

Goonhavern Primary School- Computing

TOPIC: Goonhavern

YEAR: 4

STRAND: E-Safety

What should I know already?	What will I know by the end of the unit?
<ul style="list-style-type: none"> • What makes a safe password and methods to keep passwords safe • How the internet can be used in effective communication. • How a blog can be used to communicate with a wider audience. • The meaning of age restrictions symbols on digital media and devices. • How to use email safely and how to add an attachment to an email. • How to use a search engine effectively and safely. • How to bookmark a website and where to find them. • How to consider the truth of the content of websites. 	How to avoid plagiarism online
	How to be a good digital citizen.
	How to prevent and deal with cyberbullying.
	Identify the risks and benefits of installing apps.
	The positive and negative impact of technology on our health.
	The importance of balancing screen-time with other parts of their life.
	Understand that information put online on social media leaves a digital footprint and that it could aid identity theft.
	How to protect themselves from identity theft.

School Values



Five Ways to Wellbeing



Vocabulary

Cyberbullying	When a child is tormented, threatened, harassed, humiliated, embarrassed or targeted by another using the internet, interactive and digital technologies or mobile phones.
Filter Content	The use of a program to screen and exclude from access or availability Web pages or e-mail that is deemed objectionable.
Copyright	A law that gives the owner of a work (like a book, movie, picture, song or website) the right to say how other people can use it.
Virus	A malicious soft-ware program loaded onto a computer without the user knowing. These can "infect" other pro-grams on your computer.
Spyware	Software that can collect your private data without you knowing.
Malware	Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.
Phishing	Sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information.
Spam	Emails or messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading

	malware.
Identity Theft	When an individual pretends to be someone else.
Plagiarism	When you use someone else's ideas or work and pass it off as your own.
Cookies	A small amount of data generated by a website and saved by a web browser.
Digital Footprint	The information about a person that exists on the Internet as a result of their online activity.
Digital Citizen	A person using the internet, and maybe adding information to it

Image/diagram that helps me to articulate my knowledge/understanding	Possible ideas
	<p>Create 2 t-shirt designs one that must feature public online profile information and the second that must feature personal or private information. Explore and discuss how pupils would feel wearing each of these designs in a range of locations and scenarios, including at home, at school, in Truro and at the park.</p> <p>https://digital-literacy.org.uk/</p> <p>Create a 'digital values' / 'digital citizens' survey through Google Sheets and post the survey on Google Drive for KS2. Get children to explain and justify their choice of questions.</p> <p>Create an animation or make a video to illustrate the cause and effect of hurtful messages.</p> <p>https://www.childnet.com/resources/the-adventures-of-kar-a-winston-and-the-smart-crew/chapter4</p> <p>https://www.bbc.co.uk/newsround/13906802</p> <p>https://www.bbc.co.uk/teach/class-clips-video/pshe-ks2-text-bullying/zvgdt39</p>

