

RL	Knowledge	Social and Emotional Skills	Questions for Family Learning	
Ages 3-5	<ul> <li>Know what a family is</li> <li>Know that different people in a family have different responsibilities (jobs)</li> <li>Know some of the characteristics of healthy and safe friendship</li> <li>Know that friends sometimes fall out</li> <li>Know some ways to mend a friendship</li> <li>Know that unkind words can never be taken back and they can hurt</li> <li>Know how to use Jigsaw's Calm Me to help when feeling angry</li> <li>Know some reasons why others get angry</li> </ul>	<ul> <li>Can identify what jobs they do in their family and those carried out by parents/carers and siblings</li> <li>Can suggest ways to make a friend or help someone who is lonely</li> <li>Can use different ways to mend a friendship</li> <li>Can recognise what being angry feels like</li> <li>Can use Calm Me when angry or upset</li> </ul>	<ul> <li>Who is in your family?</li> <li>What jobs do mummy / daddy do around the house?</li> <li>Who are your friends? How do they make you feel?</li> <li>What do you do if your friend makes you upset?</li> <li>Can you tell me about a time when you felt angry – what happened to stop you from feeling angry?</li> <li>How does Jigsaw Jenie or Jigsaw Jerrie Cat help you stay calm?</li> </ul>	
	Children are introduced to the key relationships in their lives. They learn about families and the different roles people can have in a family. They explore the friendships they have and what makes a good friend. They are introduced to simple strategies they can use to mend friendships. The children also learn about Jigsaw's Calm Me and how they can use this when feeling upset or angry.			
	Key vocabulary that may be introduced Family, Jobs, Relationship, Friend, Lonely, Argue, Fall-out, Words, Feelings, Angry, Upset, Calm me, Breathing.			

Notes for	School



Jigsaw, the mindful approach to PSHE is a progressive and spiral scheme of learning. In planning the lessons, Jigsaw PSHE ensures that learning from previous years is revisited and extended, adding new concepts, knowledge and skills, year on year as appropriate. The table below draws out the spiral knowledge and skills progression within the Relationships Puzzle (unit of work) including key vocabulary introduced this year and suggestions for Family Learning. Please ask your child's school for details of any adaptations they have made to the programme in line with their school policy as some content and vocabulary may have been changed or be taught in a different year group.

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Ages 5-6	<ul> <li>Know that everyone's family is different</li> <li>Know that there are lots of different types of families</li> <li>Know that families are founded on belonging, love and care</li> <li>Know how to make a friend</li> <li>Know the characteristics of healthy and safe friends</li> <li>Know that physical contact can be used as a greeting</li> <li>Know about the different people in the school community and how they help</li> <li>Know who to ask for help in the school community</li> </ul>	<ul> <li>Can express how it feels to be part of a family and to care for family members</li> <li>Can say what being a good friend means</li> <li>Can show skills of friendship</li> <li>Can identify forms of physical contact they prefer</li> <li>Can say no when they receive a touch they don't like</li> <li>Can praise themselves and others</li> <li>Can recognise some of their personal qualities</li> <li>Can say why they appreciate a special relationship</li> </ul>	<ul> <li>Who is in our family? Do any of your friends have a family that is different?</li> <li>What does 'being a good friend' mean?</li> <li>Who are you good friends?</li> <li>Who do you / don't you hug?</li> <li>Who can you ask for help at school? (In the class, in the playground, in the hall)</li> <li>Can we share a Calm Me time together?</li> <li>Can we share what we both like best about our family, and what we are grateful for?</li> </ul>	
	Children's breadth of relationships is widened to include people they may find in their school community. They consider their own significant relationships (family, friends and school community) and why these are special and important. As part of the learning on healthy and safe relationships, children learn that touch can be used in kind and unkind ways. This supports later work on safeguarding. Pupils also consider their own personal attributes as a friend, family member and as part of a community, and are encouraged to celebrate these. <b>Key vocabulary that may be introduced</b> Family, Belong, Same, Different, Friends, Friendship, Qualities, Caring, Sharing, Kind, Greeting, Touch, Feel, Texture, Like, Dislike, Help, Helpful, Community, Feelings, Confidence, Praise, Skills, Self-belief, Incredible, Proud, Celebrate, Relationships, Special, Appreciate.			

Notes for School





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Ages 7-8	stereotypes can be unfair and may not be accurate e	<ul> <li>Can identify the responsibilities they have within their family</li> <li>Can use Solve-it-together in a conflict scenario and find a win-win outcome</li> <li>Know how to access help if they are concerned about anything on social media or the internet</li> <li>Can empathise with people from other countries who may not have a fair job/ less fortunate</li> <li>Understand that they are connected to the global community in many different ways</li> <li>Can identify similarities in children's rights around the world</li> <li>Can identify their own wants and needs and how these may be similar or different from other children in school and the global community</li> <li>Lidentify the different expectations and roles that exist via.g. Mum is the carer, Dad goes to work. They also looked on love, respect, appreciation, trust and cooperation</li> </ul>	at careers and why stereotypes can be unfair in	
	technique for negotiating conflict situations and the concept of a win-win outcome is introduced.  Online relationships through gaming and Apps is explored and children are introduced to some rules for staying safe online. Children also learn that they are part of a global community and they are connected to others they don't know in many ways e.g. through global trade. They investigate the wants and needs of other children who are less fortunate and compare these with their own. Children's universal rights are also revisited.			
	Key vocabulary that may be introduced  Unisex, Male, Female, Stereotype, Career, Job, Role, Responsibilities, Respect, Win-win, Solution, Solve-it-together, Internet, Social media, Online, Risky, Gaming, Safe, Unsafe, Private messaging (pm), Direct messaging (dm), Global, Communication, Fair trade, Inequality, Food journey, Climate, Transport, Exploitation, Rights, Needs, Wants, Justice, United Nations, Equality, Deprivation, Hardship, Appreciation, Gratitude, Interconnected.			



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RL	Knowledge	Social and Emotional Skills	Questions for Family Learning
Ages 8-9	bereavement. They identify the emotions associated the change. The children learn that change is a nature Children revisit skills of negotiation particularly to hele especially if they are causing negative feelings or the Key vocabulary that may be introduced Close, Jealousy, Emotions, Positive, Negative, Loss,	<ul> <li>Can identify feelings and emotions that accompany jealousy</li> <li>Can suggest positive strategies for managing jealousy</li> <li>Can identify people who are special to them and express why</li> <li>Can identify the feelings and emotions that accompany loss</li> <li>Can suggest strategies for managing loss</li> <li>Can tell you about someone they no longer see</li> <li>Can suggest ways to manage relationship changes including how to negotiate</li> </ul> motional aspects of relationships and friendships. With with these relationship changes, the possible reasons ral in relationships and they will experience (or may har p manage a change in a relationship. They also learn they are unsafe. Children are taught that relationship enders, Shock, Disbelief, Numb, Denial, Anger, Guilt, Sadnesse, Compromise, Loyal, Empathy, Betrayal, Amicable, Logal, Compromise, Loyal, Empathy, Betrayal, Amicable, Logal	for the change and strategies for coping with ve already experienced) some of these changes. hat sometimes it is better if relationships end, ings can be amicable.

Notes for School



different characteristics, qualities and attributes  Know that belonging to an online community can have positive and negative consequences  Know that there are rights and responsibilities in an online community or social network  Know that there are rights and responsibilities when playing a game online  Know that too much screen time isn't healthy  Know how to stay safe when using technology to communicate with friends  esteem of themselves and others  Can identify when an online community / social media group feels risky, uncomfortable, or unsafe  Can suggest strategies for staying safe online/ social media  Can say how to report unsafe online / social network activity  Can identify when an online community / social media group feels risky, uncomfortable, or unsafe  Can suggest strategies for staying safe online/ social network activity  Can say how to report unsafe online / social network activity  Can identify when an online game is safe or unsafe  How do you play them with?  How do you know if people you don't know online?  How do you know if people you don't know online?  Can suggest strategies for staying safe online/ social network activity  Can identify when an online game is safe or unsafe  How do you know if people you don't know online?  How do you know if people you talk to online are really who they say they are?  Can say how to report unsafe online / social network activity  Can identify when an online game is safe or unsafe	RL	Knowledge	Social and Emotional Skills	Questions for Family Learning
Coolar, 1 cer pressure, initiations, 1 crownari information, 1 asswords, 1 invady, Cettings, 1 folio, Chiri (17 fulces)	Ages 9-10	different characteristics, qualities and attributes  Know that belonging to an online community can have positive and negative consequences  Know that there are rights and responsibilities in an online community or social network  Know that there are rights and responsibilities when playing a game online  Know that too much screen time isn't healthy  Know how to stay safe when using technology to communicate with friends  Children learn about the importance of self-esteem can be damaged by excessive comparison with oth of positive and negative online/ social media contex Within these lessons, children are taught the SMAF revisited with a focus on the physical and emotiona are taught about grooming and how people online on technology use. Screen time is also discussed a discerning when viewing anything online or on social Key vocabulary that may be introduced  Personal qualities, Attributes, Characteristics, Self-esafe, Unsafe, Responsibilities, Social network, Gariant in the self-extended in the self-e	esteem of themselves and others  Can identify when an online community / social media group feels risky, uncomfortable, or unsafe  Can suggest strategies for staying safe online/ social media  Can say how to report unsafe online / social network activity  Can identify when an online game is safe or unsafe  Can suggest ways to monitor and reduce screen time  Can suggest strategies for managing unhelpful pressures online or in social networks  and ways this can be boosted. This is important in an ers. This leads onto a series of lessons that allow the its including gaming and social networking. They learn aspects of identifying when something online or in social pretend to be whoever they want. Rights, responsing the companion of	do you play them with?  Do you ever talk to people you don't know online?  How do you know if people you talk to online are really who they say they are?  What would you do if you saw or heard something online that made you feel uncomfortable?  How much screen time do you think you should have every day?  How shall we spend some special family time?  online context as well as off-line, as mental health children to investigate and reflect upon a variety about age -limits and also age-appropriateness. The interest is ituations. Risk, pressure and influences are ocial media feels uncomfortable or unsafe. Children ibilities and respect are revisited with an angle at This Puzzle aims to help children to be more



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Ages 10-11	<ul> <li>Know that it is important to take care of their own mental health</li> <li>Know ways that they can take care of their own mental health</li> <li>Know the stages of grief and that there are different types of loss that cause people to grieve</li> <li>Know that sometimes people can try to gain power or control them</li> <li>Know some of the dangers of being 'online'</li> <li>Know how to use technology safely and positively to communicate with their friends and family</li> </ul>	<ul> <li>Recognise that people can get problems with their mental health and that it is nothing to be ashamed of</li> <li>Can help themselves and others when worried about a mental health problem</li> <li>Recognise when they are feeling grief and have strategies to manage them</li> <li>Demonstrate ways they could stand up for themselves and their friends in situations where others are trying to gain power or control</li> <li>Can resist pressure to do something online that might hurt themselves or others</li> <li>Can take responsibility for their own safety and well-being</li> </ul>	<ul> <li>What is mindfulness?</li> <li>What tips can you give me for taking care of my own mental health?</li> <li>What is the grief cycle? Do you have any tips for dealing with grief?</li> <li>Who do you talk to online? What would you do if they said something that you didn't like?</li> <li>How do you know if a website is genuine?</li> </ul>	
	In this Puzzle the class look at mental health and how to take care of their own mental well-being. They talk about the grief cycle and its various stages, they also discuss the different causes of grief and loss. The children talk about people who can try to control them or have power over them. They look at online safety, learning how to judge if something is safe and helpful as well as talking about communicating with friends and family in a positive and safe way. <b>Key vocabulary that may be introduced</b> Mental health, Ashamed, Stigma, Stress, Anxiety, Support, Worried, Signs, Warning, Self-care, Emotions, Feelings, Loss, Grief, Shock, Hopelessness, Acceptance, Bereavement, Coping strategies, Power, Control, Authority, Script, Assertive, Self-control, Real / fake, True / untrue, Judgement, Technology, Cyber-bullying, Abuse, Safety.			

Notes for School



			Questions for Family Learning		
Ages 11-12	their relationships with different friends and family	members may change as they grow and how their em	<ul> <li>How can mindfulness help you with your relationships with others?</li> <li>Can you think of a time when things outside your control affected the way you behaved in a friendship? Did you learn anything that might help you in the future?</li> <li>Who are you connected to? Are you connected in the same way?</li> <li>How do you think your relationships with your family change as you get older?</li> <li>What about with your friends?</li> <li>How do you feel about this?</li> <li>What are you looking forward to as you become more independent?</li> <li>What qualities do you bring to your relationships?</li> <li>What qualities do you value in your friends and family?</li> <li>Who can you talk to if you are having problems in one of your relationships?</li> <li>Why do you need to be careful with what you see and read online?</li> <li>How could you help other people understand if something was authentic/true or not?</li> <li>What could you do to ensure a 'win-win' situation?</li> <li>What can you do when things change in a relationship?</li> </ul>		
	express their feelings in a way that is constructive and reflects their role and/or responsibilities as they grow. Online relationships are also discussed, and how it is important to be discerning when looking at any content online.				
	Key vocabulary that may be introduced				
	Equality, Qualities, Independence, Relationship factors, Hierarchy, Choice, Authenticity, Media portrayal, Discernment, Perceptive, Reality, Assertiveness, 'Win-win' situation, Compromise, Consent, Change, Disruption.				