

Safer Internet Day 2022

At Viridis Schools, the following activities took place during Safer Internet Day:

Assemblies

- Digital Leaders in Year 5 and 6 delivered assemblies to children KS2 regarding the rules of gaming safely on line. They were supported by ICT leads at all three schools.
- Senior Leaders delivered assemblies to children in KS1.

Home Learning

Children completed an online quiz (compiled by the Digital Leaders and ICT leads) at home with their parents/carer. This quiz was about on-line gaming, based on their assemblies. Links to a Survey Monkey quiz was sent to parents/carers and uploaded on the website. This idea was suggested by the Digital Leaders in their cross site meeting.

PSHCE sessions

- **EYFS:**

Children in Early Years watched the Digi Duck story and discussed the key learning.
<https://www.childnet.com/resources/digiduck-stories/digiduck-and-the-magic-castle/>

They also made a '**Kinder Internet Spell**', using classroom resources provided.

- **KS1:**

Children completed the '**Under Pressure...**' activity, adapting the resources provided.

Classroom Circle Time was around the **Digi Duck Freeze** scenarios. This scaffolded discussion, providing opportunities for children to role-play their thoughts.

- **KS2:**

Children in KS2 watched the **Safe Internet Day video**: <https://saferinternet.org.uk/safer-internet-day/safer-internet-day-2022/films>

They also completed the **Safer Internet Day Quiz** in class.

Years 3 & 4 completed an '**In the moment**' activity, adapting the resources provided.

Years 5 & 6: completed the '**My Gaming Guide** activity, adapting the resources provided.

Classroom Circle Time activities were structured tasks using the classroom resources provided.