

Education for a Connected World

A framework to equip children and young people for digital life





Introduction

Today's children and young people are growing up in a digital world. As they grow older, it is crucial that they learn to balance the benefits offered by technology with a critical awareness of their own and other's online behaviour, and develop effective strategies for staying safe and making a positive contribution online.

This framework describes the skills and understanding that children and young people should have the opportunity to develop at different ages and stages. It highlights what a child should know in terms of current online technology, its influence on behaviour and development, and what skills they need to be able to navigate it safely.

Aims of the Framework

Education for a Connected World is a tool for anyone who works with children and young people. It enables the development of teaching and learning as well as guidance

to support children and young people to live knowledgeable, responsibly and safely in a digital world.

It focuses specifically on eight different aspects of online education:

1. **Self-image and Identity**
2. **Online relationships**
3. **Online reputation**
4. **Online bullying**
5. **Managing online information**
6. **Health, wellbeing and lifestyle**
7. **Privacy and security**
8. **Copyright and ownership**

The framework aims to support and broaden the provision of online safety education, so that it is empowering, builds resilience and effects positive culture change. The objectives promote the development of safe and appropriate long-term behaviours, and support educators in shaping the culture within their setting and beyond.

Using Education for a Connected World

School leaders, teachers and other members of the children's workforce can

use this framework for a wide range of purposes, including:

- Developing a rich, effective and developmental curriculum, which will support young people to be safe, healthy and thriving online
- Auditing and evaluating existing provision of online safety education
- Coordinating delivery of online safety education throughout the curriculum
- Improving engagement across the wider school community on issues related to online safety
- Developing effective training for staff and governors/board members

Online safety is a whole school issue. The framework aims to support the development of the curriculum and is of particular relevance to PSHE education and Computing. It is designed, however, to be usable across the curriculum and to be central to a whole school approach to safeguarding and online safety.

About us

Members of the UKCCIS Education Working Group have developed the framework. UKCCIS is a group of more than 200 organisations drawn from across

government, industry, law, academia and charity sectors working in partnership to help keep children safe online.

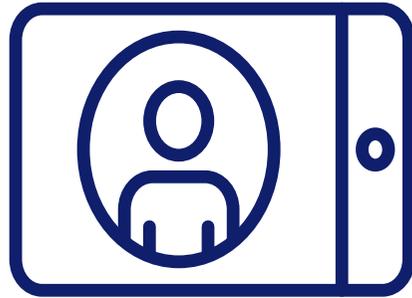
The UKCCIS Education Working Group brings together leading organisations in online safety in education: Barnardo's, CEOP (the child protection command of the National Crime Agency), Childnet, Department for Education, Kent County Council, London Grid for Learning, the NSPCC, Parent Zone, the PSHE Association, South West Grid for Learning and the UK Safer Internet Centre. It focuses on how education settings in the UK are responding to the challenges of keeping their pupils safe online.

Feedback and development

Education for a Connected World is a working document and we would appreciate your feedback. You can report on your use of the framework and your online safety education needs by completing **this survey**.



Self-image and identity



Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and how media affects gender and stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.

Early Years - 7

I can recognise that I can say 'no' / 'please stop' / 'I'll tell' / 'I'll ask' to somebody who asks me to do something that makes me feel sad, embarrassed or upset.	I can recognise that there may be people online who could make me feel sad, embarrassed or upset.	I can explain how other people's identity online can be different to their identity in real life.
I can explain how this could be either in real life or online.	If something happens that makes me feel sad, worried, uncomfortable or frightened I can give examples of when and how to speak to an adult I can trust.	I can describe ways in which people might make themselves look different online. I can give examples of issues online that might make me feel sad, worried, uncomfortable or frightened; I can give examples of how I might get help.



Online relationships



Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.

Early years – 7

I can recognise some ways in which the internet can be used to communicate.

I can use the internet with adult support to communicate with people I know.

I can use the internet to communicate with people I do not know well (e.g. email a pen pal in another school/ country).

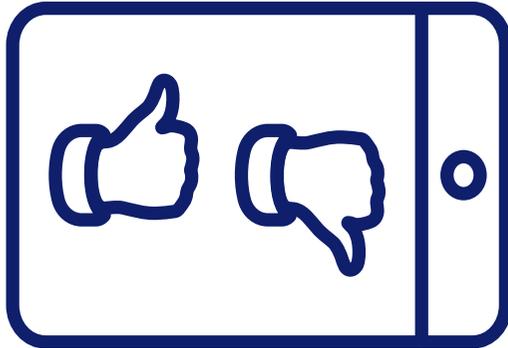
I can give examples of how I (might) use technology to communicate with people I know.

I can explain why it is important to be considerate and kind to people online.

I can give examples of how I might use technology to communicate with others I do not know well.



Online reputation



Online reputation

This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles.

Early Years - 7

I can identify ways that I can put information on the internet.

I can recognise that information can stay online and could be copied.

I can explain how information put online about me can last for a long time.

I can describe what information I should not put online without asking a trusted adult first.

I know who to talk to if I think someone has made a mistake about putting something online.



Online bullying



Online bullying

This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.

Early Years - 7

I can describe ways that some people can be unkind online.

I can describe how to behave online in ways that do not upset others and can give examples.

I can give examples of bullying behaviour and how it could look online.

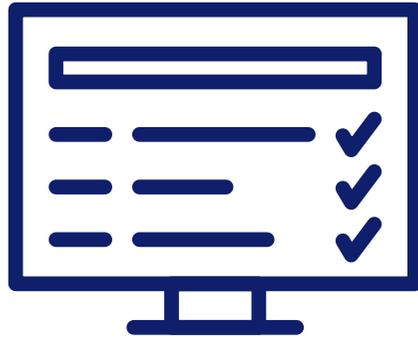
I can offer examples of how this can make others feel.

I understand how bullying can make someone feel.

I can talk about how someone can/would get help about being bullied online or offline.



Managing online information



Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation and ethical publishing.

Early Years - 7

I can talk about how I can use the internet to find things out.

I can identify devices I could use to access information on the internet.

I can give simple examples of how to find information (e.g. **search engine**, **voice activated searching**).

I can use the internet to find things out.

I can use simple keywords in **search engines**.

I can describe and demonstrate how to get help from a trusted adult or helpline if I find content that makes me feel sad, uncomfortable worried or frightened.

I can use keywords in search engines.

I can demonstrate how to navigate a simple webpage to get to information I need (e.g. home, forward, back buttons; links, tabs and sections).

I can explain what **voice activated searching** is and how it might be used (e.g. Alexa, Google Now, and Siri).

I can explain the difference between things that are imaginary, 'made up' or 'make believe' and things that are 'true' or 'real'.

I can explain why some information I find online may not be true.



Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.

Early Years - 7

I can identify rules that help keep us safe and healthy in and beyond the home when using technology.	I can explain rules to keep us safe when we are using technology both in and beyond the home.	I can explain simple guidance for using technology in different environments and settings.
I can give some simple examples.	I can give examples of some of these rules.	I can say how those rules/guides can help me.

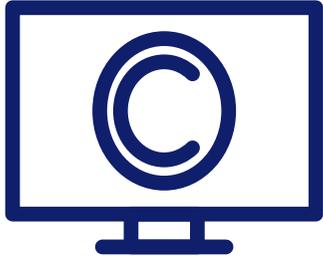


Privacy and security

This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.

Early years – 7

I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location).	I can recognise more detailed examples of information that is personal to me (e.g. where I live, my family’s names, where I go to school).	I can describe how online information about me could be seen by others.
I can describe the people I can trust and can share this with; I can explain why I can trust them.	I can explain why I should always ask a trusted adult before I share any information about myself online.	I can describe and explain some rules for keeping my information private.
	I can explain how passwords can be used to protect information and devices.	I can explain what passwords are and can use passwords for my accounts and devices.
		I can explain how many devices in my home could be connected to the internet and can list some of those devices.



Copyright and ownership

This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

Early years - 7

I know that work I create belongs to me.

I can explain why work I create using technology belongs to me.

I can describe why other people's work belongs to them.

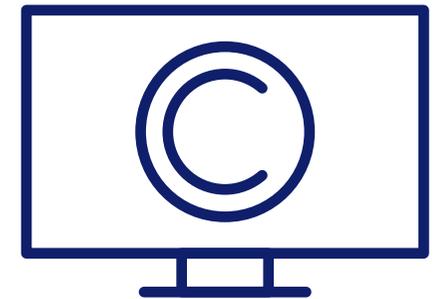
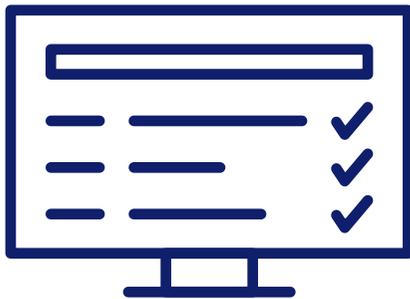
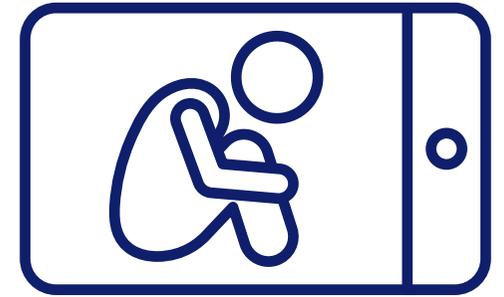
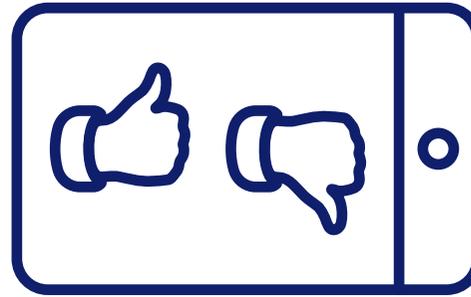
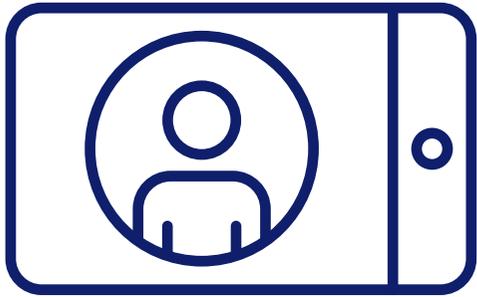
I can name my work so that others know it belongs to me.

I can say why it belongs to me (e.g. 'it is my idea' or 'I designed it').

I can recognise that content on the internet may belong to other people.

I can save my work so that others know it belongs to me (e.g. filename, name on content).

Digital Citizenship – KS2





Online relationships



Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and how media impacts on gender and stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.

7 - 11

I can explain what is meant by the term 'identity'.

I can explain how I can represent myself in different ways online.

I can explain ways in which and why I might change my identity depending on what I am doing online (e.g. gaming; using an **avatar**; social media).

I can explain how my online identity can be different to the identity I present in 'real life'.

Knowing this, I can describe the right decisions about how I interact with others and how others perceive me.

I can explain how identity online can be copied, modified or altered.

I can demonstrate responsible choices about my online identity, depending on context.

I can describe ways in which media can shape ideas about gender.

I can identify messages about gender roles and make judgements based on them.

I can challenge and explain why it is important to reject inappropriate messages about gender online.

I can describe issues online that might make me or others feel sad, worried, uncomfortable or frightened. I know and can give examples of how I might get help, both on and offline.

I can explain why I should keep asking until I get the help I need.



Online relationships



Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.

7 - 11

I can describe ways people who have similar likes and interests can get together online	I can describe strategies for safe and fun experiences in a range of online social environments.	I can explain that there are some people I communicate with online who may want to do me or my friends harm. I can recognise that this is not my/our fault.	I can show I understand my responsibilities for the well-being of others in my online social group.
I can give examples of technology specific forms of communication (e.g. emojis, acronyms, text speak).	I can give examples of how to be respectful to others online.	I can make positive contributions and be part of online communities.	I can explain how impulsive and rash communications online may cause problems (e.g. flaming, content produced in live streaming).
I can explain some risks of communicating online with others I don't know well.		I can describe some of the communities in which I am involved and describe how I collaborate with others positively.	I can demonstrate how I would support others (including those who are having difficulties) online.
I can explain why I should be careful who I trust online and what information I can trust them with.			I can demonstrate ways of reporting problems online for both myself and my friends.
I can explain how my and other people's feelings can be hurt by what is said or written online.			
I can explain why I can take back my trust in someone or something if I feel nervous, uncomfortable or worried.			
I can explain what it means to 'know someone' online and why this might be different from knowing someone in real life.			
I can explain what is meant by 'trusting someone online'. I can explain why this is different from 'liking someone online'.			



Online reputation



Online reputation

This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles.

7 - 11

I can search for information about myself online.

I can recognise I need to be careful before I share anything about myself or others online.

I know who I should ask if I am not sure if I should put something online.

I can describe how others can find out information about me by looking online.

I can explain ways that some of the information about me online could have been created, copied or shared by others.

I can search for information about an individual online and create a summary report of the information I find.

I can describe ways that information about people online can be used by others to make judgments about an individual.

I can explain how I am developing an online reputation, which will allow other people to form an opinion of me.

I can describe some simple ways that help build a positive online reputation.



Online bullying



Online bullying

This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.

7 - 11

I can explain what bullying is and can describe how people may bully others.

I can describe rules about how to behave online and how I follow them.

I can identify some online technologies where bullying might take place.

I can describe ways people can be bullied through a range of media (e.g. image, video, text, **chat**).

I can explain why I need to think carefully about how content I post might affect others, their feelings and how it may affect how others feel about them (their reputation).

I can recognise when someone is upset, hurt or angry online.

I can describe how to get help for someone that is being bullied online and assess when I need to do or say something or tell someone.

I can explain how to block abusive users.

I can explain how I would report online bullying on the apps and platforms that I use.

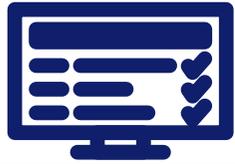
I can describe the helpline services who can support me and what I would say and do if I needed their help (e.g. **Childline**).

I can describe how to capture bullying content as evidence (e.g. **screen-grab, URL, profile**) to share with others who can help me.

I can identify a range of ways to report concerns both in school and at home about online bullying.



Managing online information



Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation and ethical publishing

7 – 11

I can use key phrases in search engines.	I can analyse information and differentiate between 'opinions', 'beliefs' and 'facts'. I understand what criteria have to be met before something is a 'fact'.	I can use different search technologies.	I can use search technologies effectively.
		I can evaluate digital content and can explain how I make choices from search results.	I can explain how search engines work and how results are selected and ranked.
I can explain what autocomplete is and how to choose the best suggestion.	I can describe how I can search for information within a wide group of technologies (e.g. social media, image sites, video sites).	I can explain key concepts including: data, information, fact, opinion belief, true, false, valid, reliable and evidence.	I can demonstrate the strategies I would apply to be discerning in evaluating digital content.
I can explain how the internet can be used to sell and buy things.	I can describe some of the methods used to encourage people to buy things online (e.g. advertising offers; in-app purchases , pop-ups) and can recognise some of these when they appear online.	I understand the difference between online mis-information (inaccurate information distributed by accident) and dis-information (inaccurate information deliberately distributed and intended to mislead).	I can describe how some online information can be opinion and can offer examples.
I can explain the difference between a 'belief', an 'opinion' and a 'fact'.	I can explain that some people I 'meet online' (e.g. through social media) may be computer programmes pretending to be real people. I can explain why lots of people sharing the same opinions or beliefs online does not make those opinions or beliefs true.	I can explain what is meant by 'being sceptical'. I can give examples of when and why it is important to be 'sceptical'.	I can explain how and why some people may present 'opinions' as 'facts'.
		I can explain what is meant by a ' hoax '. I can explain why I need to think carefully before I forward anything online.	I can define the terms 'influence', 'manipulation' and 'persuasion' and explain how I might encounter these online (e.g. advertising and 'ad targeting').
		I can explain why some information I find online may not be honest, accurate or legal.	I can demonstrate strategies to enable me to analyse and evaluate the validity of 'facts' and I can explain why using these strategies are important.
		I can explain why information that is on a large number of sites may still be inaccurate or untrue. I can assess how this might happen (e.g. the sharing of misinformation either by accident or on purpose).	I can identify, flag and report inappropriate content.



Health, well-being and lifestyle



Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.

7 – 11

I can explain why spending too much time using technology can sometimes have a negative impact on me; I can give some examples of activities where it is easy to spend a lot of time engaged (e.g. games, films, videos).	I can explain how using technology can distract me from other things I might do or should be doing.	I can describe ways technology can affect healthy sleep and can describe some of the issues.	I can describe common systems that regulate age-related content (e.g. PEGI , BBFC , parental warnings) and describe their purpose.
	I can identify times or situations when I might need to limit the amount of time I use technology.	I can describe some strategies, tips or advice to promote healthy sleep with regards to technology.	I can assess and action different strategies to limit the impact of technology on my health (e.g. night-shift mode , regular breaks, correct posture, sleep, diet and exercise).
	I can suggest strategies to help me limit this time.		I can explain the importance of self-regulating my use of technology; I can demonstrate the strategies I use to do this (e.g. monitoring my time online, avoiding accidents).



Privacy and security



Privacy and security

This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.

7 – 11

I can give reasons why I should only share information with people I choose to and can trust. I can explain that if I am not sure or I feel pressured, I should ask a trusted adult.	I can explain what a strong password is.	I can create and use strong and secure passwords.	I use different passwords for a range of online services.
			I can describe effective strategies for managing those passwords (e.g. password managers , acronyms, stories).
I understand and can give reasons why passwords are important.	I can describe strategies for keeping my personal information private, depending on context.	I can explain how many free apps or services may read and share my private information (e.g. friends, contacts, likes, images, videos, voice, messages, and geolocation) with others.	I know what to do if my password is lost or stolen.
I can describe simple strategies for creating and keeping passwords private.	I can explain that others online can pretend to be me or other people, including my friends.	I can explain how and why some apps may request or take payment for additional content (e.g. in-app purchases) and explain why I should seek permission from a trusted adult before purchasing.	I can explain what app permissions are and can give some examples from the technology or services I use.
I can describe how connected devices can collect and share my information with others.	I can suggest reasons why they might do this.		I can describe simple ways to increase privacy on apps and services that provide privacy settings.
	I can explain how internet use can be monitored.		I can describe ways in which some online content targets people to gain money or information illegally; I can describe strategies to help me identify such content (e.g. scams, phishing).



Copyright and ownership



Copyright and ownership

This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

7 – 11

I can explain why copying someone else's work from the internet without permission can cause problems.	When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it.	I can assess and justify when it is acceptable to use the work of others.	I can demonstrate the use of search tools to find and access online content which can be reused by others.
I can give examples of what those problems might be.		I can give examples of content that is permitted to be reused.	I can demonstrate how to make references to and acknowledge sources I have used from the internet.



Supporting resources, literature and research

The resources and links below provide a starting point for supporting children and young people develop the competencies detailed in the framework.

Note that many learning resources are issue-specific (e.g. sharing explicit images, bullying, protecting personal information) and so should be used in conjunction with other materials to enable children and young people to develop their understanding, skills and confidence across the competencies.

Self-image and identity

Dove Self-Esteem Project

Media Smart

SWGfL drama resource – With Friends

Like These

WebWise

Online relationships

Barnardos – Real Love Rocks

Brook and CEOP – Digital Romance

CEOP – Thinkuknow

Childnet et al – Project deSHAME

Childnet – Crossing the Line PSHE Toolkit

Disrespect Nobody

NSPCC, Children’s Commissioner and Middlesex University – ‘...I wasn’t sure if it was normal to watch...’

PSHE Association – Sex and Relationship Education (SRE) for the 21st century

Online reputation

Barclays LifeSkills – Online reputation and social networking

Childnet – Online Reputation Checklist

MediaSmart – Promoting Ethical Behaviour Online: My Virtual Life

SWGfL – Digital Literacy and Citizenship

Online bullying

Anti-Bullying Alliance

BullyingUK – Cyberbullying

Ditch the Label

European Schoolnet – ENABLE

Stop Speak Support

The Diana Award – Anti-bullying Ambassadors

Managing online information

Childnet – Trust Me

Google Search Education

Ofcom – Children’s media literacy

Health, well-being and lifestyle

Childline

Girlguiding – Girls’ Attitudes Survey

Vodafone and ParentZone – Digital Parenting Magazine

Young Minds – Resources

Privacy and security

Children’s Commissioner, TES and Schillings – Young peoples’ rights on social media

ICO – Resources for schools

The European Handbook for Teaching Privacy and Data Protection at Schools



UK COUNCIL FOR CHILD INTERNET SAFETY

Copyright and ownership

Childnet – Music, Film, TV and the Internet

Cracking Ideas

Creative Commons

FACT report – Cracking down on digital piracy

Get It Right From a Genuine Site

SWGfL – Digital Literacy and Citizenship

Further information and resources:

Barnardos

CEOP – Thinkuknow

Childline

Childnet International

Kent County Council – collation of online safety resources

LGfL – London Grid for Learning

NSPCC – Share Aware

Parent Info

ParentZone

PSHE Association

South West Grid for Learning

UKCCIS

UK Safer Internet Centre

This document has been produced in partnership with:

