

# WHAT IS PHONESMART?



PhoneSmart is an interactive course that helps young people navigate the online world while staying safe and being kind.

It consists of **five modules** that introduce children to best practice behaviours when online and different issues they may face, such as cyberbullying and fake news.



In each module there is an engaging animation introducing them to **relatable characters** and an **interactive quiz** that will help equip young people with the skills and knowledge to keep them safe in the virtual world. Plus tips on what to do if they find themselves in a tricky situation.

## WIN PRIZES

Send us evidence that your pupils' have completed the PhoneSmart Licence and they will be entered into the draw where your school could **win 10 Samsung Galaxy A7 Lite Tablets**. Simply send your school name and downloaded certificates for each completed PhoneSmart Licence to:

[phonesmart@nationalschoolspartnership.com](mailto:phonesmart@nationalschoolspartnership.com)



# HOW COULD I USE PHONESMART?

PhoneSmart would be best utilised in one of these settings:

- During an ICT or Computer Science lesson, while covering e-safety
- During a PSHE lesson, while studying staying safe online or wellbeing
- During one or more tutor time sessions
- Set as homework or a holiday task



## HOW LONG DOES IT TAKE?

Each module takes approximately 10-15 minutes to complete, so we recommend that you use **at least one hour to complete all five modules**. However, the programme automatically saves where the user has got to, so you could also complete the modules over more than one lesson if you choose to complete this as part of a longer scheme of work, or set it as homework.



## WHAT DO YOU NEED TO DO TO GET STARTED?

1. Simply go to [eephonesmart.co.uk](https://eephonesmart.co.uk) and click 'sign up for EE PhoneSmart'.
2. Set each student a username and a password that is easy for them to remember. It's quick and easy to set up and allows you to monitor their progress.
3. Share the password with the student and send them their unique link to log in. They can now get started!

Don't forget parents/carers can register their child at home, meaning the PhoneSmart Licence can be completed as a homework task or over the holidays. There is a handy parent guide you can share [here](#).

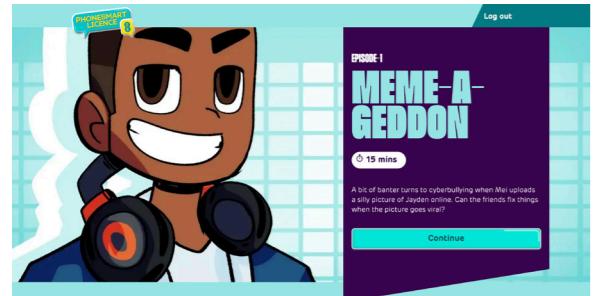


## HOW DO STUDENTS USE THE QUIZ?

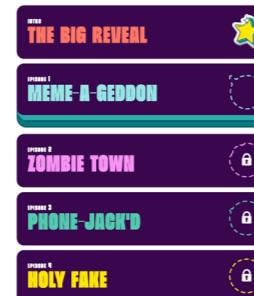
**Simply share these simple steps with your pupils:**

- Step 1:** Click on the unique link and enter the password that your teacher gave you.
- Step 2:** Click on the first module and click to start the animation. You need to read the captions.
- Step 3:** Complete the quiz questions to collect the badges.
- Step 4:** Once you collect all five badges, you will get your PhoneSmart Licence.
- Step 5:** Share your PhoneSmart Licence with your teacher or if you completed the quiz at home, with your parent/carer who will enter you into the prize draw.

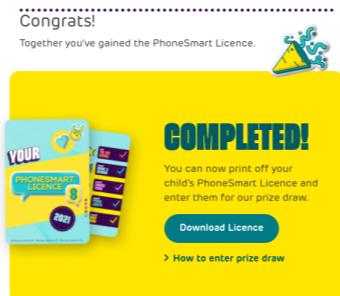
Start animation (Step 2)



Collect badges (Step 3)



Download your Licence (Step 4)



## WHAT CONTENT DO THE MODULES COVER?



### MODULE 1 THE BIG REVEAL

This module introduces the users to the main characters: Arlo, Jayden, Mei and Lily. It also introduces young people to some interesting facts and figures about smartphones, and gives them a short quiz to get them used to how the programme works.



### MODULE 2: MEME-A-GEDDON

- LO:** • To understand the possible consequences of posting images online  
• To understand the difference between hate speech and cyberbullying

In this module, the friends go to see a film, and on the way Mei shares a meme of Jayden without his permission. The fall out allows young people to understand the consequences of posting photos online. The characters also see hate speech about one of the actors from the film, and work out the best course of action for what they've experienced.



### MODULE 3: ZOMBIETOWN

- LO:** • To know the positive and negative effects of spending time online  
• To recognise the signs of spending too much time online, and know how to help

In this module, the friends are obsessed with an online game, just like everyone else at school. However, Lily gets especially drawn into it, and plans to pull an all-nighter in order to get the new top score. The friends start to worry about Lily when she comes to school exhausted, and decide they need to find out how to help her.



### MODULE 4: PHONEJACK'D

- LO:** • To understand how to keep my accounts and details safe  
• To know which details I should and shouldn't post if I post online

In this module, Arlo sets out to become an internet sensation by posting a video of a skateboarding trick. However, he lies about his age to create an account, and forgets to keep certain personal information about himself private. The friends need to work out how they can get Arlo online safely again.



### MODULE 5: HOLY FAKE

- LO:** • To recognise the signs of fake news and deep fakes  
• To understand the dangers of clicking suspicious links

In this module, Mei receives a tempting email inviting her to an exclusive gig of a singer she adores. However, her friends recognise that it's probably fake and warn her off. By completing the quiz, young people will learn the signs of fake news and deep fakes, as well as how to spot scams and what to do to keep their data as safe as possible.

# WHERE DOES IT FIT WITH THE CURRICULUM?

The table below outlines where PhoneSmart links with the curriculum:

	KS2	KS3
<b>Computer Science</b>	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.
<b>PSHE</b>	<b>L11.</b> recognise ways in which the internet and social media can be used both positively and negatively <b>L20.</b> that features of the internet can amplify risks and opportunities, e.g. speed and scale of information sharing, blurred public and private boundaries and a perception of anonymity <b>L13.</b> about some of the different ways information and data is shared and used online, including for commercial purposes <b>L21.</b> to establish personal values and clear boundaries around aspects of life that they want to remain private; strategies to safely manage personal information and images online, including on social media <b>L14.</b> about how information on the internet is ranked, selected and targeted at specific individuals and groups; that connected devices can share information <b>L22.</b> the benefits and positive use of social media, including how it can offer opportunities to engage with a wide variety of views on different issues <b>L15.</b> recognise things appropriate to share and things that should not be shared on social media; rules surrounding distribution of images <b>L24.</b> to understand how the way people present themselves online can have positive and negative impacts on them <b>L16.</b> about how text and images in the media and on social media can be manipulated or invented; strategies to evaluate the reliability of sources and identify misinformation <b>L27.</b> to respond appropriately when things go wrong online, including confidently accessing support, reporting to authorities and platforms	

## AT EEE...

We think that learning how to stay safe online has never been more important. Luckily, with PhoneSmart it is fun and completely free to use for everyone who registers. Sign up your students at [eephonesmart.co.uk](http://eephonesmart.co.uk) and don't forget to enter them into the prize draw once they have their Licence so your school is in with a chance of winning 10 Samsung Galaxy A7 Lite Tablets.

For full terms and conditions visit this link:

[nationalschoolspartnership.com/phonesmart-terms-and-conditions](http://nationalschoolspartnership.com/phonesmart-terms-and-conditions)

