

**Phase:** 3/4

**Subject:** Computing

**Focus:** 4.2 Online safety

**Term:** Autumn

## What I should already know?

- Be able to access technology safely and with a purpose.
- Be able to keep private information safe.
- Know where to go for help if you have concerns about something.
- How to be sensible when using digital services.

## Vocabulary

<b><u>Computer virus</u></b>	A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.
<b><u>Cookies</u></b>	A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.
<b><u>Copyright</u></b>	When the rights to something belong to a specific person.
<b><u>Digital footprint</u></b>	The information about a person that exists on the Internet as a result of their online activity.
<b><u>Email</u></b>	Messages sent by electronic means from one device to one or more people.
<b><u>Identity theft</u></b>	When a person pretends to be someone else.
<b><u>Malware</u></b>	Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.
<b><u>Phishing</u></b>	Practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers.
<b><u>Plagiarism</u></b>	When you use someone else's words or ideas and pass them off as your own.
<b><u>Spam</u></b>	Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.

## Knowledge

To understand how children can protect themselves from online identity theft.

Understand that information put online leaves a digital footprint or trail and that this can aid identity theft.

To Identify the risks and benefits of installing software including apps.

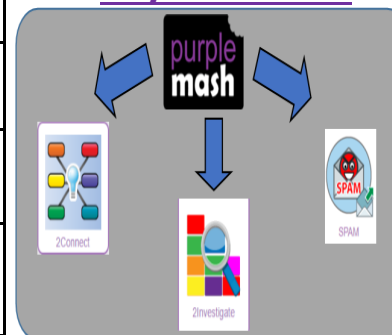
To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.

To identify appropriate behaviour when participating or contributing to collaborative online projects for learning.

To identify the positive and negative influences of technology on health and the environment.

To understand the importance of balancing game and screen time with other parts of their lives.

## Key Resources



## By the end of the unit I should know...

- Everything I do on the internet is stored and can be accessed.
- How to protect myself online.
- What Spam means and how to notice it.
- Understand what plagiarism is and why its dishonest.
- Understand the benefits and negatives of the internet.
- How to balance screen time with other parts of life.

<u>Question 1</u> What is meant by a digital footprint?	<u>Start of Unit</u>	<u>End of Unit</u>
The path you take online from one website to another.		
Information that is created when a person visits a digital site, it shows what the person has clicked on or viewed on that site.		
The size of a persons data online, the bigger the footprint the more data they have.		
Don't know		

<u>Question 2</u> What is Spam?	<u>Start of Unit</u>	<u>End of Unit</u>
Messages or emails that are sent to people at random, without their consent. These emails contain advertising, phishing and malware.		
Emails requested by a user. They are used to click a link to access a webpage that the user wants to open.		
Websites for playing video games on		
Don't know		

<u>Question 3</u> What is meant by plagiarism?	<u>Start of Unit</u>	<u>End of Unit</u>
Doing work for someone else.		
Using someone else's work but letting everyone know that you didn't do the work.		
Using someone else's work and claiming that it is your own.		
Don't know		

<u>What I would like to find out?</u>

<u>Answers to my questions...</u>