

Living in the Wider World



Belonging to a Community	Media Literacy and Digital Resilience	Money and Work
• The reasons why we have rules and laws and the consequences of not following rules or laws. • We all have human rights, we will learn about what they are and how they are there to protect everyone. • We must understand that with every right there is also a responsibility e.g. the right to an education and the responsibility to learn	• To recognise ways in which the internet can be used both positively (playing, learning, socialising) and negatively (cyber bullying, altering images, fraud). • How to assess the reliability of sources of information online and how to make safe reliable choices from search results. • Ideas on how to evaluate whether a game is suitable to play or a website is appropriate for their age-group • Explore how to make safe, reliable choices from search results	• We will explore the positive things about ourselves and our achievements. • We will work together to set goals to achieve personal outcomes. • The broad range of different jobs/careers that people can have in different sectors - e.g. teachers, business-people, charities. • People can have more than one job or career in their lifetime. • To explore common myths and gender stereotypes related to work. • To challenge stereotypes through learning about examples of role models in different fields of work e.g. women in STEM, men in care. • To learn about the skills needed to do a job, such as teamwork and decision-making

Vocabulary

Rights	Skills
Responsibilities	Myths
Reliability	Gender
Appropriateness	
Stereotypes	

Resources

[UNICEF Website](#)
[Amnesty International Learning about Rights in the classroom](#)
[Google and Parent Zone Be Internet Legends \(pack ordered to arrive in Autumn term\)](#)
[BBC Clip and information sheet about evaluating digital content](#)
[Colgate I smile advert](#) on challenging stereotypes
Izzy Gizmo picture book (little girl inventor)
[Women in Stem website](#)

Suggested Activities

Circle time,	Debates
Discussions,	Goal Setting
Role Play,	Exploring the internet
Case Studies,	Picture Books