



Tacolneston and Morley Federation



Year 4 PSHE- **Health and Wellbeing**-Keeping safe, managing behaviour and risk

Key Knowledge

How to keep safe in computer gaming habits

- Know about the age classification system and understand why some games are not appropriate for children to play
- Evaluate whether a computer game is suitable for them to play and explain why
- Share opinions about computer games

Keeping safe near roads, rail, water, building sites and around fireworks

- Identify and assess the level of risk of different activities in the local environment
- Recognise that in some situations there may be pressure to behave in a way that doesn't feel safe
- Identify some ways to respond to unhelpful pressure

What to do in an emergency

- How to ask for help from a range of emergency services

Vocabulary

Computer gaming - a game played using a computer, typically video game

Safe - protected from or not exposed to danger or risk, not likely to be harmed

Age classification - an age category (group) into which something is put

Adult - a person who is fully grown or developed

Roads - a wide way leading from one place to another with a specially prepared surface which vehicles can use

Railway - a track made of steel rails along which trains run

Water - a stretch or area of water such as a river, sea or lake

Building site - an area where a structure is being constructed or repaired

Pressure - the use of persuasion or intimidation to make someone do something

Emergency - a serious, unexpected and often dangerous situation requiring immediate action

First aid - help given to a sick or injured person until full medical treatment is available

Emergency services - respond to and deal with emergencies, such as ambulance, police and fire brigade

