



<b>Subject</b>	Computing	<b>Theme</b>	E-Safety	<b>Term</b>	1
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#### What should I already know?

- To gain a greater understanding of the impact that sharing digital content can have.
- To review sources of support when using technology and children's responsibility to one another in their online behaviour.
- To know how to maintain secure passwords.
- To understand the advantages, disadvantages, permissions and purposes of altering an image digitally and the reasons for this.
- To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.
- To learn about how to reference sources in their work
- To search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information.
- Ensuring reliability through using different methods of communication

#### What should I know by the end of the unit?

- How to identify benefits and risks of mobile devices broadcasting the location of the user/device.
- How to identify secure sites by looking for privacy seals of approval.
- How to identify the benefits and risks of giving personal information.
- Review the meaning of a digital footprint.
- A clear idea of appropriate online behaviour.
- To begin to understand how information online can persist.
- To understand the importance of balancing game and screen time with other parts of their lives.
- To identify the positive and negative influences of technology on health and the environment.

#### Computational Skills and Enquiry

- To identify benefits and risks of mobile devices broadcasting the location of user/device. e.g. apps accessing location.
- To identify secure sites by looking for privacy seals of approval. e.g. https, padlock icon.
- To identify the benefits and risks of giving personal information and device access to different software.
- To identify the positive and negative influences of technology on health and the environment.

#### Key Vocabulary

digital footprint	The information about a person that exists on the internet as a result of their online activity.
password	A string of characters that allow access to a computer system or service.
PEGI rating	A rating that shows what age a game is suitable for.
phishing	The practice of sending an email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit card numbers.
screen time	Time spent using a device such as a computer, television or games console.
spoof website	A website that uses dishonest design to trick users into thinking that represents the truth.