Year 6 PSHE Lent 2 Knowledge Organiser Making Friends Online Golden Thread: Sustainability

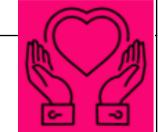
Objectives and Sticky Knowledge

Previous Knowledge Recap:

Know that it is important to understand how to report concerns and get support with issues online

Know the characteristics of friendships include: mutual respect, truthfulness, trustworthiness, loyalty, kindness, generosity, trust, sharing interests and experiences and support with problems and difficulties

Know what healthy relationships look like and how to seek help if a relationship becomes unhealthy



Land Objectives/ Sticky Knowledge

List the key applications that we may use now and in the future	Know and understand why some applications have age restrictions	Identify ways to keep yourself and others safe in a range of situations online and offline	Recognise that people may not always be who they say they are online
 Email 13+ Facebook Messenger 13+ Twitter / X 13+ 4. Instagram 13+ WhatsApp 16 6. YouTube 13+ Tumblr 13+ 8. TikTok 13+ Vine 17+ 10. Snapchat 13+ Gaming consoles that let you talk to friends online: Xbox 18 or parental consent PlayStation 18 or parental consent Nintendo 13+ 	 Know that age ratings will ensure that children only use apps that are suitable for their age group, and that they are not exposed to inappropriate content or language. Know that age restrictions are designed to help users find suitable and appropriate online content and platforms. Know that age restrictions help keep us SAFE 	 Speak to somebody if you need help Ask an adult before going online Friends are real people we know Enjoy play, have fun and stay safe 	 Know that online people can pretend to be someone they are not Know that online people can change their name, gender, age and other personal information to make children talk to them and become their friend

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Links with 'Sustainability':

Links with CST and CKA Values Crown:





Year 6 PSHE Lent 1 Knowledge Organiser Computer Safety – Making Friends Online

Key Vocabulary

I will learn the following new words/phrases:

Application	A program or piece of software, mostly found on smartphones and tablets.	
Pretending	To behave as if something is true when you know that it is not.	
Age restriction	An age under or over which something can or cannot be done.	
Online activity	Activities performed on and data available on the Internet.	
Social media sites	An online platform which people use to build social networks or social relationships with other people.	
Password	A secret word or phrase that must be used to gain admission to a place.	

Ask me a question!

- Why are there age restrictions on certain apps and games?
- How can we keep ourselves safe online?
- If you were worried about someone else's online activity, what could you do?
- If you wanted to meet an online friend in real life, how could you make sure you were safe?









Sky objectives:

- 1. Children take responsibility for their emotions and actions, can recognise and discuss the feelings behind these and reflect on how they want to respond in the future.
- 2. Children recognise healthy relationships and what to do when a relationship becomes unhealthy.
- 3. Children know that to act responsibly helps to ensure the safety of themselves, others and the wider world.





Key Facts

- It is important to consider your online friendships and sources of information
- People sometimes behave differently online, including by pretending to be someone they are not
- Some social media sites, computer games and online games are age restricted
- It is important to know how to respond safely and appropriately to adults you may encounter (in all contexts, including online) whom you do not know

By the end of this topic, I should:

- list the key applications that we may use now and in the future
- know and understand why some applications have age restrictions
- identify ways to keep yourself and others safe in a range of situations online and offline
- recognise that people may not always be who they say they are online