



Year 6 Computing Summer Term 1 Online Safety

Key Learning

Identify benefits and risks of mobile devices broadcasting the location of the user/device.

Identify secure sites by looking for privacy seals of approval.

Identify the benefits and risks of giving personal information.

To review the meaning of a digital footprint.

To have a clear idea of appropriate online behaviour.

To begin to understand how information online can persist.

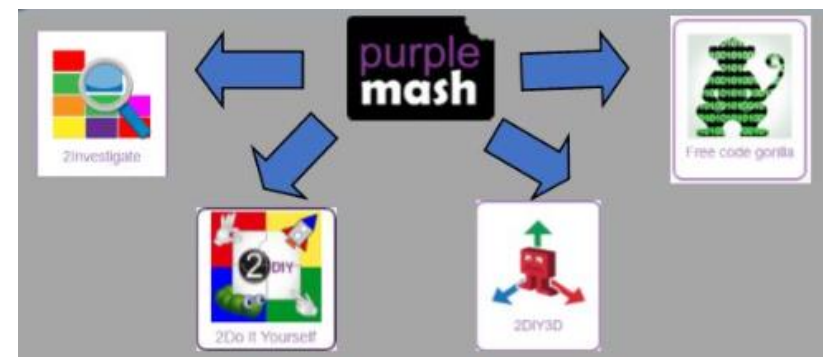
To understand the importance of balancing game and screen time with other parts of their lives.

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

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 email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards 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 it represents the truth. |

Key Resources



4 hours over Summer Term 1

2 Type Activity

Online Safety: Lesson 1

Identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g. apps accessing location.

Identify secure sites by looking for privacy seals of approval, e.g. https, padlock icon.

Identify the benefits and risks of giving personal information and device access to different software.

Online Safety: Lesson 2

To review the meaning of a digital footprint and understand how and why people use their information and online presence to create a virtual image of themselves as a user.

To have a clear idea of appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour.

To begin to understand how information online can persist and give away details of those who share or modify it.

Online Safety: Lesson 3

To understand the importance of balancing game and screen time with other parts of their lives, e.g. explore the reasons why they may be tempted to spend more time playing games or find it difficult to stop playing and the effect this has on their health.

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