





**Theme:** Clever Never Goes – Practical Safety

**Duration:** 2 hours

**Rationale:** To build children’s knowledge and understanding

**Supporting Scheme:** [www.safe4me.uk](http://www.safe4me.uk) / [www.clevernevergoes.org](http://www.clevernevergoes.org) / Action Against Abduction

			
Responsibility – Takes responsibility and asks for help where needed.	Understands feelings – Discusses feelings and recognise how they impact on others.	Belonging – Can identify they belong to different groups.	Compassion – Strives to make things better.

- Use ‘Clever’ the robot to support teaching and learning in the subject.
- Clever Never Goes is the key phrase.
- Resources to accompany the scenarios in Year 2 and KS2 available.

	Vocabulary	Knowledge	Enrichment
EYFS	<ul style="list-style-type: none"> <li>• trusted adult</li> <li>• stranger</li> <li>• risk</li> <li>• Clever Never Goes</li> <li>• arranged</li> <li>• safer stranger</li> <li>• safer buildings</li> <li>• help</li> </ul>	<ul style="list-style-type: none"> <li>• A trusted adult is someone who you know and trust to keep you safe.</li> <li>• A stranger is someone that you do not know.</li> <li>• Examples of strangers include:</li> <li>• We do not need to be worried about all strangers. The majority of strangers are kind and helpful.</li> <li>• There is an increased risk to your safety when you are not with a trusted adult. If a stranger, or someone that you’re not expecting to, asks you to go somewhere with them, remember: <b>‘Clever Never Goes’</b>. <b>Do not go with them.</b></li> <li>• <b>Do not go</b> anywhere with anyone when it hasn’t been arranged with you.</li> <li>• Safer strangers are people that we don’t know but who we could rely on for help if we need it. You can tell a safer stranger because they wear a uniform (eg. Supermarket worker, Police, park attendant..)</li> <li>• Safer buildings are places that we don’t know but we could maybe go to if we need help (eg. a supermarket, library, shop, Police station, restaurant..)</li> </ul>	

<p><b>Year 1</b></p>	<ul style="list-style-type: none"> <li>• trusted adult</li> <li>• stranger</li> <li>• risk</li> <li>• Clever Never Goes</li> <li>• arranged</li> <li>• safer stranger</li> <li>• safer buildings</li> <li>• help</li> <li>• shout</li> <li>• attention</li> <li>• unsafe</li> <li>• run</li> <li>• tell</li> </ul>	<ul style="list-style-type: none"> <li>• We do not need to be worried about all strangers. The majority of strangers are kind and helpful. If a stranger talks to you, that does not mean you are in danger.</li> <li>• There is an increased risk to your safety when you are not with a trusted adult. If a stranger, or someone that you're not expecting to, asks you to go somewhere with them, remember: <b>'Clever Never Goes'</b>. <b>Do not go with them.</b></li> <li>• <b>Do not go</b> anywhere with anyone when it hasn't been arranged with you.</li> <li>• Safer strangers are people that we don't know but who we could rely on for help if we need it. You can tell a safer stranger because they wear a uniform (eg. Supermarket worker, Police, park attendant..)</li> <li>• Safer buildings are places that we don't know but we could maybe go to if we need help (eg. a supermarket, library, shop, Police station, restaurant..)</li> <li>• If someone asks you to go with them, there are things that you can do to help you keep safe: <ul style="list-style-type: none"> <li>- Shout for help: Get people's attention and let them know that you are feeling unsafe. Most strangers are kind and helpful and will come to see if you are okay.</li> <li>- Run away: Remove yourself from the risk by running to a trusted adult, safer stranger or safer building.</li> <li>- Tell someone what has happened: If something happens that makes you feel unsafe, you should tell a trusted adult. They will listen to you and help to make sure it doesn't happen again.</li> </ul> </li> <li>• Your voice is very important to alert people that you feel unsafe. Be loud.</li> </ul>	
<p><b>Year 2</b></p>	<ul style="list-style-type: none"> <li>• trusted adult</li> <li>• stranger</li> <li>• risk</li> <li>• Clever Never Goes</li> <li>• arranged</li> <li>• safer stranger</li> <li>• safer buildings</li> <li>• safe</li> <li>• unsafe</li> </ul>	<ul style="list-style-type: none"> <li>• We do not need to be worried about all strangers. The majority of strangers are kind and helpful. If a stranger talks to you, that does not mean you are in danger.</li> <li>• There is an increased risk to your safety when you are not with a trusted adult. If a stranger, or someone that you're not expecting to, asks you to go somewhere with them, remember: <b>'Clever Never Goes'</b>. <b>Do not go with them.</b></li> <li>• <b>Do not go</b> anywhere with anyone when it hasn't been arranged with you.</li> <li>• Safer strangers are people that we don't know but who we could rely on for help if we need it. You can tell a safer stranger because they wear a uniform (eg. Supermarket worker, Police, park attendant..)</li> <li>• Safer buildings are places that we don't know but we could maybe go to if we need help (eg. a supermarket, library, shop, Police station, restaurant..)</li> </ul> <p><i>Use the 'Go Spotting' films to reinforce the following decision making in scenarios using 'Safe – Hmm – Unsafe'.</i></p> <ul style="list-style-type: none"> <li>• A stranger talks to you whilst you are with a trusted adult: Safe. Even though it is a stranger, you are not being asked to anywhere and you are with a trusted adult.</li> <li>• A stranger invites you into a car, they are picking you up as your Mum is running late: Unsafe. You are being asked to go somewhere with a stranger. It hasn't been arranged.</li> <li>• You stop to stroke the dog of a stranger out walking with their pet dog. The stranger talks to you about their dog: Safe. The stranger hasn't asked you to go anywhere.</li> </ul>	

		<ul style="list-style-type: none"> <li>• A stranger invites you into their house to show you their new skateboard: Unsafe. You are being asked to go somewhere with a stranger. It hasn't been arranged.</li> <li>• A stranger invites you and a group of your friends to join them on their dog walk. Unsafe. Although you are in a group, you are being asked to go somewhere with a stranger. It hasn't been arranged.</li> <li>• You are playing a game online and a stranger asks you to meet them at the park. Unsafe. Although you are not face to face with them, you are being asked to go somewhere with a stranger. It hasn't been arranged.</li> </ul>	
KS2	<ul style="list-style-type: none"> <li>• Independent</li> <li>• trusted adult</li> <li>• Clever Never Goes</li> <li>• arranged</li> <li>• disengagement strategy</li> <li>• risk</li> <li>• danger</li> </ul>	<ul style="list-style-type: none"> <li>• As you get older, you are allowed to become more independent. This might mean that you are allowed to go places on your own or with friends, without a trusted adult.</li> <li>• Places that we may go or use have rules: <ul style="list-style-type: none"> <li>- Outside: No littering, road safety rules, no cycling..</li> <li>- Transport: No feet on the seats, not hot food, buy a ticket..</li> <li>- Inside: No smoking inside, no bikes or skateboards..</li> <li>- Online: Don't share persona information, don't buy things without permission..</li> </ul> </li> <li>• We do not need to be worried about all strangers we meet in these places. The majority of strangers are kind and helpful. If a stranger talks to you, that does not always mean you are in danger.</li> <li>• If a stranger, or someone that you're not expecting to, asks you to go somewhere with them, remember: <b>'Clever Never Goes'. Do not go with them.</b></li> <li>• <b>Do not go</b> anywhere with anyone when it hasn't been arranged with you.</li> </ul> <p><i>Use the 'Emoji Go!' resources to support understanding of 'OK' and 'NOT OK' scenarios.</i></p> <ul style="list-style-type: none"> <li>• A disengagement strategy is something that you can do or say when you are in a 'NOT OK' situation. They help to lower the risk and danger that you may be facing. <ul style="list-style-type: none"> <li>- Say 'No' firmly and keep moving away from the person.</li> <li>- You could use other 'disengagement strategies'; such as saying "No, I need to be going now," or "No, my parent is just around the corner.."</li> <li>- Shout loudly for help if you need to attract attention.</li> <li>- Make a loud noise.</li> <li>- If in direct danger, run away.</li> <li>- Tell a trusted adult.</li> <li>- As a very last resort, you should 'fight'. Try and get away any way that you can.</li> </ul> </li> <li>• If you find yourself in a 'NOT OK' situation, this is never your fault. You should not feel embarrassed, silly or ashamed.</li> </ul> <p>Year 3 discussion: Scene A and B (slide 6 and 7), scenarios 1 and 2. Year 4 discussion: Scenario 3, 4 and 5</p>	

		Year 5 discussion: Scenario 6, 7 and 8 Year 6 discussion: Scenario 9, 10, 11 and 12	
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