What is ProjectEVOLVE?   - www. projectevolve.co.uk

The ProjectEvolve toolkit is based on the UKCCIS framework "Education for a Connected World" (EFACW) that covers knowledge, skills, behaviours and attitudes across eight strands of our online lives from early years right through to eighteen. These outcomes or competencies are mapped to age and progressive. The statements guide educators as to the areas they should be discussing with children as they develop their use of online technology.

The toolkit can be accessed –at www.projectevolve.co.uk you need to create an account and then the resources will be available for you. Project Evolve is incorporated in the Wokingham Scheme of work that we use for computing.

It prepares children for the digital world and provides on-line safety messages complete with materials to support its delivery. It is easy to access and allows users to personalise the content they collate. It highlights what a child should know in terms of current online technology, its influence on behaviour and development, and what skills they need to be able to navigate it.

The ProjectEvolve toolkit provides research summaries on a topic. Each activity includes outcome criteria, key questions, activity notes and supporting resources. It covers knowledge, skills, behaviours and attitudes across eight strands of our online lives from early year's right through to eighteen. The outcomes are mapped to age and are progressive. The first phase is Early Years-7.

The strands are:

Self-Image and Identity	Managing Online Information
Online Relationships	Health, Well-being and Lifestyle
Online Reputation	Privacy and Security
Online Bullying	Copyright and Ownership

You can search by:
- Keyword
- Strand
- Key Stage
- Age
- Theme

The relevant themes are: age restrictions, using and sharing content, disinformation, bullying, online fraud, passwords, protecting data, privacy, fake profiles, consent, communicating safely, managing use and screen time, online distribution, harmful behaviour, rights and responsibilities, getting help and reporting, safer searching, gaming, law.   July 2021