

Managing online information	Privacy and security	Copyright and ownership	Online relationships	Online reputation	Online bullying	Self-image and identity	Health, wellbeing and lifestyle
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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Planning is linked to topics that arise from the children's interests and national events (Anti-bullying week November & safer internet day February). With a focus on: how to be good friends online, Why we say kind things to others, and make sensible choices. Children are aware that some online content is inappropriate and now to tell an appropriate adult if they see something on the computer that upset them. EYFS will also use project evolve.					
Year 1	Privacy and Security	Online relationships	Safer Internet Day	Self Image and identity	Online relationships	Health wellbeing and lifestyle
	Managing information online	Online Reputation	Online Bullying	Copyright and Ownership		
Year 2	Privacy and Security	Online relationships	Safer Internet Day	Self Image and Identity	Managing information online	Health wellbeing and lifestyle
	Managing information online		Online Bullying	Privacy and security	Copyright and ownership	
Year 3	Privacy and Security	Online Bullying	Safer Internet Day	Copyright and ownership	Online reputation	Online Relationships
		Managing online information	Online Bullying	Health, wellbeing and lifestyle	Self-image and identity	Online Relationships
Year 4	Privacy and Security	Managing online information	Safer Internet Day	Self-Image and Identity	Health wellbeing and lifestyle	Online reputation
	Online Relationships		Online Bullying	Copyright and Ownership	Copyright and Ownership	
Year 5	Privacy and Security	Self Image and Identity	Safer Internet Day	Managing Information Online	Online Reputation	Online relationships

Year 6			Online Bullying			
	Copyright and Ownership	Managing Information Online	Online Bullying		Health Wellbeing and Lifestyle	
	Privacy and Security	Online Relationships	Safer Internet Day Online Bullying	Privacy and Security	Managing online information	Health wellbeing and lifestyle
	Online Reputation	Managing online information		Copyright and ownership		

How teaching on AI needs to be incorporated into Project Evolve Units.

Year 1	
Project Evolve Unit	Link to AI
Self-Image and Identity Explore how digital images can be changed.	AI can create pictures that look real
Online Relationships Understand the difference between humans and automated systems.	Some messages come from computers rather than people.
Managing Online Information Begin evaluating whether information is trustworthy.	AI gives answers but adults help us check them.
Privacy and Security Learn what personal information is.	Don't share personal details with chatbots.

Year 2	
Project Evolve Unit	Link to AI
Self-Image and Identity • Recognise that online images may not be authentic.	• Computer-generated photos.
Managing Online Information • Compare information from different sources.	• Check AI answers against books, teachers and trusted websites.
Privacy and Security • Understand that information entered online may be stored and reused.	• What should and should not be entered into an AI tool.
Copyright and Ownership • Understand that people create digital content.	• AI uses information created by many people.

Year 3 and 4	
Project Evolve Unit	Link to AI
Self-Image and Identity • Discuss digitally altered images and videos.	• Introduction to deepfakes. • Why manipulated videos can be misleading.
Online Relationships • Consider how AI chatbots interact with people.	• Chatbots can seem friendly but are not real friends

Managing Online Information Evaluate websites, videos and AI-generated information.	- AI may confidently provide inaccurate information. - Cross-check information.
Health, Wellbeing and Lifestyle Consider how technology influences thoughts and choices	- Recommendation algorithms. - How AI chooses what appears online.
Privacy and Security Explore data collection.	- AI systems learn from data. - Importance of protecting personal information.
Copyright and Ownership Understand ownership of online content.	- Who owns an AI-generated image? - Why attribution matters.

Year 5 and 6	
Project Evolve Unit	Link to AI
Self-Image and Identity Critically analyse manipulated media.	- Deepfakes. - Synthetic voices. - AI-generated influencers.
Online Relationships Understand persuasive technologies.	- AI companions and conversational bots. - Recognising emotional manipulation.
Online Bullying Consider misuse of AI to create harmful content.	- Fake images. - Impersonation. - Altered videos.
Managing Online Information	Hallucinations.

• Apply advanced critical evaluation.	• Bias in AI systems. • Fact-checking AI outputs.
Health, Wellbeing and Lifestyle • Explore impacts of AI on decision-making and wellbeing.	• Algorithmic feeds. • Echo chambers. • Screen use influenced by recommendations.
Privacy and Security • Understand data footprints.	• How AI systems use data. • Risks of oversharing.
Copyright and Ownership • Explore legal and ethical questions.	• Using AI-generated work responsibly. • Attribution and intellectual property