

eSafety links for children and parents

How to have fun and stay safe when using the Internet	https://www.thinkuknow.co.uk/8_10/fun/
How to stay in control Do you think you know how to stay safe when using the Internet?	https://www.thinkuknow.co.uk/8_10/control/
How to report something that makes you feel uncomfortable or you see something you don't like CEOP Report button Make a CEOP report	https://www.thinkuknow.co.uk/8_10/report/ http://www.ceop.police.uk/safety-centre/
Visit the Cyber Café and help Griff and his friends stay safe	https://www.thinkuknow.co.uk/8_10/cybercafe/
Have fun and learn how to stay safe by playing these eSafety Games	https://www.thinkuknow.co.uk/8_10/games/
eSafety top tips The SMART rules	https://www.thinkuknow.co.uk/5_7/tips/ http://www.childnet.com/young-people/primary http://www.kidsmart.org.uk/beingsmart/
KidSMART website What's your favourite thing to do online? Learn more about the Internet and being a SMART surfer!	http://www.kidsmart.org.uk/

Teaching eSafety

Early Years- Key stage 1

Digiduck's big decision

Help arrives just in time for Digiduck when faced with a difficult decision! Follow Digiduck and his pals in this story of friendship and responsibility online.

The Digiduck collection has been created to help parents and teachers educate children aged 3 - 7 about how to be a good friend online.

Read the book online

<http://www.kidsmart.org.uk/teachers/ks1/sourcesDuck/projet/DigiDuck-eBook.pdf>

Digiduck app also available to download from iTunes and Google Play stores

Smartie the Penguin

A story for 3 - 7 year olds. Join in with Daddy Penguin's song and follow the adventures of Smartie and Daddy Penguin as Smartie learns how to be safe on the internet

Read the book online

<http://www.kidsmart.org.uk/teachers/ks1/sources/projet/The-Adventures-of-Smartie-the-Penguin.pdf>

Key stage 1-2

The Adventures of Kara and Winston and the SMART Crew

5 Cartoons to illustrate the 5 e-safety **SMART rules** and include a real life SMART Crew of young people, who guide the cartoon characters in their quest, and help them make safe online decisions.

<http://www.childnet.com/resources/the-adventures-of-kara-winston-and-the-smart-crew>

[Chapter 1: What should you accept?](#)

[Chapter 2: What is reliable?](#)

[Chapter 3: What should you keep safe?](#)

[Chapter 4: Who should you tell?](#)

[Chapter 5: Be careful when meeting up?](#)

Upper Key Stage 2

Social Networking Detective

Teach children about keeping personal information private and using Social Networking Sites and Apps safely and responsibly

<http://www.digizen.org/digicentral/sn-detective.aspx>

- Friendbook Profile
- Lesson Plan
- Questions and Answers relating to the profile

Cyberbullying

Discuss and play the game to reinforce work on Cyberbullying after watching the 'Let's fight it together' video.

<http://www.digizen.org/resources/digizen-game.aspx>