**East Cambridgeshire District Council in conjunction with The Cambridgeshire PSHE Service and the Cambridgeshire Police Children and Young People’s Team**



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| **Key Stage** | **Type of Intervention** | **Description of Content** |
| **KS1-2** | The Community Eyes and Ears Primary Package comprises of self-delivery modules each with a resource pack containing a presentation with embedded videos, supplementary activity sheets and a detailed lesson guide. | The Eyes and Ears Primary Package is targeted at Y5/6 and supports the requirements of the Relationships and Health Education curriculum and focuses on the importance of teaching personal safety. There are four modules in total, with each one containing interactive tasks and a variety of scenarios to promote discussion and a positive approach to managing risk.The themes are as follows:Module 1: Risk Taking Behaviour -Is It Worth It? Module 2: Keeping Safe OnlineModule 3: Friends Against ScamsModule 4: Playing Games and Taking ChancesThe estimated delivery time for each one is 60 minutes.To access these free and downloadable resources, email: healthyschools@healthyyou.org.ukFor more information visit:[Community Eyes and Ears - Healthy Schools (healthyschoolscp.org.uk)](https://healthyschoolscp.org.uk/keeping-safe/community-eyes-and-ears/) |
| **KS3-4** | The Community Eyes and Ears focus for Secondary students is Gaming and Gambling.This is a self-delivery module created in response to staff feedback and comprises of two presentations (one for Gaming and the other for Gambling ) Each containing embedded videos, supplementary activity sheets and a detailed lesson guide. |  The Eyes and Ears Secondary Module on Gaming and Gambling is designed to be delivered as part of a timetabled PSHE lesson or a themed Conference Day. There are two lessons – one on Gaming and the other Gambling; each will take approximately 60 minutes to deliver.The following questions are addressed:**Gaming:*** How do people feel when they play games?
* What are the good things about gaming?
* When might online gaming get risky?
* Can gaming include risks with money?
* What should gamers consider if they are thinking about buying a loot box?
* Is buying loot boxes gambling?
* What are the similarities between gaming and gambling

**Gambling:*** What do people think about gambling?
* What is gambling?
* Which sorts of gambling are riskier?
* What makes something riskier?
* What do we know about the gambling industry?
* How can a problem be detected?
* Who can help?

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