

Year Group	5 Term	Summer 1	Subject	PSHE	Topic	Relationships
					Key Question	To have an accurate picture of who I am as a person in terms of my characteristics and personal qualities know how to keep building my own self-esteem.
Prior Learning	EYFS: dealing with bullying.				Skills	To understand how online communities and gaming can
and other	Year 1: being a good friend to myself.				statements	affect self-esteem.
Curriculum Links	<b>Year 3:</b> keeping safe online and who to go to for help.					Develop awareness of rights and responsibilities of being part of online communities and gaming.
Fundamentals					Key	Self-esteem is confidence in one's own worth or abilities.
					Facts/Sticky	Online communities are networks of individuals who
					Knowledge	communicate with one another online.
						Online gaming is the action or practice of playing video games
						or role-playing games on the internet.
						SMART means: safe, meeting, accepting, reliable and tell.
Our Curriculum	Journey: In this unit the children will begin by focusing on self-esteem, and developing their awareness of their own					
Journey	characteristics and personal qualities; they will be designing a figure to represent themselves. In the second lesson we will					
	be focusing on online communities, and how that can have positive and negative consequences; the activity will be a quiz,					
	where they work and discuss as a group their answers. The objective of the third lesson will be to discuss the rights and					
	responsibilities when part of online communities/social networks. In groups the children will be given different online					
	community scenarios to discuss and come up with key points about. In lesson 4, the focus will continue to be on rights and					
	responsibilities, but focusing on online gaming. The lesson will be discussion focused, and they will use the opinion line to					
	support their discussion of the positives and negatives of online gaming. Lesson five will focus on the children being aware					
	of spending too much time using devices. The final activity will be to complete a worksheet about the warning signs of too					
	much screen time, and the children need to explain solutions.					
Key Vocabulary	Relationship				Key	Self-recognition
(revisited)	Responsibilities				Vocabulary	Self-worth
	Keeping safe online				(new)	Online grooming
						SMARRT internet safety rules