



Subject Theme Overview	Year 4	Charlton Kings Junior School
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Subject	Computing	Theme	E-Safety	Term	1
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What should I already know?
<ul style="list-style-type: none"> Know what makes a safe password. Methods for keeping passwords safe. To understand how the Internet can be used in effective communication. To understand how a blog can be used to communicate with a wider audience. To consider the truth of the content of websites. To learn about the meaning of age restrictions symbols on digital media and devices.

What should I know by the end of the unit?
<ul style="list-style-type: none"> How children can protect themselves from online identity theft. How information put online leaves a digital footprint or trail and that this can aid identity theft. How to identify the risks and benefits of installing software including apps. To know that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism. How to identify appropriate behaviour when participating or contributing to collaborative online projects for learning. How to identify the positive and negative influences of technology on health and the environment. How to understand the importance of balancing game and screen time with other parts of their lives

Computational Skills and Enquiry	
	<ul style="list-style-type: none"> To identify risks and benefits of installing software including apps. To identify appropriate behaviour when participating or contributing to collaborative online projects for learning. To identify positive and negative influences of technology on health and the environment.

Key Vocabulary	
computer virus	A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying the data.
cookies	A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.
copyright	When the rights to something belong to a specific person.
digital footprint	The information about a person that exists on the internet as a result of their online activity.
email	Messages sent by electronic means from one device to one or more people.
identity theft	When a person pretends to be someone else.
malware	Software that is specifically designed to disrupt, damage, or gain unauthorised access to a computer system.
phishing	Practice of sending emails pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit card numbers.
plagiarism	When you use someone else's words or ideas and pass them off as your own.
spam	Messages sent over the internet, typically to many users, for the purposes of advertising, phishing or spreading malware.