Welcome

Online Safety Parent Workshop.

Isn't Tech brilliant!
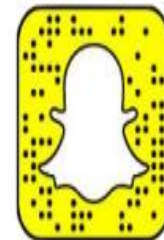
Giving children the skills to be happy and thrive in our connected world.

Digital Leaders

E Safety Warm Ups

DIGITAL LEADERS

GAMBLING

IN-GAME PURCHASES

ONLINE ADVERTISING

E Safety Curriculum

Education for a Connected World

A framework to equip children and young people for digital life

Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and how media impacts on gender and stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.

Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.

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.

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.

Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation and ethical publishing.

Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.

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.

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.

Half Termly Assemblies

Change One Thing Competition

- **Online Survey**

72% of KS1 children and
78 % KS2children
have their own devices

56% KS2 children use their devices for at least an hour a day.

34% of KS1 children use their devices for at least an hour a day.

70% of Bramhope Primary School families have some rules about the use of digital devices at home.

31% of children keep their devices in their bedroom at night.

32% children are angry when they are asked to stop playing a game.
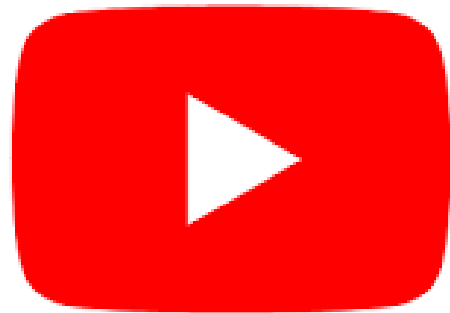
52% of the school play Minecraft.

5% playing GTA or COD

85% children using You Tube

20% KS2 children talk to people they don't know when gaming.

11% of children have received a message from a stranger which has worried them.