



# Relationships



Lesson 1– Recognising me

Lesson 2 – Safety with Online Communities

Lesson 3 – Being in an Online Community

Lesson 4 – Online Gaming

Lesson 5 – My Relationship with Technology: screen time

Lesson 6 – Relationships and Technology

## Prior knowledge

*I know how it feels to belong to a range of different relationships and identify what I contribute to each of them.*

*I know how most people feel when they lose someone or something they love*

*I know and use some strategies for keeping myself safe.*

*I know who to ask for help if I am worried or concerned.*

*I know how to express my appreciation to my friends and family.*

## Sticky learning

### New Knowledge

I know that there are rights and responsibilities in an online community or social network

I know that there are rights and responsibilities when playing a game online

~~I know that too much screen time isn't healthy.~~

I know how to stay safe when using technology to communicate with friends

I know that a personality is made up of many different characteristics, qualities and attributes

I know that belonging to an online community can have positive and negative consequences

### New Skills

I can suggest strategies for building self-esteem of themselves and others

I can identify when an online community/social media group feels risky, uncomfortable, or unsafe

I can suggest strategies for staying safe online/ social media

I can say how to report unsafe online/social network activity

I can identify when an online game is safe or unsafe

I can suggest ways to monitor and reduce screen time

I can suggest strategies for managing unhelpful pressures online or in social networks

## New concepts

*To know how to keep building my own self-esteem.*

*To know how to stand up for myself and how to negotiate and compromise.*

*To know how to make new friends and how to manage when I fall out with my friends.*

*To know the risks of using the internet.*



## Thinking/discussion questions

- How to build my self-esteem.
- How online communities may be unsafe, uncomfortable, helpful or unhelpful to me.
- Online games and how they may be unhelpful or unsafe.
- Screen time and how I can look after my health.
- How to resist pressure to use technology in a way that may be risky or harmful towards others.

## Vocabulary

- grooming
- self esteem
- troll
- personal qualities
- trustworthy
- online / offline
- community
- age restriction
- risky
- characteristics
- privacy
- settings
- peer pressure
- influences
- attributes
- responsibility
- rights
- appropriate
- gambling/betting
- mental health
- physical health