

Year 4 Spring 2 PSHE Playing safe



PSHE

Powerful knowledge/skills for this unit:

We will learn about:

how to be safe in their computer gaming habits

- know about the age classification system and understand why some games are not appropriate for children to play
- can evaluate whether a computer game is suitable for them to play and explain why
- are able to share opinions about computer games

Keeping safe near roads, rail, water, building sites and around fireworks

- can identify and assess the level of risk of different activities in the local environment
- recognise that in some situations there may be pressure to behave in a way that doesn't feel safe
- can identify some ways to respond to unhelpful pressure

What to do in an emergency and basic emergency first aid procedures

- are able to assess what to do in an emergency
- can carry out some simple first aid procedures for different needs
- can demonstrate how to ask for help from a range of emergency services

What should I already know:

Can assess whether a situation is safe or unsafe.

Road safety.

Big Question:

Do you know how to keep yourself safe?

The end point: Children know why some games are not so good for children to play. What to do to help in an emergency.

Key vocabulary Age classification, computer game, pressure, Choices, Habits Gaming, Road, rail, water safety Buildings, Safety, Danger Hazards, Fireworks, Emergency First aid, Help, Police, brigade Ambulance

Zones of regulation



Mindmate Monday lesson



Year 4 Spring 2 Strong emotions

Lesson focus: Resisting pressure I can stand up for myself without hurting others

Pupils should have the opportunity to:

know that people can experience conflicting emotions at different times, such as times of loss & change, stress, anxiety & recognise when & how to ask for help use basic techniques for resisting pressure to do something dangerous, unhealthy and so on.