



DIGITAL LITERACY: YEAR 3

CURRICULUM MILESTONES

Self-image and Identity:

I can describe ways in which media can shape ideas about gender.

Online relationships:

I can explain how my and other people's feelings can be hurt by what is said or written online.

Online reputation:

I know who I should ask if I am not sure if I should put something online.

Online bullying:

I can describe rules about how to behave online and how I follow them.

Managing online information:

I can evaluate digital content and can explain how I make choices from search results.

Health, well-being and lifestyle:

I can identify situations when I might need to limit the amount of time I use technology.

Privacy and Security:

I can describe simple strategies for creating and keeping passwords private.

Copyright and ownership:

I can explain why copying someone else's work from the internet without permission can cause problems.

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.

[Lee and Kim's Animal Magic Cartoon](#) from [CEOP](#) is a slightly dated but well-produced animation that remains relevant and fun for children. Originally pitched at KS1, we have found it better understood at the beginning of year 3 – plus there is a slightly scary bit so the slightly older audience feels more appropriate! You will find [a full set of lesson plans and printable resources](#) that can be used within class 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](#).

A suggested structure 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. 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.