



DIGITAL LITERACY: YEAR 2

CURRICULUM MILESTONES

Self-image and Identity:

I can describe ways in which people might make themselves look different online.

Online relationships:

I can explain some risks of communicating online with others I don't know well.

Online reputation:

I can explain how information put online about me can last for a long time.

Online bullying:

I can describe how to behave online in ways that do not upset others

Managing online information:

I can demonstrate how to navigate a simple webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections).

Health, well-being and lifestyle:

I can create rules for using technology safely

Privacy and Security:

I can explain why I should always ask a trusted adult before I share any information about myself online.

Copyright and ownership:

I can recognise that content on the internet may belong to other people.

AVAILABLE TEACHING RESOURCES


Remember that this aspect of the curriculum could be covered in PSHE, as well as in Computing. Delivering lessons at a point when there is enough time to consider their comments and questions is the best way to plan for careful use of e-safety materials.

Jesse and Friends from Think U Know: A good quality resource from 2019. For Year 2 children, move to videos 2 and 3, though you may want to review video 1 as a reminder from previous learning. Do watch and consider the videos before delivering to children. If you are concerned that the videos may 'spook' your class of children a little more than you would like, the storybook files ([at the bottom of the page](#)) may be a better way to proceed. [Full teaching resources here](#) - need to register

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 the objectives on the left, [can be found here](#).

ASSESS CHILDREN'S KNOWLEDGE AND TARGET GAPS

 <p>PROJECT EVOLVE</p> <p>Knowledge Map</p> <p>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 other areas of learning across the curriculum. You will see that areas of digital literacy are referred to in other units of work across this Computing curriculum.