

## Education for a connected world document breakdown

Link to jigsaw document: <https://www.jigsawpshe.com/wp-content/uploads/2020/09/Education-for-a-Connected-World-andJigsaw-PSHE-3-16.pdf>

RECEPTION	Objective	
Self image and Identity	I can recognise, online or offline, that anyone can say 'no' / 'please stop' / 'I'll tell' / 'I'll ask' to somebody who makes them feel sad, uncomfortable, embarrassed or upset.	Trolls stink (internet safety day) Celebrating Difference- Jigsaw
Online relationships	I can recognise some ways in which the internet can be used to communicate.	Trolls stink (internet safety day) Relationships - Jigsaw
	I can give examples of how I (might) use technology to communicate with people I know.	Trolls stink (internet safety day)
Online reputation	I can identify ways that I can put information on the internet.	Project Evolve
Online bullying	I can describe ways that some people can be unkind online	Trolls stink (internet safety day) Celebrating Difference - Jigsaw
	I can offer examples of how this can make others feel.	Trolls stink (internet safety day) Celebrating Difference - Jigsaw
Managing online information	I can talk about how to use the internet as a way of finding information online.	Project Evolve
	I can identify devices I could use to access information on the internet.	Project Evolve
Health, well-being and lifestyle	I can identify rules that help keep us safe and healthy in and beyond the home when using technology.	Trolls stink (internet safety day) Health me - Jigsaw
	I can give some simple examples of these rules.	Trolls stink (internet safety day)
Privacy and security	I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location).	Relationships - Jigsaw
	I can describe who would be trustworthy to share this information with; I can explain why they are trusted.	Relationships - Jigsaw
Copyright and ownership	I know that work I create belongs to me	All Puzzle - Jigsaw
	I can name my work so that others know it belongs to me.	All Puzzle - Jigsaw

YEAR 1	Objective	Computing lessons	RSE/PSHE
Self image and Identity	I can recognise that there may be people online who could make someone feel sad, embarrassed or upset	Think-U-know	Jigsaw (Being in my world, celebrating difference and healthy me)
	If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust and how they can help.	Think-U-know	Jigsaw (relationship, celebrating difference)
Online relationships	I can give examples of when I should ask permission to do something online and explain why this is important.	Think-U-know	
	I can use the internet with adult support to communicate with people I know (e.g. video call apps or services).	Think-U-know/ all Teach computing lessons	Jigsaw (healthy me)
	I can explain why it is important to be considerate and kind to people online and to respect their choices.	Think-U-Know	Digiduck's Big Decision (internet Safety Day)  Jigsaw (Being in my world, celebrating difference, dream and goal and relationships)
	I can explain why things one person finds funny or sad online may not always be seen in the same way by others.	Think-U-know	Digiduck's Big Decision (internet Safety Day)
Online reputation	I can recognise that information can stay online and could be copied.	Think-U-know Project Evolve	Jigsaw (healthy me)
	I can describe what information I should not put online without asking a trusted adult first.	Think-U-know Project Evolve	Jigsaw (relationships)
Online bullying	I can describe how to behave online in ways that do not upset others and can give examples.	Think – u -Know	Jigsaw (celebrating difference)  Digiduck's Big Decision (internet Safety Day)
Managing online information	I know / understand that we can encounter a range of things online including things we like and don't like as well as things which are real or make believe / a joke.	Think-U-know	
	I know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable, worried or frightened.	Think-U-know	Digiduck's Big Decision (internet Safety Day)
Health, well-being and lifestyle	I can explain rules to keep myself safe when using technology both in and beyond the home.	Think-u-know Computer systems	Jigsaw (healthy-me)
Privacy and security	I can explain that passwords are used to protect information, accounts and devices.	Think-u-know Creating Media	
	I can recognise more detailed examples of information that is personal to someone (e.g where someone lives and goes to school, family names).	Creating Media	

	I can explain why it is important to always ask a trusted adult before sharing any personal information online, belonging to myself or others.	Creating media	
Copyright and ownership	I can explain why work I create using technology belongs to me.	Data and information	
	I can say why it belongs to me (e.g. 'I designed it' or 'I filmed it').	Computing systems Data and information	
	I can save my work under a suitable title / name so that others know it belongs to me (e.g. filename, name on content).	Computing systems Data and information	

YEAR 2	Objective	Computing lessons	RSE/PSHE
Self image and Identity	I can explain how other people may look and act differently online and offline.	Think-u-know Data and information	Jigsaw (Being in my world, celebrating difference and changing me) Smartie the Penguin (internet safety day)
	I can give examples of issues online that might make someone feel sad, worried, uncomfortable or frightened; I can give examples of how they might get help.	Think-u-know Data and information	Jigsaw (Being in my world, celebrating difference and changing me)
Online relationships	I can give examples of how someone might use technology to communicate with others they don't also know offline and explain why this might be risky. (e.g. email, online gaming, a pen-pal in another school / country).	Think-u-know	Jigsaw (Being in my world, celebrating difference and changing me) Smartie the Penguin (internet safety day)
	I can explain who I should ask before sharing things about myself or others online.	Think-u-know	Jigsaw (Being in my world, celebrating difference and changing me)
	I can describe different ways to ask for, give, or deny my permission online and can identify who can help me if I am not sure.	Think-u-know	Jigsaw (Being in my world, celebrating difference and changing me)
	I can explain why I have a right to say 'no' or 'I will have to ask someone'. I can explain who can help me if I feel under pressure to agree to something I am unsure about or don't want to do.	Data and information	Jigsaw (Being in my world, celebrating difference and changing me)
	I can identify who can help me if something happens online without my consent.	Think-u-know	Jigsaw (Being in my world, celebrating difference and changing me)
	I can explain how it may make others feel if I do not ask their permission or ignore their answers before sharing something about them online.	Computing Systems	
	I can explain why I should always ask a trusted adult before clicking 'yes', 'agree' or 'accept' online.	Think-u-know	
Online reputation	I can explain how information put online about someone can last for a long time.	Think-u-know	

	I can describe how anyone's online information could be seen by others.	Think-u-know	
	I know who to talk to if something has been put online without consent or if it is incorrect.	Think-u-know	
Online bullying	I can explain what bullying is, how people may bully others and how bullying can make someone feel.	Project evolve	Jigsaw (celebrating difference)
	I can explain why anyone who experiences bullying is not to blame.	Project evolve	Jigsaw (celebrating difference)
	I can talk about how anyone experiencing bullying can get help.	Project evolve	Jigsaw (celebrating difference)
	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).	All teach computing units	
	I can explain the difference between things that are imaginary, 'made up' or 'make believe' and things that are 'true' or 'real'.	Think – U -know Project evolve	
	I can explain why some information I find online may not be real or true.	Think – U – know Project evolve	
Health, well-being and lifestyle	I can explain simple guidance for using technology in different environments and settings e.g. accessing online technologies in public places and the home environment.	Computer Systems Data and information	Smartie the Penguin (internet safety day)
	I can say how those rules / guides can help anyone accessing online technologies.	Computing systems and Networks Data and information	Smartie the Penguin (internet safety day)
	I can explain and give examples of what is meant by 'private' and 'keeping things private'.	Computing systems and Networks Data and information	Smartie the Penguin (internet safety day) Jigsaw (healthy me)
	I can describe and explain some rules for keeping personal information private (e.g. creating and protecting passwords).	Think-U-know Data and information	Smartie the Penguin (internet safety day)
Copyright and ownership	I can recognise that content on the internet may belong to other people.	Computing systems and Networks Creating Media	
	I can describe why other people's work belongs to them.	Computing systems and Networks Creating Media	

YEAR 3	Objective		
Self image and Identity	I can explain what is meant by the term 'identity'.		Jigsaw (being in my world)
	I can explain how people can represent themselves in different ways online.		Jigsaw (being in my world)
	I can explain ways in which someone might change their identity depending on what they are doing online (e.g. gaming; using an avatar; social media) and why.		Jigsaw (being in my world)

Online relationships	I can describe ways people who have similar likes and interests can get together online.	Natterhub – Chat it	
	I can explain what it means to ‘know someone’ online and why this might be different from knowing someone offline.	Natterhub – Chat it	Jigsaw (being in my world, celebrating difference, healthy me and relationships)
	I can explain what is meant by ‘trusting someone online’, why this is different from ‘liking someone online’, and why it is important to be careful about who to trust online including what information and content they are trusted with.	Natterhub – Chat it	Jigsaw (celebrating difference, healthy me and relationships)
	I can explain why someone may change their mind about trusting anyone with something if they feel nervous, uncomfortable or worried.	Natterhub – Chat it	Jigsaw (celebrating difference, healthy me and relationships)
	I can explain how someone’s feelings can be hurt by what is said or written online.	Natterhub – Chat it	Jigsaw (celebrating difference, healthy me and relationships)
	I can explain the importance of giving and gaining permission before sharing things online; how the principles of sharing online is the same as sharing offline e.g. sharing images and videos.	Natterhub – Chat it	Jigsaw (relationships)
Online reputation	I can explain how to search for information about others online	Project Evolve	Jigsaw (relationships)
	I can give examples of what anyone may or may not be willing to share about themselves online. I can explain the need to be careful before sharing anything personal.	Project Evolve	Jigsaw (relationships)
	I can explain who someone can ask if they are unsure about putting something online.	Project Evolve	Jigsaw (relationships)
Online bullying	I can describe appropriate ways to behave towards other people online and why this is important.	Project Evolve	Jigsaw (celebrating differences, relationship )
	I can give examples of how bullying behaviour could appear online and how someone can get support.	Project Evolve	Jigsaw (celebrating differences, relationship)
Managing online information	I can demonstrate how to use key phrases in search engines to gather accurate information online.	Desktop Publishing Animation	
	I can explain what autocomplete is and how to choose the best suggestion.	Creating Media	Jigsaw (relationships)
	I can explain how the internet can be used to sell and buy things.	Creating Media	Jigsaw (relationships)
	I can explain the difference between a ‘belief’, an ‘opinion’ and a ‘fact. and can give examples of how and where they might be shared online, e.g. in videos, memes, posts, news stories etc.	Creating Media	Jigsaw (relationships)
	I can explain that not all opinions shared may be accepted as true or fair by others (e.g. monsters under the bed).	Creating Media	Jigsaw (relationships)
	I can describe and demonstrate how we can get help from a trusted adult if we see content that makes us feel sad, uncomfortable worried or frightened.	Creating Media	Jigsaw (relationships)

Health, well-being and lifestyle	I can explain why spending too much time using technology can sometimes have a negative impact on anyone, e.g. mood, sleep, body, relationships; I can give some examples of both positive and negative activities where it is easy to spend a lot of time engaged (e.g. doing homework, games, films, videos).		Tek – The modern Cave boy (internet safety day) Jigsaw (healthy me)
	I can explain why some online activities have age restrictions, why it is important to follow them and know who I can talk to if others pressure me to watch or do something online that makes me feel uncomfortable (e.g. age restricted gaming or web sites).		Tek – The modern Cave boy (internet safety day) Jigsaw (healthy me)
Privacy and security	I can describe simple strategies for creating and keeping passwords private.	Creating Media	
	I can give reasons why someone should only share information with people they choose to and can trust. I can explain that if they are not sure or feel pressured then they should tell a trusted adult.	Creating Media	
	I can describe how connected devices can collect and share anyone's information with others.	Creating Media	
Copyright and ownership	I can explain why copying someone else's work from the internet without permission isn't fair and can explain what problems this might cause.	Creating Media	

YEAR 4	Objective		
Self image and Identity	I can explain how my online identity can be different to my offline identity.	Creating Media	Webster's friend (internet safety day)
	I can describe positive ways for someone to interact with others online and understand how this will positively impact on how others perceive them.	Creating Media	Webster's friend (internet safety day)
	I can explain that others online can pretend to be someone else, including my friends, and can suggest reasons why they might do this.	Creating Media	Webster's friend (internet safety day)
Online relationships	I can describe strategies for safe and fun experiences in a range of online social environments (e.g. livestreaming, gaming platforms).		Webster's friend (internet safety day)
	I can give examples of how to be respectful to others online and describe how to recognise healthy and unhealthy online behaviours.		Webster's friend (internet safety day) Jigsaw (celebrating differences, healthy me)
	I can explain how content shared online may feel unimportant to one person but may be important to other people's thoughts feelings and beliefs.		Webster's friend (internet safety day) Jigsaw (celebrating differences, healthy me)
Online reputation	I can describe how to find out information about others by searching online.	Project Evolve	
	I can explain ways that some of the information about anyone online could have been created, copied	Project Evolve	

	or shared by others.		
Online bullying	I can recognise when someone is upset, hurt or angry online.	Project Evolve	
	I can describe ways people can be bullied through a range of media (e.g. image, video, text, chat).	Project Evolve	Jigsaw (celebrating differences, relationships)
	I can explain why people need to think carefully about how content they post might affect others, their feelings and how it may affect how others feel about them (their reputation).	Project Evolve	Jigsaw (celebrating differences, relationships)
Managing online information	I can analyse information to make a judgement about probable accuracy and I understand why it is important to make my own decisions regarding content and that my decisions are respected by others.	Computing Systems and Networks	
	I can describe how to search for information within a wide group of technologies and make a judgement about the probable accuracy (e.g. social media, image sites, video sites).	Computing Systems and Networks	
	I can describe some of the methods used to encourage people to buy things online (e.g. advertising offers; in-app purchases, pop-ups) and can recognise some of these when they appear online.	Computing Systems and Networks	
	I can explain why lots of people sharing the same opinions or beliefs online do not make those opinions or beliefs true.	Computing Systems and Networks	
	I can explain that technology can be designed to act like or impersonate living things (e.g. bots) and describe what the benefits and the risks might be.	Computing Systems and Networks	
	I can explain what is meant by fake news e.g. why some people will create stories or alter photographs and put them online to pretend something is true when it isn't.	Computing Systems and Networks	
Health, well-being and lifestyle	I can explain how using technology can be a distraction from other things, in both a positive and negative way.	Project Evolve	
	I can identify times or situations when someone may need to limit the amount of time they use technology e.g. I can suggest strategies to help with limiting this time.	Project Evolve	
Privacy and security	I can describe strategies for keeping personal information private, depending on context.	Natter hub -mind it	
	I can explain that internet use is never fully private and is monitored, e.g. adult supervision.	Natter hub -mind it	
	I can describe how some online services may seek consent to store information about me; I know how to respond appropriately and who I can ask if I am not sure.	Natter hub -mind it	



	I know what the digital age of consent is and the impact this has on online services asking for consent.	Natter hub -mind it	
Copyright and ownership	When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it.	Computing Systems and Networks Creating Media	
	I can give some simple examples of content which I must not use without permission from the owner, e.g. videos, music, images.	Computing Systems and Networks Creating Media	

YEAR 5	Objective		
Self image and Identity	I can explain how identity online can be copied, modified or altered.	Creating Media	
	I can demonstrate how to make responsible choices about having an online identity, depending on context.	Creating Media	
Online relationships	I can give examples of technology specific forms of communication (e.g. emojis, memes and GIFs).	Project Evolve	Jigsaw (relationships)
	I can explain that there are some people I communicate with online who may want to do me or my friends harm. I can recognise that this is not my / our fault.	Project Evolve	Jigsaw (relationships)
	I can describe some of the ways people may be involved in online communities and describe how they might collaborate constructively with others and make positive contributions. (e.g. gaming communities or social media groups).	Project Evolve	Jigsaw (relationships)
	I can explain how someone can get help if they are having problems and identify when to tell a trusted adult.	Project Evolve	Jigsaw (relationships)
	I can demonstrate how to support others (including those who are having difficulties) online.	Project Evolve	Jigsaw (relationships)
Online reputation	I can search for information about an individual online and summarise the information found.	Creating Media	
	I can describe ways that information about anyone online can be used by others to make judgments about an individual and why these may be incorrect.	Creating Media	
Online bullying	I can recognise online bullying can be different to bullying in the physical world and can describe some of those differences.		Jigsaw (relationships)
	I can describe how what one person perceives as playful joking and teasing (including 'banter') might be experienced by others as bullying.		Jigsaw (relationships)
	I can explain how anyone can get help if they are being bullied online and identify when to tell a trusted adult.		Jigsaw (relationships)
	I can identify a range of ways to report concerns and access support both in school and at home about		Jigsaw (relationships)



	online bullying.		
	I can describe the helpline services which can help people experiencing bullying, and how to access them (e.g. Childline or The Mix).		Jigsaw (relationships)
Managing online information	I can explain the benefits and limitations of using different types of search technologies e.g. voice-activation search engine. I can explain how some technology can limit the information I am presented with e.g. voice-activated searching giving one result.	Natter hub – Fact or fiction	Jigsaw (relationships)
	I can explain what is meant by 'being sceptical'; I can give examples of when and why it is important to be 'sceptical'.	Natter hub – Fact or fiction	Jigsaw (relationships)
	I can evaluate digital content and can explain how to make choices about what is trustworthy e.g. differentiating between adverts and search results.	Creating media	Jigsaw (relationships)
	I can explain key concepts including: information, reviews, fact, opinion, belief, validity, reliability and evidence.	Natter hub – Fact or fiction	Jigsaw (relationships)
	I can identify ways the internet can draw us to information for different agendas, e.g. website notifications, pop-ups, targeted ads.	Natter hub – Fact or fiction	Jigsaw (relationships)
	I can describe ways of identifying when online content has been commercially sponsored or boosted, (e.g. by commercial companies or by vloggers, content creators, influencers).	Natter hub – Fact or fiction	Jigsaw (relationships)
	I can explain what is meant by the term 'stereotype', how 'stereotypes' are amplified and reinforced online, and why accepting 'stereotypes' may influence how people think about others.	Natter hub – Fact or fiction	Jigsaw (relationships)
	I can describe how fake news may affect someone's emotions and behaviour, and explain why this may be harmful.	Natter hub – Fact or fiction	Jigsaw (relationships)
	I can explain what is meant by a 'hoax'. I can explain why someone would need to think carefully before they share.	Natter hub – Fact or fiction	Jigsaw (relationships)
Health, well-being and lifestyle	I can describe ways technology can affect health and well-being both positively (e.g. mindfulness apps) and negatively.		Jigsaw (relationships) When Charlie Mcbutton Lost Power (Internet Safety Day)
	I can describe some strategies, tips or advice to promote health and wellbeing with regards to technology		Jigsaw (relationships) When Charlie Mcbutton Lost Power (Internet Safety Day)
	I recognise the benefits and risks of accessing information about health and well-being online and how we should balance this with talking to trusted adults and professionals.		Jigsaw (relationships) When Charlie Mcbutton Lost Power (Internet Safety Day)
	I can explain how and why some apps and games may request or take payment for additional content (e.g. in-app purchases, lootboxes) and explain the importance of seeking permission from a trusted adult before purchasing.		Jigsaw (relationships)

Privacy and security	I can explain what a strong password is and demonstrate how to create one		Jigsaw (relationships)
	I can explain how many free apps or services may read and share private information (e.g. friends, contacts, likes, images, videos, voice, messages, geolocation) with others.		Jigsaw (relationships)
	I can explain what app permissions are and can give some examples.		Jigsaw (relationships)
Copyright and ownership	I can assess and justify when it is acceptable to use the work of others.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can give examples of content that is permitted to be reused and know how this content can be found online.	Computing systems and Networks Creating Media	Jigsaw (relationships)

YEAR 6	Objective		
Self image and Identity	I can identify and critically evaluate online content relating to gender, race, religion, disability, culture and other groups, and explain why it is important to challenge and reject inappropriate representations online.	Project Evolve	Jigsaw (relationships)
	I can describe issues online that could make anyone feel sad, worried, uncomfortable or frightened. I know and can give examples of how to get help, both on and offline.	Project Evolve	Jigsaw (relationships)
	I can explain the importance of asking until I get the help needed.	Project Evolve	Jigsaw (relationships)
Online relationships	I can explain how sharing something online may have an impact either positively or negatively.	Communication Natter-hub -Ban bullying campaign	Jigsaw (relationships)
	I can describe how to be kind and show respect for others online including the importance of respecting boundaries regarding what is shared about them online and how to support them if others do not.	Natter-hub -Ban bullying campaign	Jigsaw (relationships)
	I can describe how things shared privately online can have unintended consequences for others. e.g. screen-grabs.	Natter-hub -Ban bullying campaign	Jigsaw (relationships)
	I can explain that taking or sharing inappropriate images of someone (e.g. embarrassing images), even if they say it is okay, may have an impact for the sharer and others; and who can help if someone is worried about this.	Natter-hub -Ban bullying campaign	Jigsaw (relationships)
Online reputation	I can explain the ways in which anyone can develop a positive online reputation.	Natter-hub -Ban bullying campaign	Jigsaw (relationships)
	I can explain strategies anyone can use to protect their 'digital personality' and online reputation, including degrees of anonymity.	Natter-hub -Ban bullying campaign	Jigsaw (relationships)
Online	I can describe how to capture bullying content as	Natter-hub -Ban bullying	Jigsaw (relationships)

bullying	evidence (e.g screen-grab, URL, profile) to share with others who can help me.	campaign	
	I can explain how someone would report online bullying in different contexts.	Natter-hub -Ban bullying campaign	Jigsaw (relationships)
Managing online information	I can explain how search engines work and how results are selected and ranked.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can explain how to use search technologies effectively.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can describe how some online information can be opinion and can offer examples.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can explain how and why some people may present 'opinions' as 'facts'; why the popularity of an opinion or the personalities of those promoting it does not necessarily make it true, fair or perhaps even legal.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can define the terms 'influence', 'manipulation' and 'persuasion' and explain how someone might encounter these online (e.g. advertising and 'ad targeting' and targeting for fake news).	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I understand the concept of persuasive design and how it can be used to influences peoples' choices.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can demonstrate how to analyse and evaluate the validity of 'facts' and information and I can explain why using these strategies are important.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can explain how companies and news providers target people with online news stories they are more likely to engage with and how to recognise this.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can describe the difference between online misinformation and dis-information.	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can explain why information that is on a large number of sites may still be inaccurate or untrue. I can assess how this might happen (e.g. the sharing of misinformation or disinformation).	Computing systems and Networks Creating Media	Jigsaw (relationships)
	I can identify, flag and report inappropriate content.	Computing systems and Networks Creating Media	Jigsaw (relationships)
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.		
	I recognise and can discuss the pressures that technology can place on someone and how / when they could manage this.		But its just a game (internet safety day)
	I can recognise features of persuasive design and how they are used to keep users engaged (current and future use).		But its just a game (internet safety day)

	I can assess and action different strategies to limit the impact of technology on health (e.g. night-shift mode, regular breaks, correct posture, sleep, diet and exercise).		But its just a game (internet safety day)
Privacy and security	I can describe effective ways people can manage passwords (e.g. storing them securely or saving them in the browser).	Creating Media	Jigsaw (relationships)
	I can explain what to do if a password is shared, lost or stolen.	Creating Media	Jigsaw (relationships)
	I can describe how and why people should keep their software and apps up to date, e.g. auto updates.	Creating Media	Jigsaw (relationships)
	I can describe simple ways to increase privacy on apps and services that provide privacy settings.	Creating Media	Jigsaw (relationships)
	I can describe ways in which some online content targets people to gain money or information illegally; I can describe strategies to help me identify such content (e.g. scams, phishing).	Creating Media	Jigsaw (relationships)
	I know that online services have terms and conditions that govern their use.	Creating Media	Jigsaw (relationships)
Copyright and ownership	I can demonstrate the use of search tools to find and access online content which can be reused by others.	Creating Media	
	I can demonstrate how to make references to and acknowledge sources I have used from the internet.	Creating Media	