

Welcome to Gooseberry School

Gooseberry School supports learning about online safety in a unique way, by joining the student, teacher and parent together. The student uses our online game (App) and the concept of **gamification**, as part of **structured learning programme**. The teacher has a complete tool kit to support the delivery of the learning material, alongside an assessment and monitoring system. The parent can view their child's performance and be part of their learning journey. There is a total of 3 Apps which can be accessed via a desktop.

Gooseberry Student for the child, Gooseberry Teacher and Gooseberry Parent.



How do you educate children and young people to build knowledge, skills and capability when it comes to online safety?



Gooseberry Student is a unique gaming App. The child plays a character called Taff, who faces real life scenarios that they might expect to encounter online. Learning takes place through problem solving, consequence and reward for positive choices and online behaviours. A workbook sits alongside the game for the children to record their learning and progress. The game includes 5 levels that are designed to be flexible and adaptable, depending upon the learning needs of the children and provides digital literacy opportunities for all children.

How do you ensure that all staff receive appropriate online safety training that is relevant and regularly up to date?



Gooseberry Teacher is a resource to support teaching, learning, assessment and monitoring. An intuitive results panel records how each child is responding to each scenario and monitors their progress over time. The software shows where and when a child responds in a safe, an unsafe and an incorrect manner in the game. This is a complete resource that is continually developing in response to need, with lesson plans, workbooks, presentations, posters and more.

How do you educate and support parents, and the whole school community with online safety?



Gooseberry Parent allows parents and carers, see how their child is responding within the game to each scenario. The resource area is full of tips and advice for parents and carers to support them in being part of their child's **learning journey**. Gooseberry Planet's goal is to provide a complete and comprehensive resource for parents and carers, tailoring advice to meet the needs of their child and providing opportunities for conversations about safe online behaviour.

There is a total of 10 scenarios in each level (5 levels in total) each with a supporting workbook, lesson plans and other classroom material.

How to access Gooseberry Parent:

Once your child's school has registered for **Gooseberry School** your child's teacher will help your child set up their account in their lesson.

- The child will use their teacher's email to register their account, which will create log in details
- You can then access the Parent App online by using your child's specific log in to verify your own account
- This will allow you to monitor everything that you child is learning, providing **opportunities for you to learn** at the same time **about the online threats** faced by us all online
- You will be aware of the online vulnerabilities that your child faces and we give you helpful hints, tips and talking points to enable the difficult conversations with your child

Helping to ensure the safety of you and your child online.

Level specific information:

Gooseberry Playground: has been designed with key stage 1-2 (4-8 years) in mind but can be adapted



to suit the needs and digital literacy of your learners. This level covers the following topics: **People Online, Selfies, Webcams and Live Streaming, Online Gaming, Online Bullying, Purchasing and downloading Apps, Passwords, Sharing Photos, Sharing Information and Personal Information.**

Gooseberry Street: has been designed with key stage 2 in mind but can be adapted to suit the needs



and digital literacy of your learners. This level covers the following topics: **People Online, Meeting Up, Sharing Information, Chatrooms, Staying Private Online, Location Sharing, Phishing, Sharing Photos, Online Bullying and Passwords.**

Gooseberry Village: has been designed with key stage 2 in mind but can be adapted to suit the needs



and digital literacy of your learners. This level covers the following topics: **Digital Footprints, Clickjacking, Webcams, Location Sharing, Online Gaming, Illegal Downloads, Passwords, Sexting and Sharing Information.**

Gooseberry Town: has been designed with key stage 2 and early key stage 3 in mind but can be



adapted to suit the needs and digital literacy of your learners. This level covers the following topics: **Digital Footprints, Junk Email, Location Sharing, People Online, Video Chats, Online Bullying, Online Gaming, Clickjacking, Fake Profiles and Passwords.**

Gooseberry City: has been designed with key stage 2 and early key stage 3 in mind but can be



adapted to suit the needs and digital literacy of your learners. This level covers the following topics: **Privacy settings, Digital Footprints, Sexting, Sharing Information, Grooming, Illegal Downloads, Passwords and Online Bullying.**

Gooseberry Work: Coming Soon!

For more information please visit us www.gooseberryplanet.com

Or to arrange a free demo, give us a call on [+44 \(0\)1865 366 468](tel:+44201865366468)