

| | |
|----------------------------|---|
| Webinar Title | Exploring the Importance of Online and Real World Safety <i>In Association with BrainPOP</i> |
| Webinar Date | Tuesday 15 September 2015 |
| Webinar Time | 13.00 (UK time) |
| Target Audience | Deputy Heads of Junior/Prep, KS2/KS3, ICT Co-ordinators, Curriculum leaders, KS leaders, PHSE teachers, Classroom teachers |
| Learning Outcomes | <p>This session will give participants:</p> <ul style="list-style-type: none"> • Practical advice on how to safeguard their students' online safety • The opportunity to examine the importance of using high quality e-safety resources, that can be used to educate and inform students • Lesson ideas for years 3 to year 9 • An appreciation of the scope and variety of the resources available to use in school and at home across a range of devices including computers, Apple and Android phones and tablets. • The prospect to use BrainPOP in your schools and benefit from our special COBIS members subscription package. |
| Webinar Description | <p>A presentation on the importance of online safety.</p> <p>E-safety shouldn't be about "fear of the unknown", or a hindrance to excellent use of technology in school.</p> <p>E-safety should be about empowering staff and students to get the best out of technology, while understanding how to respect themselves, their wellbeing, and others.</p> <p>This CPD session will provide guidance on how teachers and students can explore the difficult issues of cyberbullying, information privacy, and online behaviour, by accessing the digital citizenship resources that form part of BrainPOP's 700+ animated cross curricular movies.</p> <p>We will showcase a range of teaching resources that explain concepts from across the curriculum using animated movies, educational games, interactive quizzes, non-fiction texts, and student activities.</p> <p>E-safety is one element of BrainPOP's comprehensive content, which also includes: English, Maths, Science, Humanities, Arts, PSHE & Citizenship, and Design and Technology, which we will introduce during the webinar.</p> |

**Presenter
Details**

Rob Richardson is Head of Sales for www.brainpop.co.uk, a UK resource for children to use in KS2 and KS3 that helps children explore the world around them through short animated movies and a range of supporting digital resources including games, quizzes, online activities and informational texts. Rob has worked with teachers in UK and international schools over the last 15 years to fully appreciate the need and importance of high quality resources that encourage students to learn and question the world around them.

Martin Bailey is a UK primary school teacher, E-Safety expert and founder of Animate 2 Educate. Having worked as a teacher and ICT Coordinator for 15 years, Martin founded www.animate2educate.co.uk in 2011 with a mission to “bring the curriculum to life”. He now helps schools cover all aspects of the Primary Computing Curriculum, working with pupils, parents and teachers delivering bespoke E-Safety days and hands on workshops. Martin also has a particular interest in the use of tablet technology in the classroom, spending the past two years researching and testing hundreds of apps resulting in the publication of his “Best App Guide”.

About BrainPOP®

BrainPOP creates animated, curricular resources that engage students, support teachers, and bolster achievement. Used in classrooms, at home, and on mobile devices, our award-winning offerings include BrainPOP Jr. (K-3), BrainPOP UK, BrainPOP Español, and, for English language learners, BrainPOP ESL. We are also home to GameUp, a curated collection of leading learning games designed to support game-based learning. We offer teachers a rich collection of professional development opportunities, implementation tools, and lesson plans to meet the rigor of the 2014 National Curriculum for England. BrainPOP web sites and mobile apps support individual, team, and whole-class learning. Localized to major world languages, our sites host millions of monthly visitors, and our mobile learning apps regularly rank among the highest in the major app stores' education categories.