



**PSHE question:** How can the media influence people?

**Year:** 6 **Term:** Spring term

## Key Knowledge/Content:

- **Health and wellbeing-** Discuss the effect of drugs, smoking and vaping on their bodies and be made aware of peer influence.
- **Relationships-** Discuss and debate topical issues, respect other people's point of view and constructively challenge those they disagree with.
- **Living in the wider world-** Learn about the powerful influence the media has on our society and know how to be safe online.

## Links to:

### Prior learning:

To understand how to be safe online through PSHE and Computing sessions.

### Future learning:

To be more aware of the dangers they face online and understand what can and cannot be shared.

## Key vocabulary with definition:

### Prior vocabulary:

- **Cyber bullying-** The use of electronic communication to bully a person, typically by sending messages of an intimidating or threatening nature.
- **Peer influence-** Children being influenced by their peers (friends and those around them).

### New vocabulary:

- **Gambling-** Play games of chance for money.
- **Exposure-** The state of having no protection from something harmful.

## By the end of this unit

**All children can: recognise** that the media can influence what we buy and how we use it and be able to **recognise** that information shared on the internet is not private.

**Most children can: demonstrate** how to stay safe on line, **understand** the dangers of online gambling and **understand** the effects that drugs, alcohol and vapes have on their bodies.

**Some children can: explain** the power media has on our society, including on issues such as gambling, smoking and vaping.

## Background understanding for teachers and parents:

This unit will focus on the media and how it can influence us in our everyday lives. Children will discuss some sensitive topics such as cyber bullying and know why some children feel they have no one to talk to. These issues will all be handled sensitively.

## Curriculum Driver:

Knowledge of the World.

## Evidence outcome:

To use prior knowledge to deal with situations they may face in the wider world.