

Accreditation Certificate - St Clement's C of E Primary School

Autumn: Digital Well-Being

Year 2, Term 1

Students explore the importance of digital well-being by balancing game and screen time with other parts of their lives.

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Submission](#)

Summer: Spam

Year 2, Term 3

Students were taught about spam and how to deal with it. They created a parental advice sheet to help support parents/carers and distributed it amongst the whole school community.

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Summer: Stereotypes

Year 2, Term 3

Students were introduced to gender stereotypes during assembly time. They discovered what a stereotype is and how stereotypes can change the way we behave and feel.

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eSport

Year 2, Term 2

Students have explored the competitive world of eSports. They have shared their own experiences of gaming and their knowledge of eSports. They have also extended their knowledge by working collaboratively to research aspects of eSports further such as in-app purchases, PEGI ratings, connecting with others and gamification.

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Safer Internet Day

Year 2, Term 2

Students have been encouraged to think about being a good digital citizen. They created a 'video short' (a short video, no longer than 45 seconds) to explain how to be a good digital citizen.



Social Oscars

Year 2, Term 2

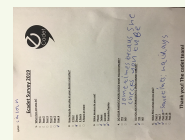
Students have participated in a celebration event to celebrate safe use of social media.



Digital survey

Year 2, Term 1

The eCadet team created their own digital survey and distributed to classes across the school. This encouraged all students to reflect on their own digital usage.



Kindness

Year 2, Term 1

The eCadet team led an assembly about kindness which promoted being kind online, particularly within online communities.

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Global Communities

Year 2, Term 1

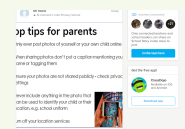
Students explored the power of global online communities and how to behave appropriately within the communities.



Sharing photos with parents

Year 2, Term 3

Learners learnt about sharing photos online, including what happens to a photo once it is uploaded on social media or to a website. They then shared their knowledge with parents.



Let's Celebrate!

Year 2, Term 3

The eCadet team have organised a whole school celebration event to celebrate online safety.



Personal Profiles

Year 2, Term 3

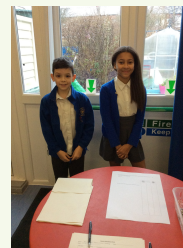
During this class based activity learners discovered the importance of setting up safe personal profiles and designed their own profile.

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Online Safety Week

Year 2, Term 2

To complete this challenge the eCadet team organised an online safety week. This led to the whole school being involved in a variety of online safety activities ongoing throughout the week.



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Live Streaming

Year 2, Term 2

Learners were taught how to participate in live streaming as safely as possible. They then created a rap, song or poem about live streaming and shared during assembly time.

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Gaming

Year 2, Term 2

For this class based activity learners discovered the meaning behind the PEGI badges on games and designed their own badges.

eCadet Mascot

Year 2, Term 1

In this whole school activity learners considered why and how they use the internet. They then used their creative skills to design an eCadet mascot to promote online safety.



Screen Time

Year 2, Term 1

For this class based activity learners were encouraged to reflect on their own screentime and discovered why balancing screentime is so important.



Online Friendships

Year 2, Term 1

To complete this challenge the eCadet team led an assembly about online friendships. They encouraged others to consider who they talk to online.





eCadets: Next generation school eSafety leaders



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Proud winners of prestigious
Nominet award for 'Making
the Internet a Safer Place'

