



E-Safety

At Killigrew, we develop and maintain a culture of online safety as an important part of our safeguarding responsibilities.

We ensure that we teach our E- Safety curriculum within every unit of our computing curriculum in order engage pupils' interest and promote their ability to use technology responsibly. Here is an example of the E-Safety component of one of the Year 2 computing units.

Unit 2.3 We are photographers	The children learn that once images are posted online, it's impossible to control what happens to them. Facial recognition software and geotagging mean that those posting images might inadvertently fail to keep some personal information private. The children learn how to minimise these risks, and learn what they should do if they have concerns about images they encounter on the web. The children also learn about what is acceptable and unacceptable to photograph, for example, that it is usually not a good idea to take or share photographs in which children can be identified, or that might reflect badly on the school.
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Additional assemblies ensure that E-Safety is discussed as a whole school so that all children know how to keep themselves and others safe online. Themes covered in assemblies link to all aspects of E-Safety, but primarily cover three key risks: inappropriate **content**, inappropriate **contact** and inappropriate **conduct**.

We also regularly publish relevant E-Safety updates to parents. A particularly good source of current information linked to E-Safety is the termly HGFL newsletter.

Mrs Morley (Deputy Head Teacher) is a named point of contact on all online safety issues.

Computing

We use the multi award-winning Rising Stars 'Switched on Computing' scheme to teach computing at Killigrew. We chose this scheme because it offers a complete computing curriculum with clear progression of skills from Early Years all the way through to Year Six.

We also wanted a scheme that offered creative ideas to bring each unit of teaching alive in the classroom. Switched on Computing combines high-quality CPD videos and step-by-step teacher notes with creative and inspiring projects. It also includes pupil self-assessment materials so that the children can assess their own learning throughout the unit.

The scheme provides six flexible units for each year group covering the following information:

1. Programming
2. Computational thinking
3. Creativity
4. Computer networks
5. Communication and collaboration
6. Productivity
7. Online safety