Subject: PSHE –	
Key Concept/ Theme: RELATIONSHIPS!	
Prior Learning links: Previous years sequence of relationships	
Overview of learning and resources – follow the pathway below G:\Shared drives\Pioneer Staff Shared\Subject Leadership & Curriculum Areas\MHWB, Thrive, PSHE & JIGSAW resources\Year 5\Relationships	
School specific areas to cover (Add in any local areas of study, trips and people) The essential skills builder of speaking, listening, staying positive and problem solving all support this topic	

LISTENING SPEAKING PROBLEM SOLVING CREATIVITY STAYING POSITIVE AIMING HIGH LEADERSHIP TEAMWORK

1.	**Prior learning reconnection (year group, cycle & term): See previous cycle 2 T5** **Deeper learning question – What makes me, me?** **LO:** I can identify my characteristics and qualities. **Vocabulary – Characteristics, Personal qualities, Attributes, Self esteem** **Activity/lesson slides – login using Pioneer passwords emailed.** UK 9-10 5-RL Piece 1.pptx
2.	**Prior learning reconnection (year group, cycle & term): See previous cycle 2 T5** **Deeper learning question – Can I define online communities? Am I aware of the risks?** **LO:** What are the positive and negatives of being part of an online community? **Vocabulary – Social network, Community, Online, Off line, Responsibility, Rights, Risky**

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Activity/lesson slides – login using Pioneer passwords emailed.

UK 9-10 5-RL Piece
2.pptx

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Prior learning reconnection (year group, cycle & term): See previous cycle 2 T5

Deeper learning question – **What is it like being in an online community?**

LO: What rights and responsibilities are there when being part of an online community?

Vocabulary – **Age-limit, Community, Violence, Appropriate, Grooming, Trolled, Gambling, betting, Trustworthy**

Activity/lesson slides – login using Pioneer passwords emailed.

UK 9-10 5-RL Piece
3.pptx

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Prior learning reconnection (year group, cycle & term): See previous cycle 2 T5

Deeper learning question – **What is online gaming? What are the benefits?**

LO: How should you behave when part of an online community?

Vocabulary – **Devices, Screen time, Social, Off line, Mental health, Physical health**

Activity/lesson slides – login using Pioneer passwords emailed.

UK 9-10 5-RL Piece
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5	**Prior learning reconnection (year group, cycle & term): See previous cycle 2 T5**
	Deeper learning question – What is your relationship with screen time?
	LO: Can I recognise when I am spending too much time using devices? Does my behaviour change?
	Vocabulary – Devices, Screen time, Social, Off line, Mental health, Physical health, behaviour changes
	Activity/lesson slides – login using Pioneer passwords emailed.
	UK 9-10 5-RL Piece 5.pptx
6	**Short term – all covered in 5 lessons**

End Points:

Reflections

- Am I aware of my own personality traits? The positives and negatives?
- Can I recognise when an online community feels uncomfortable?
- Can I recognise when gaming can become unhelpful or unsafe?
- What can I do to reduce screen time if it isn't making me feel good?
- I understand the pressure and influence of technology but how can I control it rather than it controlling me?

Evaluation: What have the end of unit quizzes, pupil self-reflections and termly work told you about what the children can remember and recall? What are the gaps? Ensure that the areas that need further reinforcement are documented in the next subject unit MTP. **Plan in time to revisit gaps within units, determined by the quizzes.**

- **Download and complete this impact review for your class on this topic area.**

- age-7-8-1-bm-sa-form.pdf (jigsawlivestcmsuk.blob.core.windows.net)