



Online Safety

Key Learning

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

Where to go for further information...

<https://scib.info/children/>

<https://www.childnet.com/parents-and-carers>

<https://www.nspcc.org.uk/keeping-children-safe/online-safety/>

<https://www.thinkuknow.co.uk/4/7/>



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 data.

Digital Footprint – The information about a person that exists on the Internet as a result of their online activity.

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.

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.

Email – Messages sent by electronic means from one device to one or more people.

Plagiarism – When you use someone else's words or ideas and pass them off as your own.

Identify theft – When a person pretends to be some else.

Copyright – When the rights to something belong to a specific person.

Malware – Software that is specifically designed to disrupt, damage, or gain unauthorised access to a computer system.

Spam – Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing, or spreading malware.

Key Resources



2Connect



2Investigate



SPAM

The internet is a brilliant place to learn and explore, just remember to always be SMART!



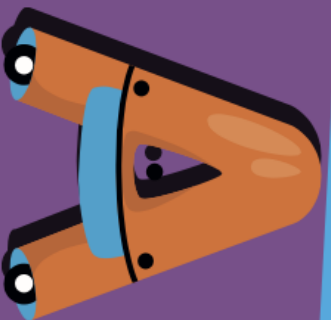
IS FOR SAFE

Never give out personal information to strangers on the internet. Personal information includes things like your home address and your birthday.



IS FOR MEET

Never ever meet up with a stranger you have met online unless a parent or guardian has said it is ok and is present. Never, never, never, never, never.



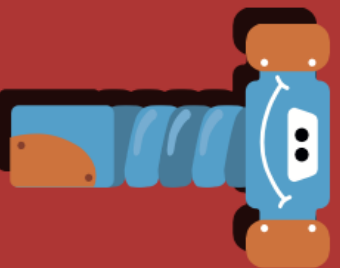
IS FOR ACCEPTING

Don't open emails from people you don't know, they could contain viruses. If you get a strange email from a friend and you think they might have a virus make sure you let them know!



IS FOR RELIABLE

Don't believe everything you read online, check your facts! Did you read it on a reliable website like the BBC? Are other websites saying the same thing? Does it tell you where they got the information from?



IS FOR TELL

If you have an online safety problem, make sure you tell someone. Tell a parent, guardian, or teacher as soon you can.