



## WHERE MIGHT THIS JOURNEY TAKE US?

Linked directly to the DCF skill of balancing screen time, Dosbarth Conwy and Dosbarth Harlech will be embarking on a journey to set up a pupil swap shop. The Swap Shop enterprise will be led by our pupils, designing a logo and name and deciding what items will be available. Pupils will also be responsible for promoting their initiative and evaluating its success. The Swap Shop will encourage other pupils to engage in non-screen time activities, such as reading and board games and also help to reduce their waste.



Don't Drop, Swap!  
Don't Ditch, Switch!  
Don't Chuck, Change!



### LL&C

I can recognise the appropriate language for different audiences and purposes, varying my expression, vocabulary and tone to engage the audience.

### Humanities

I can understand that there are a range of factors that influence people's behaviour,

### Expressive Arts

I can give and consider constructive feedback about my own creative work and that of others, reflecting on it and making improvements where necessary.



### KEY DCF

#### Citizenship

I can understand how to protect myself from online identity theft, e.g. identifying secure sites, phishing, scam websites.

I can understand the importance of balancing game and screen time with other parts of my life

#### Interacting & Collaborating

I can exchange online communications, making use of a growing range of available features

#### Producing

I can independently create and plan work before beginning a digital task.

## FOUR PURPOSES

*Healthy & Confident Learners who*  
Have secure values & are establishing their spiritual and ethical beliefs

*Ambitious, capable learners who*  
Using digital technologies creatively to communicate, find and analyse information

*Enterprising, Creative Contributors who:*  
Lead and play different roles in teams effectively and responsibly

*Ethical & Informed Citizens who:*  
Show their commitment to the sustainability of the planet

