

# Lesson 4

## Create a SMART Rules Groove



### Target Audience

Y3-6

### Lesson Aims

Pupils will describe the SMART rules after viewing the SMART Crew animation.  
Pupils will use the SMART rules to create a song to end their drama presentation.

### Learning Objectives

- Pupils will paraphrase the five SMART rules after viewing the SMART crew animation.
- Pupils will devise rhyming sentences for use in the class' SMART song/poem/rap.
- Pupils will rehearse and perform their composition for an audience of their peers.

### National Curriculum Links

Curriculum Area	Strands: Pupils should be taught...
Citizenship	5g: the Knowledge, skills and understanding through opportunities to consider social and moral dilemmas that they come across in life [for example, encouraging respect and understanding between different races and dealing with harassment]
English	1e: to speak with confidence in a range of contexts, adapting their speech for a range of purposes and audiences, pupils should be taught to speak audibly and clearly, using spoken standard English in formal contexts
	2c: to listen, understand and respond appropriately to others, pupils should be taught to recall and re-present important features of an argument, talk, reading, radio or television programme, film.
PSHE	3e: to recognise the different risks in different situations and then decide how to behave responsibly, including sensible road use, and judging what kind of physical contact is acceptable or unacceptable.
	5g: the Knowledge, skills and understanding through opportunities to consider social and moral dilemmas that they come across in life [for example, encouraging respect and understanding between different races and dealing with harassment].

<b>Timing</b> 50 minutes	<b>Key Vocabulary</b> accept, reliable, advice
<b>Preparation</b> bookmark <a href="http://www.kidsmart.org.uk">www.kidsmart.org.uk</a> on ICT suite computers, preview the site and 'Online' song	<b>Organisation</b> whole class discussion, partner work or small groups
<b>Resources</b> ICT suite (at least 1 computer to every 2 pupils), speakers, KidSMART treasure hunt	

### Lesson Outline

50 Minutes

<b>Starter</b>	Introduce the assignment and review SMART rules	<b>5 minutes</b>
<b>Activity 1</b>	KidSMART treasure hunt	<b>15 minutes</b>
<b>Activity 2</b>	Students devise rhyming sentences using key messages	<b>15 minutes</b>
<b>Plenary</b>	Compile student-created sentences into class composition	<b>15 minutes</b>
<b>Extension</b>	Have an 'X Factor'-style competition	--

### Lesson

<p><b>Starter—In ICT Suite</b></p> <p>Introduce pupils to the assignment—they will be creating a song, rap, or poem to perform at the end of the play to tell people the best ways to stay safe online.</p>	<p><b>Activity 1—In ICT Suite</b></p> <p>Have pupils complete a treasure hunt through the KidSMART website in pairs. Play the 'Online' song from the KidSMART website for pupils. Decide as a class if you would like to create a song like this one, a rap, or a poem to perform at the end of the play.</p>
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**Activity 2—In classroom**

As a warm-up, have pupils physically create each of the letters in the word SMART. Then, in pairs or small groups, have pupils begin to devise rhyming sentences as a means of communicating the SMART rules. A short review of rhyming words may be necessary before beginning.

**Plenary—In classroom**

As a whole class combine rhyming sentences and to compose a class song, rap, dance or poem to be performed at the end of the drama.

**Follow-Up Discussion Questions**

1. What is one new thing you learned about Internet safety from the KidSMART website?
2. Describe one thing that could be done to make the Internet a safer place for kids?
3. What once piece of advice could you give to your parents about staying safe online?
4. What rules do you think we should have for our class when using the Internet?
5. Besides computers, how else can kids go online?
6. How much time do you think kids should spend playing games each day? Why?