KS1 Computing Curriculum Plan – (Computer Science, Information Technology, Digital Literacy & Basic Skills)

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	**CS IT**	**We are Computer Users** Pupils will learn how to log onto a computer, open a program i.e. Word or a Busy Bee template, create. Modify and save their work. Import pictures etc. They will discover where and how to save their finished work so that they can retrieve it for further editing.	**We are Direction Investigators** Pupils will spend time learning about simple Algorithms with the learning point that you can write "programs" to complete tasks (Algorithm). This will lead to creating algorithms on a computer to control an object.	**We are Collectors** In this unit, the pupils will use web search engines to collect pictures of different types of objects linked to a class topic and then explore ways in which those pictures can be organised	**We are Story Tellers** Pupils create an audio story version of a story they know well. They will recreate this story by recording their re-tell of the story using USB microphones and add it to pictures in the correct sequence.	**We are Digital Artists** In this unit pupils will create a piece of electronic artwork to illustrate a traditional tale, collated into an eBook. This unit will particularly engage pupils who love the illustrations in the books they read. It is a great opportunity for the pupils to work creatively.	**We are Algorithmic Programmers** Pupils will investigate how algorithms can be used to control a physical object (BeeBot and Roma Bots). They will then look at creating and debugging these on screen using the BeeBot 3 Software after transferring the algorithm to the BeeBot.
		Resource: Online Activity website (Busy Things) and MS Word	*Resource: Unplugged activities, BeeBots & BeeBot 3software*	*Resources: Google, MS PowerPoint*	*Resources: PowerPont, PhotoStory 3 and EasySpeak Microphones*	*Resources: Revelation Natural Art*	*Resource: Unplugged activities , j2code website, BeeBots*
	POS	CS1.1c.1	IT1.4.1, IT1.4.2, IT1.4.3, IT1.5.3, IT1.4.4, IT1.4.5 / CS1.2.1, CS1.2.2, CS1.2.3, CS1.2.4, CS1.2.5, CS1.2.6, CS1.3.6 / IT1.4.2	IT1.4.1, IT1.4.2, IT1.4.3, IT1.4.4, IT1.4.5	CS1.2.2 / IT1.4.1, IT1.4.2, IT1.4.3	IT1.4.1, IT1.4.2, IT1.4.3, IT1.4.4, IT1.4.5	CS1.1a.1, CS1.1a.2, CS1.1c.1, CS1.1c.2, CS1.2.9, CS1.2.10 / IT1.5.1
	DL		**Going Places Safely** Pupils learn that they can go to exciting places online, but they need to follow certain rules to remain safe	**ABC Searching** Pupils search for pictures online by clicking on letters of the alphabet. They learn that directory sites with alphabetical listings offer one way to find things on the Internet	**Keep it Private** Pupils learn that many websites ask for information that is private and discuss how to responsibly handle such requests	**My Creative Work** Pupils are introduced to the concept of having ownership over creative work. They practice putting their name and date on something they produce	**Sending Email** Pupils explore how they can use email to communicate with real people within their schools, families, and communities.
			Resource: South West GfL Digital Literacy SOW	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*
	POS		DL1.6a.5, DL1.6a.6	DL1.6a.3	DL1.6b.1, DL1.6b.2, DL1.6b.3	DL1.6b.3	DL1.6a.7
	BS POS	**Word Processing** BS1.W1 I can type using two hands BS1.W2 I can type accurately BS1.W3 I know the basic keys on a keyboards BS1.W4 I can change the size, colour and font style		**Presentation** BS1.P1 I can create a simple presentation BS1.P2 I can add images and text to my presentation BS1.P3 I can make a suitable layout for my information	**Sound** BS1.S1 I can record audio using a microphone BS1.S2 I know how to make quality recordings **Video** BS1.V2 I can upload photos to create a photo slideshow	**Images** BS1.I1 I can take photos with a camera BS1.I2 I can adjust the zoom and focus to improve my photo BS1.I3 I can paint a picture using different colours and brush sizes	

Children to develop confidence and proficiency in computing skills knowing how to be safe online so that they can discover their own strengths and 'they can soar on wings like eagles'.

KS1 Computing Curriculum Plan – (Computer Science, Information Technology, Digital Literacy & Basic Skills)

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y2	**CS IT**	**We are Real World Modellers 1** Pupils to look at how simulations and computers are used to test real world activities. They will use activities such as Duck Builder, Balloon Car, Paper Plane, Rabbit simulation, Collins Coffee, and online games that simulate a real life situation to investigate 'what if' situations.	**We are Route Planners 1** Pupils will create algorithms for physical movement by controlling a delivery van on screen using movement commands, work out the shortest route to a destination and use the repeat function to create more efficient code.	**We are Junior Programmers** Pupils will be introduced to the idea of programming using Scratch. They will learn how to create simple algorithms and then recreate those in Scratch. Pupils to then use skills to plan a simple game along with its simple algorithm in Scratch, de-bugging where needed.	**We are Detectives** Pupils will get the challenge of solving a mystery? In this unit, the children use email to communicate and gather information from witnesses. They then use this information to solve a mystery.	**We are Digital Presenters** Children will create a presentation combining text, images, video and sound so that they can present a topic they have been working on to an audience.	**We are Time Travellers** Pupils are to travel back in time. This unit provides the pupils with the chance to travel back to an event in history and create a stop-motion animation to record it.
		Resource: Online Simulations	*Resource: Code for Life – Rapid Router website*	*Resource: Scratch*	*Resource: Internal email*	*Resources: PowerPoint, Digital Blue Cameras, Microphones.*	*Resource: Stop Motion Pro, Webcams*

POS (CS/IT):

Autumn 1		Autumn 2		Spring 1		Spring 2		Summer 1		Summer 2	
CS1.3.7, CS1.3.8 CS1.3.9, CS1.3.10, CS1.3.3	IT1.5.2, IT1.5.4, IT1.5.5	CS1.1a.2, CS1.1b.1, CS1.1c.1, CS1.3.1, CS1.3.4, CS1.3.6, CS1.2.11	IT1.4.2	CS1.2.1, CS1.2.2, CS1.2.3, CS1.2.6, CS1.2.7, CS1.2.8, CS1.2.9, CS1.3.5, CS1.2.11	IT1.4.1, IT1.4.2, IT1.4.3	CS1.3.2	IT1.4.1, IT1.4.2, IT1.4.3, IT1.5.2	CS1.2.8	IT1.4.1, IT1.4.2, IT1.4.3, IT1.4.6	CS1.2.4, CS1.2.5, CS1.2.6, CS1.2.7, CS1.2.8	IT1.4.1, IT1.4.2, IT1.4.3, IT1.4.6

DL

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Staying Safe Online Pupils understand that they should stay safe online by choosing websites that are good for them to visit, and avoid sites that are not appropriate for them.	**Follow the Digital Trail** Pupils learn that the information they put online leaves a digital footprint or "trail." This trail can be big or small, helpful or hurtful, depending on how they manage it.	**Screen out the Mean** Pupils learn that children sometimes can act like bullies when they are online. They explore what cyberbullying means and what they can do when they encounter it.	**Using Keywords** Pupils understand that keyword searching is an effective way to locate information on the Internet. They learn how to select keywords to produce the best search results.	**Sites I Like** Pupils discuss criteria for rating informational websites and apply them to an assigned site. Pupils learn that all websites are not equally good sources of information.	
Resource: South West GfL Digital Literacy SOW	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	

POS (DL):

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
DL1.6c.2, DL1.6c.4, DL1.6c.5	DL1.6b.1, DL1.6b.2, DL1.6b.3	DL1.6a.1, DL1.6a.2, DL1.6c.1, DL1.6c.3	DL1.6a.3	DL1.6a.3, DL1.6c.2	

BS POS

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
				Sound BS1.S1 I can record audio using a microphone BS1.S2 I know how to make quality recordings **Video** BS1.V1 I can record video using a camera BS1.V2 I can upload photos to create a photo slideshow	**Animation** BS1.A1 I can make objects move and record their movements BS1.A2 I can edit my characters and create a short film BS1.A3 I can explain why small movements are important when creating animation

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Lower KS2 Computing Curriculum Plan – (Computer Science, Information Technology, Digital Literacy & Basic Skills)

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y3	**CS IT**	**We Are Angry Birds** Pupils to learn that programs execute by following precise and unambiguous instructions and then use the Scratch programming language to develop a game based on the Angry Birds app.	**We Are Decision Makers** Pupils to extend work looking at Scratch instructions but investigating Flowcharts, Inputs and decision making statements 'If...then...' ending up designing and creating their own Scratch game using these statements.	**We Are Virtual Sculptors** Pupils will be creating shapes in google Sketch-Up. Learning how to make circles, squares and rectangles, then using these basic shapes, build a virtual sculpture.	**We Are Data Investigators** Pupils will investigate Databases both online and created by themselves. They will then organise the data collected using a branching database	**We are Comic Book Heroes** Pupils will use software to create a storyboard sequence for a comic and then create a story of a familiar topic in the form of a comic i.e. An Egyptian Adventure.	**We are Global Communicators** Pupils will look at ways we can communicate with a global audience such as email, Skype, Blogs and Wiki.
		Resource: Scratch, Tynker Puppy Adventure website, Unplugged activities.	*Resource: Unplugged flowchart activities and Scratch*	*Resource: Google Sketchup Make*	*Resource: Ask Oscar Branching Database, MS Excel, Education City*	*Resource: MakeBeliefComix.com, Kar2ouche*	*Resources: Online Blog and Wiki, Skype, email*
	POS	CS2.1a.1, CS2.1a.2, CS2.1a.7, CS2.2a.1 CS2.2a.4, CS2.2a.6 CS2.3a.1, CS2.3b.2, CS2.1b.7 IT2.4a.2	CS2.1a.1, CS2.1a.2, CS2.1a.4, CS2.1a.5, CS2.1a.9, CS2.2a.4 CS2.3a.1, CS2.3a.3, CS2.1c.1, CS2.1b.10 IT2.4a.2	CS2.1b.2, CS2.1b.5, CS2.1b.6, CS2.1b.8 IT2.6a.2 IT2.6a.4	IT2.6b.1, IT2.6b.2, IT2.6b.3, IT2.6b.4, IT2.6b.5, IT2.6b.6	CS2.2a.1 IT2.4a.2, IT2.6a.2, IT2.6a.4, IT2.6a.7	IT2.4a.1, IT2.4a.2 IT2.4a.3, IT2.4a.4 IT2.4a.5, IT2.4a.6 IT2.4b.1, IT2.4b.2, IT2.4c.1, IT2.4c.2, IT2.4c.3, IT2.4c.4, IT2.4c.5, IT2.4c.6, IT2.5c.1 IT2.6a.6
	DL	**Powerful Passwords** Pupils explore reasons why people use passwords, learn the benefits of using passwords, and discover strategies for creating and keeping strong, secure passwords.	**My Online Community** Pupils explore the concept that people can connect with one another through the Internet. They understand how the ability for people to communicate online can unite a community.	**Things for Sale** Pupils examine product websites and understand that the purpose of the site is to encourage buying the product. Pupils learn methods used to promote products on these sites.	**Show Respect Online** Pupils explore the similarities and differences between in-person and online communications, and then learn how to write clear and respectful messages.	**Writing Good Emails** Pupils learn how to communicate effectively by email, taking into account the purpose and audience of their message, and the tone they want to convey.	
		Resource: South West GfL Digital Literacy SOW	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	
	POS	DL2.7c.6, DL2.7c.15	DL2.7b.4, DL2.7c.1, DL2.7c.7, DL2.7c.8, DL2.7b.6	DL2.7a.2, DL2.7a.6	DL2.7b.2, DL2.7b.1, DL2.7b.7, DL2.7b.10	DL2.7c.9, DL2.7c.8	
	BS POS				**Images** BS2.I3 I can edit my image by cropping it or adding effects		

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Computing Scheme of Work

Lower KS2 Computing Curriculum Plan – (Computer Science, Information Technology, Digital Literacy & Basic Skills)

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y4	**CS IT**	**We Are Robot Masters** Pupils will be introduced to the light-bot simulation. They will use the programs to develop systematic programing to solve problems offered. Pupils will then extend their skills to written code using LOGO.	**We Are Real World Builders 1** Pupils will build and control their very own Lego WeDo application that is controlled by the Scratch language, looking at loops etc. to complete repetitive tasks also use sensors to interact with the outside world. They will make a practical application and test it.	**We Are Digital Musicians** Pupils will investigate different ways to create and record digital music as well as work on basic Scratch introductions creating their own Scratch Music Machine program.	**We are Route Planners 2** Pupils will extend their programming knowledge using Code for Life - Rapid Router. Pupils will use the repeat until function, variables and the 'if 'statement to decide on movement along a route.	**We Are Quiz Masters** Pupils are to extend their knowledge of Scratch to using variables etc. to create a maths quiz and then to investigate Lists to create a historical quiz based on a period of history they have been looking at.	**We are Geometric Artists** Pupils use vector and turtle graphics to explore geometric art, taking inspiration from the work of Escher, Riley and traditional Islamic artists.
		Resource: LightBot website, MSW Logo, Unplugged activities, j2code website	*Resource: Scratch, Lego WeDo*	*Resource: Scratch, Isle of Tune, Audacity ,MuseScore,MusicMaker*	*Resource: Code for Life – Rapid Router website*	*Resource: Scratch*	*Resource: Inkscape Vector Image Software, Scratch v2.0*

| **POS** | CS2.1a.1, CS2.1a.2 CS2.1a.3, CS2.1a.4 CS2.1a.5, CS2.1a.6 CS2.1a.7, CS2.1a.8 CS2.1a.9, CS2.2a.1 CS2.2a.4, CS2.2a.5 CS2.3a.3, CS2.3b.1 CS2.3b.2, CS2.3b.3 | IT2.6a.2 IT2.6a.4 | CS2.1b.1, CS2.1b.2 CS2.1b.4, CS2.1b.5 CS2.1b.6, CS2.1b.11 CS2.1b.12, CS2.1b.13 CS2.1b.14, CS2.1c.1, CS2.2a.3 | IT2.6a.2 IT2.6a.4 | CS2.1a.6, CS2.1a.7 CS2.1a.8, CS2.2a.1 CS2.2a.2, CS2.2a.3 CS2.2a.4, CS2.2a.5 | IT2.6a.2 IT2.6a.4 | CS2.1a.6, CS2.1a.7 CS2.1a.8, CS2.2a.1 CS2.2a.2, CS2.2a.3 CS2.2a.4, CS2.2a.5, CS2.3a.2 | IT2.6a.8 | CS2.1a.6, CS2.1a.7 CS2.1a.8, CS2.2a.1 CS2.2a.2, CS2.2a.3 CS2.2a.4, CS2.2a.5, CS2.2a.6, CS2.2b.2, CS2.2b.3, CS2.2b.4 | IT2.6a.2 IT2.6a.4 | CS2.1a.6, CS2.1a.7 CS2.1a.8, CS2.2a.5 CS2.3a.1, CS2.3a.3 | IT2.6a.2 IT2.6a.4 |

	DL	**Rings of Responsibility** Pupils explore what it means to be responsible to and respectful of their offline and online communities as a way to learn how to be good digital citizens.	**Private and Personal Information** How can you protect yourself from online identity theft? Pupils think critically about the information they share online.	**The Power of Words** Pupils consider that they may get online messages from other kids that can make them feel angry, hurt, sad, or fearful. Pupils identify actions that will make them Up standers in the face of cyberbullying.	**The Key to Keywords** Pupils learn strategies to increase the accuracy of their keyword searches and make inferences about the effectiveness of the strategies.	**Whose is it Anyway?** Pupils learn that copying the work of others and presenting it as one's own is called plagiarism. They also learn about when and how it's ok to use the work of others	
		Resource: South West GfL Digital Literacy SOW	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	
	POS	DL2.7b.1, DL2.7b.2, DL2.7c.1, DL2.7c.3, DL2.7b.7, DL2.7b.11	DL2.7c.5, DL2.7c.13	DL2.7c.4, DL2.7b.6, DL2.7b.10	DL2.7c.11, DL2.7a.3	DL2.7b.3, DL2.7b.5	
	BS POS			**Sound** BS2.S1 I can import my recorded audio on to the computer BS2.S2 I can edit my audio by trimming the start and end BS2.S3 I can apply effects to alter the sound of the audio			**Images** BS2.I6 I can combine images to create a new image

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Upper KS2 Computing Curriculum – (Computer Science, Information Technology, Digital Literacy & Basic Skills)

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y5	**CS IT**	**We are Real World Modellers 2** Pupils work through the simulation of a a set of traffic lights to look at the sequencing of instructions to a real life situation. They will then apply their knowledge to the simulation of a second physical system such as a burglar alarm system and link it with the LEGO WeDo equipment.	**We are Interactive Adventurer's** Introduction to modelling – Pupils investigate the usage of computers to model adventure games. Flowcharts to be investigated to aid planning of projects and use of hyperlinks to create interactivity.	**We are Cryptographers** The pupils will learn about communicating information securely through an introduction to cryptography (the science of keeping communication and information secret).	**We are Animators** Pupils will draw on their work from their current topic to create an animated speech by a topic character. They are to produce a first person script and use microphones to record it, then import into Crazy Talk.	**We have a Virtual Pet** The pupils will learn how to make an interactive game, creating a virtual pet requiring the use of variables and a game plan and flowchart.	**We Are Digital Image Creators** Pupils will gain an understanding of how digital images are made up, addressing pixels, resolution and depth. Pupils will then move on to gain an understanding of some of the key tools in image editing.
		Resource: Scratc, LEGO WeDo	*Resource: MS PowerPoint, Diagram Designer*	*Resource: Scratch, The Black Chamber*	*Resource: Crazy Talk Animator, microphones*	*Resources: Scratch, Diagram Designer*	*Resource: cameras, Pixlr.com*
	POS	CS2.1b.1, CS2.1b.2 CS2.1b.3, CS2.1b.4 CS2.1b.5, CS2.1b.11 CS2.1b.13, CS2.1B.9	CS2.1a.4, CS2.1a.5, CS2.1a.6, CS2.1a.8, CS2.1a.9, CS2.1c.1, | IT2.6a.2, IT2.6a.4 IT2.6a.7	CS2.1a.4, CS2.1a.5, CS2.3a.1 | IT2.4a.1, IT2.4b.2, IT2.4c.3,	CS2.1b.2, | IT2.5a.1, IT2.5c.3, IT2.6a.2, IT2.6a.4, IT2.6a.7	CS2.1a.5, CS2.1a.8 CS2.1b.2, CS2.1b.3 CS2.1b.8, CS2.1b.13 | IT2.4a.1, IT2.4b.2, IT2.4c.3,	IT2.4a.1, IT2.4b.2, IT2.4c.3
	DL	**Strong Passwords** Pupils learn how to create secure passwords in order to protect their private information and accounts online.	**Digital Citizenship Pledge** Pupils work together to outline common expectations in order to build a strong digital citizenship community. Each member of the class signs a We the Digital Citizens Pledge.	**You've Won a Prize** Pupils learn what spam is, the forms it takes, and then identify strategies for dealing with it.	**How to Cite a Site** Pupils reflect on the importance of citing all sources when they do research. They then learn how to write bibliographical citations for online sources.	**Picture Perfect** Pupils learn how photos can be altered digitally. They will consider the creative upsides of photo alteration, as well as its power to distort our perceptions of beauty and health.	
		Resource: South West GfL Digital Literacy SOW	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	
	POS	DL2.7c.12, DL2.7c.15	DL2.7b.1, DL2.7b.2, DL2.7b.4, DL2.7c.7, DL2.7b.11	DL2.7a.1, DL2.7a.4	DL2.7a.2, DL2.7b.13	DL2.7a.5	
	BS POS		**Presentation** BS2.P1 I can create multiple pages using text and images BS2.P2 I can link pages using hyperlinks etc.				**Images** BS2.I1 I can delete photos that I no longer need BS2.I2 I can transfer my photos to the computer BS2.I3 I can edit my image by cropping it or adding effects BS2.I4 I can talk about photo size and resolution and the need to resize some photographs BS2.I5 I can create a digital image using layers BS2.I6 I can combine images to create a new image

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Upper KS2 Computing Curriculum – (Computer Science, Information Technology, Digital Literacy & Basic Skills)

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y6	**CS IT**	**We Are Real World Builders 2** Pupils will build and develop a Lego WeDo robot that is controlled using the Scratch language. They will also develop a real word simulation using scratch and LEGO WeDo.	**We are Hardware Investigators** Pupils will gain an understanding of the key components that make up a computer system, including inputs and outputs, hardware, the binary system, computer networks and operating systems.	**We Are Game Masters** Introduction to games programming using Microsoft Kodu software. The pupils will look at how to plan a game, look at its requirements and then how to implement those ideas using Kodu's graphical code interface.	**We Are Networking Experts** What is the internet? How do computers talk to each other, What equipment is needed, What could it look like, How does AN Internet search work, How are search results ordered? Just some of the questions the pupils will look at in this topic.	**We are Web Developers** Pupils will design and create their own web site on a local history topic currently being investigated in class. Pupils will add text, images and scanned written work and pictures to their site.	**We Are Grand Designers** The pupils will learn how to become digital architects. They will look at the requirements for their design and then using Google Sketchup; recreate them in 3D in virtual space. *Make*
		Resource: Scratch and Lego WeDo	*Resource: Unplugged activities and Online websites to support.*	*Resource: Microsoft Kodu*	*Resource: Unplugged activities and online activities*	*Resource: NotePad++*	*Resource: Sketchup, MS Word*
	POS	CS2.1b.14, CS2.1a.3 CS2.1b.1, CS2.1b.2 CS2.1b.4, CS2.1b.12 CS2.1b.13, CS2.1a.8, CS2.1a.9	CS2.2b.1 IT2.4a.4, IT2.4a.3, IT2.4a.5, IT2.4a.6	CS2.1a.6, CS2.1a.7 CS2.1a.8, CS2.1c.1, CS2.2a.6	IT2.4a.3, IT2.4a.4 IT2.4a.5, IT2.4a.6 IT2.4b.2, IT2.4c.2 IT2.5a.1, IT2.5c.3 IT2.5b.2, IT2.5c.2, IT2.5b.1, IT2.6a.3	IT2.4b.2, IT2.4c.2 IT2.4c.3, IT2.6a.4 IT2.6a.1, IT2.6a.2	CS2.1b.2, CS2.1b.5 CS2.1b.6, CS2.1b.8, CS2.1b.13 IT2.6a.1, IT2.6a.2 IT2.6a.4, IT2.5a.1 IT2.5c.2, IT2.5c.3, IT2.4a.2
	DL	**Talking Safely Online** Pupils learn that the Internet is a great place to develop rewarding relationships. But they also learn not to reveal private information to a person they know only online	**Super Digital Citizen** Pupils explore "with great power comes great responsibility". They create comic strips showing a digital superhero who witnesses an act of poor digital citizenship, and then helps resolve it.	**Privacy Rules** Pupils learn that children's websites must protect their private information. They learn to identify these secure sites by looking for their privacy policies and privacy seals of approval.	**What's Cyberbullying?** Pupils explore how it feels to be cyberbullied, how cyberbullying is similar to or different than in-person bullying, and learn strategies for handling cyberbullying when it arises.	**Selling Stereotypes** Pupils explore how the media can play a powerful role in shaping our ideas about girls and boys. They practice identifying messages about gender roles in two online activity zones for children.	
		Resource: South West GfL Digital Literacy SOW	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	*Resource: South West GfL Digital Literacy SOW*	
	POS	DL2.7b.1, DL2.7b.2, DL2.7c.1, DL2.7b.4, DL2.7b.6, DL2.7b.10, DL2.7c.14	DL2.7c.2, DL2.7b.11, DL2.7c.16	DL2.7c.5, DL2.7c.10, DL2.7c.13, DL2.7C.10	DL2.7b.8	DL2.7b.9, DL2.7b.12	
	BS						
	POS						

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