**Year 6 Spring Living in the wider world**

**How can the media influence people?**

A blue and white logo

Description automatically generated with low confidence

**Previous Learning:**

**Year 5 Relationships**

**How can friends communicate safely?**

* about the different types of relationships people have in their lives
* how friends and family communicate together; how the internet and social media can be used positively
* how knowing someone online differs from knowing someone face-to-face
* how to recognise risk in relation to friendships and keeping safe
* about the types of content (including images) that is safe to share online; ways of seeking and giving consent before images or personal information is shared with friends or family
* how to respond if a friendship is making them feel worried, unsafe or uncomfortable
* how to ask for help or advice and respond to pressure, inappropriate contact or concerns about personal safety

**Key Knowledge for unit**

**Children will learn:**

* how the media, including online experiences, can affect people’s wellbeing – their thoughts, feelings and actions
* that not everything should be shared online or social media and that there are rules about this, including the distribution of images
* that mixed messages in the media exist (including about health, the news and different groups of people) and that these can influence opinions and decisions
* how text and images can be manipulated or invented; strategies to recognise this
* to evaluate how reliable different types of online content and media are, e.g. videos, blogs, news, reviews, adverts
* to recognise unsafe or suspicious content online and what to do about it
* how information is ranked, selected, targeted to meet the interests of individuals and groups, and can be used to influence them
* how to make decisions about the content they view online or in the media and know if it is appropriate for their age range
* how to respond to and if necessary, report information viewed online which is upsetting, frightening or untrue
* to recognise the risks involved in gambling related activities, what might influence somebody to gamble and the impact it might have
* to discuss and debate what influences people’s decisions, taking into consideration different viewpoints

**Vocabulary**

* Media literacy and digital resilience
* influences and decision-making
* online safety