

Online Media and the World Curriculum Overview Plan: 5 year plan

Year 7	Year 8	Year 9	Year 10	Year 11
<p>Key Theme: Online Media and the World</p> <p>Key Concepts, Knowledge & Skills to be Embedded: Pupils will be learning about online relationships including online friendships and the risks associated with grooming. They will understand the signs that could show a person is being groomed and the different risks associated with being groomed online. Pupils will also identify strategies that can be used to help stay safe from grooming online.</p> <p>They will also look at how the use of media can have an effect on a person's body image and the strategies that can be used to help protect their confidence and self esteem</p> <p>Pupils will learn why managing content online is important and how this can be achieved. Pupils will know about the potential risks of not managing online content effectively including fraud</p>	<p>Key Theme: Online Media and the World</p> <p>Key Concepts, Knowledge & Skills to be Embedded: Pupils will learn the laws surrounding sending nudes including the creation, distribution and possession of inappropriate sexual content of children under the age of 18. Pupils will understand both the legal and social risks and consequences associated with sending sexually explicit content of themselves and others and will develop strategies that will help them remove the risk of sending nudes to others.</p> <p>Pupils will learn the risks associated with viewing pornographic material and will evaluate how watching pornography can have a negative impact on healthy relationships.</p> <p>Pupils will also be looking at online misogyny and microaggression including what these are and the ways people can be radicalised into becoming part of the incel</p>	<p>Key Theme: Online Media and the World</p> <p>Key Concepts, Knowledge & Skills to be Embedded: Pupils will be learning about how to stay safe when using social media, this will include the different laws surrounding the use of social media.</p> <p>Pupils will be learning about online grooming including how people become radicalised when using online platforms and how they can spot fake and harmful posts and websites. Pupils will also learn about the laws surrounding radicalisation and grooming including child sexual and child criminal exploitation</p> <p>Pupils will learn about the different negative effects of gambling and when and where gambling can become a problem. They will know the signs to look out for that could show they, their friends or family members could have a gambling or gaming problem. Pupils will also look specifically at how gambling can cause debt</p>	<p>Key Theme: Online Media and the World</p> <p>Key Concepts, Knowledge & Skills to be Embedded: Pupils will learn about how online media can be a cause of stress and that what you see online is not real life. Pupils will also learn about the difference between online and real life friends and how often what online friends post is not real life.</p> <p>Pupils will learn about the different ways the gambling industry advertises and markets in order to introduce young people to advertising. Pupils will also learn about the reasons why young people gamble.</p> <p>Pupils will recap their knowledge of sexting and look at why people may decide to send nudes. Pupils will also learn the different impacts and implications of sending nude photographs. The pupils will also explain when different sharing scenarios are legal and illegal.</p> <p>Pupils will learn about the dangers of gaming including the</p>	<p>Key Theme: Online Media and the World</p> <p>Key Concepts, Knowledge & Skills to be Embedded: Pupils will gain an understanding of online presence and how what people do online can affect their life offline in the future. They will learn about how they can manage what they post to improve their job and career opportunities in the future.</p> <p>Pupils will learn about what targeted marketing is, how it works and how this type of marketing is used to influence what people buy online. Knowledge and understanding that what we do online can affect us offline including underhand methods companies and criminals use online. Pupils will learn about how people are coerced into becoming money mules and the impacts this can have on the person who is the mule as well as the victims of gang crime.</p> <p>Understanding of online harms including the social and moral</p>

<p>Links to Prior Learning:</p> <p>Tier 3 Vocabulary Vault: Social media, melatonin, fraud, identity fraud, fraudsters,</p> <p>Reading Exposure: Tyler's day - Diary Extract</p> <p>Strategies to enable new concepts, knowledge & skills to embed in long-term memory: DIN activities, Diamond 9, Card sort activities, debates and class discussions</p>	<p>movement. Pupils will also know how to spot fake news and why it is important to analyse and think about what they see online</p> <p>Links to Prior Learning: body image year 7</p> <p>Tier 3 Vocabulary Vault:</p> <p>Reading Exposure:</p> <p>Strategies to enable new concepts, knowledge & skills to embed in long-term memory: DIN activities, Diamond 9, Card sort activities, debates and class discussions</p>	<p>and the issues that can be caused due to debt caused by gambling as well as how online games can cause issues with debt due to microtransactions</p> <p>Links to Prior Learning: Year 8 Online Gambling and the risks</p> <p>Tier 3 Vocabulary Vault:</p> <p>Reading Exposure:</p> <p>Strategies to enable new concepts, knowledge & skills to embed in long-term memory: DIN activities, Diamond 9, Card sort activities, debates and class discussions</p>	<p>different signs someone is being groomed online as well as what friends and family can do when they are worried about someone being groomed online.</p> <p>Pupils will learn about the different types of cybercrime and how and why people are drawn into these types of crime and what the consequences of this illegal activity would be.</p> <p>Knowledge and understanding of the harms surrounding online gambling as well as the methods used by gambling organisations to encourage people to gamble.</p> <p>Links to Prior Learning: Year 8 Online Gambling and the risks, Year 8 Impact of sending nudes</p> <p>Tier 3 Vocabulary Vault:</p> <p>Reading Exposure:</p> <p>Strategies to enable new concepts, knowledge & skills to embed in long-term memory: DIN activities, Diamond 9, Card sort activities, debates and class discussions</p>	<p>impact of viewing harmful sexual content on the internet including the myths and facts surrounding pornography viewing for young people and the ways to resist peer pressure surrounding watching pornographic material</p> <p>Pupils will learn about the risks and harms surrounding online gambling including how problem gamblers chase loses and the mental health harms surrounding problem gambling. Pupils will discuss the different mental health concerns of gambling and how young people can stay safe</p> <p>Links to Prior Learning: Y7 Managing online content Year 7-10 Online Gambling and the risks, Y8 viewing harmful content online.</p> <p>Tier 3 Vocabulary Vault: Gambling Harms, Money Mules, Gambler's Fallacy</p> <p>Reading Exposure:</p> <p>Strategies to enable new concepts, knowledge & skills to embed in long-term memory: DIN activities, Diamond 9, Card sort activities, debates and class discussions</p>
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