could then be chosen to fill such gaps in knowledge</i></p>	

RELATING TO OTHER CURRICULUM AREAS

Digital Literacy should be interwoven into areas of learning across the curriculum. It is worth making time for such ideas to become key parts of learning for children, when this can be easily incorporated into a teaching sequence.