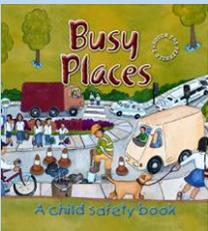
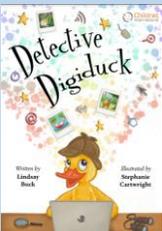
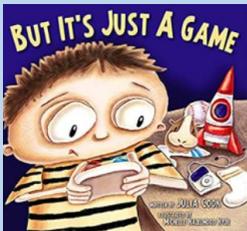
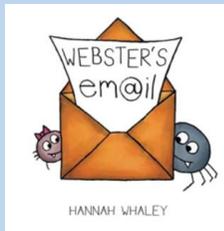
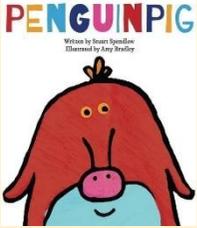
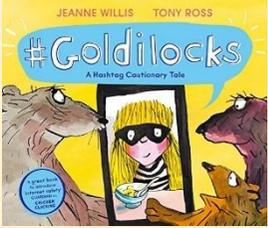
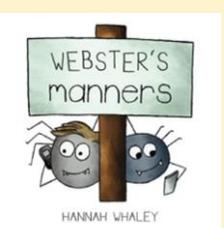
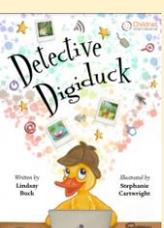
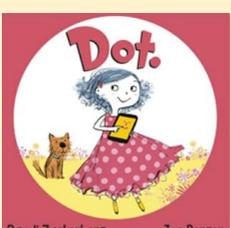
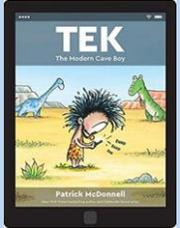
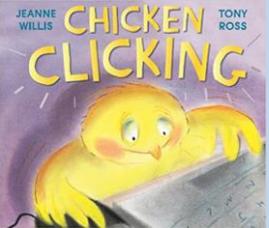
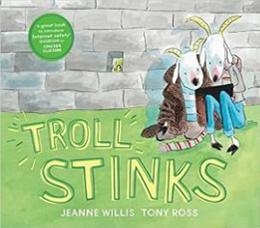
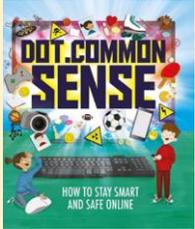
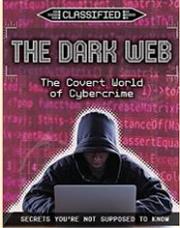
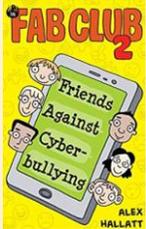
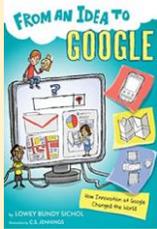
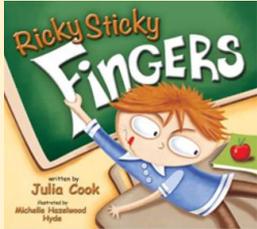


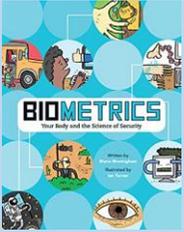
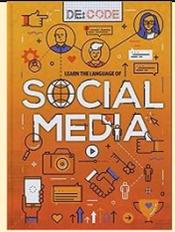
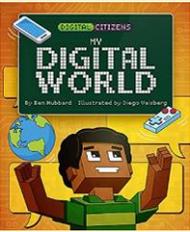
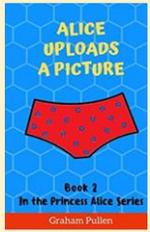
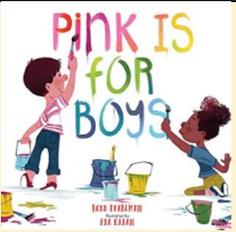


Book & selection rational overview for ESafety

		Autumn	Spring 1	Spring 2	Summer 1	Summer 2
	Cycle A	<u>Going Places Safely</u>	<u>ABC Searching</u>	<u>Keep It Private</u>	<u>Fun and Games</u>	<u>Sending Email</u>
	Book	 <p>Busy Places: A Child Safety Book by Caroline Hardy</p>	 <p>Detective Digiduck By Lindsay Buck</p>	 <p>Don't Share Personal Information (Keep Yourself Safe on the Internet) by Karen McMichael</p>	 <p>But It's Just a Game By Julia Cook</p>	 <p>Webster's Email Paperback by Hannah Whaley</p>
KS1	Reason for book selection	<p><i>Rhyming text introduces children to situations and places that they may find exciting, but should be wary of, such as a busy street, the train station, and the deep end of the swimming pool.</i></p> <p>Children compare the rules for going to physical places to those for digital places.</p>	<p><i>Would you believe your eyes if you came face-to-face with a dragon in the forest? Digiduck® finds some amazing animal facts online but is surprised to discover they may need checking. Searching the internet for information can be tricky, so Wise_Owl swoops in with a plan to put everything right.</i></p> <p>Children learn about finding information online. (Year 1 /2 Split)</p>	<p><i>Sharing personal information online could lead to undesirable outcomes. With the help of this book, young Internet users will learn the importance of keeping their personal information to themselves and not putting it on the Internet.</i></p> <p>In this unit children will learn what sort of information is private.</p>	<p><i>But Mom, it's just a game. Meet Jasper! A young boy who is totally absorbed with playing video games... With my game controller in my hands, I'm the boss of my whole world! I can be who I want and do as I please. I can get the highest score. I get all the chances that I need. If I make a mistake it's ok. Everyone thinks I'm 'it on a stick!' And the bad stuff all goes away.</i></p> <p>Children will learn that electronic games have benefits but they also need to limit time on their devices.</p>	<p><i>Webster's Email is a wonderfully witty rhyming story that gathers pace as the little spider begins to regret emailing a funny picture of his sister.</i></p> <p>In this unit children learn how to send an email safely.</p>

	Cycle B	<u>Staying Safe Online</u>	<u>Follow the Digital Trail</u>	<u>Screen Out the Mean</u>	<u>Using Keywords</u>	<u>Sites I Like</u>
	Book	 <p>Penguinpig by Stuart Spendlow</p>	 <p>Goldilocks (A Hashtag Cautionary Tale) by Jeanne Willis</p>	 <p>Webster's Manners By Hannah Whaley</p>	 <p>Detective Digiduck By Lindsay Buck</p>	 <p>Dot. by Randi Zuckerberg</p>
	Reason for book selection	<p><i>PENGUINPIG is the story of a little girl who reads of an exciting creature known as a penguinpig on the Internet. Filled with delight and intrigue, she decides that she must go and find one. However, her parents are far too busy to take her and so she decides that she will sneak out and find the adorable penguinpig all on her own. Carefully, she follows the instructions from the website - but does she find her delightful penguinpig?</i></p> <p>In this unit children learn how to keep themselves safe online including by not meeting people.</p>	<p><i>Everyone loves Goldilocks' hilarious online videos, but in her quest to get more likes, more laughs and more hits, she tries something a little more daring: stealing porridge #pipinghot, breaking chairs #fun, and using someone else's bed #sleep. What will Daddy Bear do when he sees that online?</i></p> <p>Children will learn that everything they do online leaves a trail that could have consequences later on.</p>	<p><i>Webster learns about a new set of manners, helping him to be polite with technology and take care of his favourite gadgets and toys. However, the cheeky spider soon turns the tables on his daddy and makes him agree to the same rules!</i></p> <p>In this lesson children will learn about the importance of been polite and respectful online.</p>	<p><i>Would you believe your eyes if you came face-to-face with a dragon in the forest? Digiduck® finds some amazing animal facts online but is surprised to discover they may need checking. Searching the internet for information can be tricky, so Wise_Owl swoops in with a plan to put everything right.</i></p> <p>Children learn about finding information online. (Year 1 /2 Split)</p>	<p><i>Dot is a clever little girl, well-versed in how to use electronic devices. Dot knows a lot. She knows how to tap . . . to swipe . . . to share . . . online, but she's forgotten how to do things in the world surrounding her . . . Dot's tech-savvy expertise, mingled with her resourceful imagination, proves Dot really does know lots and lots.</i></p> <p>Children will learn about using websites that are appropriate for them.</p>
LKS2	Cycle A	<u>Powerful Passwords</u>	<u>Online Community</u>	<u>Things for Sale</u>	<u>Show Respect Online</u>	<u>Good Game!</u>
	Book	 <p>Digital 101: A Kid's Guide to Navigating the Online World [Chapter 1] By Ben Hubbard</p>	 <p>Tek: The Modern Cave Boy by Patrick McDonnell (Author)</p>	 <p>Chicken Clicking by Jeanne Willis</p>	 <p>Troll Stinks! by Jeanne Willis</p>	 <p>Ant Clancy, Games Detective By Ruth Morgan</p>

Reason for book selection	<p><i>The Internet can be a fun, creative, collaborative place to share, learn and experience the world and connect with all kinds of people. But being a good digital citizen comes with rules and responsibilities. Digital 101 will help children aged 6+ to navigate this sophisticated and ever-changing form of communication through a series of scenarios, from learning how to set a strong password to how to deal with trolls, and most importantly, knowing when it's time to step away from the screen and enjoy the real world all around us.</i></p> <p>Children learn the importance of a strong password.</p>	<p><i>Tek is a cave boy in love with tech: his tablet, videogames, phone, and TV keep him deep in his cave, glued to his devices, day in and day out. He never sees his friends or family anymore - and his ability to communicate has devolved to just one word: "UGH"! Can anyone in the village convince Tek to unplug and come outside into the big, beautiful world?</i></p> <p>Children will learn how to be a responsible part of their community online and offline.</p>	<p><i>Chick hops onto the farmer's house and has a browse on his computer - CLICK - soon she's shopping online for the whole farm!</i></p> <p>Children will learn about online shopping in this unit.</p>	<p><i>Billy Goat and his best friend Cyril are messing about with the farmer's mobile phone, taking selfies and playing games... until they find the number for a troll. Their Grandpa Gruff says trolls are bad, so Billy and Cyril decide to get their own back by sending mean messages.</i></p> <p>Children will learn how its hard to see how others react to your messages when they are sent online.</p>	<p><i>Ant loves gaming and feels like the only person who can't get into Ray-Chay. But when something goes very wrong with the game, Ant is determined to help.</i></p> <p>Children will learn how to make sensible and safe decisions when playing games.</p>
Cycle B	<u>Good Digital Citizen</u>	<u>Online Identity Theft</u>	<u>Mean and Scary Language</u>	<u>Keywords</u>	<u>Cite Online Sources</u>
Book	 <p>Dot.Common Sense: How to stay smart and safe online By Ben Hubbard</p>	 <p>The Dark Web: The Covert World of Cybercrime (Classified: Secrets You're Not Supposed to Know) by Anita Croy</p>	 <p>FAB Club 2: Friends Against Cyberbullying by Alex Hallatt</p>	 <p>From An Idea To Google: How Innovation at Google Changed the World by Lowey Bundy Sichol</p>	 <p>Ricky Sticky Fingers By Julia Cook</p>
Reason for book selection	<p><i>Join Olivia and Sam as they discover the wonders of the Internet but learn about how to be safe while they explore. They learn how to deal with cyber bullying and be a good digital citizen, how to keep personal information private and much more. At the end of every chapter the 'Awesome Internet' feature reminds us about all the great things you can do on the Internet, too.</i></p>	<p><i>Many criminals use the dark web for hiding their secret information and may also use it for committing crimes to potentially harm the public. These crimes, which include identity theft, terrorism, and cyber warfare, are all covered in the thorough yet accessible main text.</i></p> <p>Children will learn that their information is a valuable commodity to cyber criminals and</p>	<p><i>At the end of the long summer holidays, the FAB Club read that their school has run out of money and won't be opening. Celebration turns to dismay when they find out that they are all going to different schools instead. At first their phones are a lifeline, keeping them in contact. But then the horrible text messages start.</i></p> <p>In this unit children will think about the language they and</p>	<p><i>Today, Google is the number one internet search engine and the most visited website in the world. But a long time ago, two college friends, Larry Page and Sergey Brin, started out with just an idea. Find out more about Google's history, the business, and the brand in this illustrated nonfiction book!</i></p>	<p><i>Meet Ricky! A cute little boy that just can't seem to figure out that stealing is wrong:</i></p> <p>Children will learn that they should give credit for the information and pictures they use.</p>

		Children will learn how they too can be a good digital citizen.	they should take steps to protect it.	others use online and how this affects others.	Children will learn to use specific search terms within google to narrow their results,		
	Cycle A	<u>Strong Passwords</u>	<u>Digital Pledge</u>	<u>You've Won A Prize</u>	<u>Cite a Site</u>	<u>Picture Perfect</u>	
	Book	 <p>Biometrics: Your Body and the Science of Security By Maria Birmingham</p>	 <p>Staying Safe Online by Louie Stowell</p>	 <p>Alice and the Agreement: A cautionary tale of internet safety by Graham Pullen</p>	 <p>Learning About Plagiarism by Nikki Bruno Clapper</p>	 <p>Kids' Guide to Digital Photography, The: How to Shoot, Save, Play with & Print Your Digital Photos Paperback By Jenni Bidner</p>	
	Reason for book selection	<p><i>Biometrics -- the science of using the body to identify a person -- is everywhere, not just in science fiction, but in everyday life. Today, biometrics is on the cutting edge of security. It's used for access into banks and airports, as well as to keep money and personal information safe. Methods like fingerprinting and retinal scanning might be more familiar, but biometrics can also identify people based on ear shape, scent, vein pattern, and much more</i></p> <p>Children will learn about how information can be secured with strong passwords and biometrics.</p>	<p><i>The internet is full of amazing possibilities but, just like the real world, there are a lot of potential dangers and difficulties too. You need to know what to watch out for and how to protect yourself. Whether you're worried about oversharing on social media or coming across dangerous people, this guide gives you tips and tools to take control and stay safe online.</i></p> <p>In this unit children make a pledge to make the internet a better place for themselves and others.</p>	<p><i>This time, in her eagerness to download a new computer game, Princess Alice finds herself accidentally agreeing to be Troll's pet. Will the king and queen be able to free her? Will Troll get his pie? Should we all take a little more care when clicking to Accept Terms and Conditions?</i></p> <p>In this unit children will learn that not everything is as good as it seems online.</p>	<p><i>Even the youngest readers and writers need to learn about plagiarism. Straightforward text and clear photographs gives readers and writers the tools they need to evaluate and understand ownership of work.</i></p> <p>Children learn what plagiarism is and how to give credit for using the work of others.</p>	<p><i>This comprehensive, popular beginner's guide for kids is filled with the most up-to-date information and photos! Fun, easy to follow and visually appealing, it teaches young photographers how to create, edit and share their digital images in imaginative ways, from using basic features like the zoom and flash to changing colour, removing red eye and using the finished photos in cool projects.</i></p> <p>Children will learn how the images they see online are not always what they seem and may be edited.</p>	
	Cycle B	<u>Talking Safely Online</u>	<u>Check Your Status</u>	<u>Super Digital Citizen</u>	<u>Privacy Rules</u>	<u>What's Cyberbullying?</u>	<u>Selling Stereotypes</u>
	Book	 <p>HOW TO STAY</p>	 <p>Social Media</p>				 <p>Pink Is for Boys</p>

UKS2

	SAFE ON SOCIAL MEDIA: Social Media Dos and Don'ts: What Kids and Parents Should Know by Effie Manolas	by Kirsty Holmes	My Digital World (Digital Citizens) By Ben Hubbard	Alice Uploads a Picture: Book 2 in the Princess Alice series of Online Safety Adventures by Graham Pullen	Lizzy's Triumph Over Cyber-bullying!: Cyber safety can be fun by Nina Du Thaler	by Robb Pearlman
Reason for book selection	<p><i>Social media is a powerful platform that can either make the world better—or more dangerous. When a person doesn't know how to use social media the right way, they can break relationships, disseminate false information, or even tarnish their own reputation.</i></p> <p>Children will learn how to communicate politely and safely online</p>	<p><i>A glossary of words relating to social media. The book explains a range of terms from bitmojis and boomerangs to memes and moderators.</i></p> <p>In this unit children learn about appropriate use of social media sites.</p>	<p><i>In today's digital world, real and online life are ever more closely linked. This book will help you to successfully combine these two worlds - and to know when to keep them apart! The Internet can be a fun, creative, collaborative place to share, learn and experience the world and connect with all kinds of people. But being a good digital citizen comes with responsibilities and advisories.</i></p> <p>In this unit children will learn how to be an active but safe digital citizen.</p>	<p><i>When King Aldric acts the fool with underpants on his head, Princess Alice captures the moment on her phone and posts the pictures online. The princess starts a chain of amusing events that goes to show what can happen when a picture gets shared time and time again.</i></p> <p>Children will cover ways to make sure their online activity is kept private.</p>	<p><i>In this story, Elle's best friend, Lizzy, is acting strangely. Elle is concerned but can't get Lizzy to share what is going on. When she works out a way to help Lizzy share her problem, she finds out that her best friend is being cyberbullied. Will being connected in the online world be a total disaster, or will Elle be able to help Lizzy and learn from her experiences?</i></p> <p>Children learn about the negatives about cyber bullying and the actions they can take to prevent it.</p>	<p><i>Pink is for boys . . . and girls . . . and everyone! This timely and beautiful picture book rethinks and reframes the stereotypical blue/pink gender binary and empowers kids-and their grown-ups-to express themselves in every color of the rainbow. Featuring a diverse group of relatable characters, Pink Is for Boys invites and encourages girls and boys to enjoy what they love to do, whether it's racing cars and playing baseball, or loving unicorns and dressing up.</i></p> <p>In this unit children learn that adverts online can be tailored based on stereotypes.</p>