## **Goonhavern Primary School- Computing**

TOPIC: Computing YEAR: 6 STRAND: E-Safety

What should I know already?	What will I know by the end of the unit?
<ul> <li>Consider online safety scenarios encountered in school and at home.</li> <li>Understand the impact that sharing digital content on social media can have.</li> <li>Learn about the 'report this' functionality on websites and apps.</li> <li>Understand that when they are online, wherever they may be, they need the rules they have learnt to help keep them safe.</li> <li>How to reference work correctly.</li> <li>Use search engines whilst considering the reliability of search results and to check their sources reliability and validity.</li> <li>Understand the impact the spread of misinformation can have.</li> <li>Understand what 'copyright' means and the restrictions of using work that is copyrighted.</li> </ul>	How to use a range of sources to check the validity of a website.  Recognise that a wide range of viewpoints can be found on the internet.  How to critically evaluate the information they use, and understand some of the dangers of doing so.  Aware of plagiarism, copyright and data protection in relation to their own work.  Independently decide which online communication tool is most appropriate to use for a particular purpose, e.g. email, social
	networks or forums.  The impact of sending or uploading unkind or inappropriate content.
	Issues to do with social networks, e.g. over-sharing personal information.
	Some people use the internet with malicious intentions.
Sohool Values	

## School Values









## Five Ways to Wellbeing







Connect

Take Ke Notice Lear

Vocabulary		
Online Grooming	Deliberate act taken to befriend and create an emotional connection with a child, resulting in not good intentions	
IM	Instant Messaging: a real-time form of communication, where two people communicate through text.	
Social Network	An online platform which allows users to create a public profile and interact with others on the website.	
Online Profile	A social identity that a user establishes on a specific website, e.g. Instagram and facebook.	
Privacy Settings	The part of a website, social network, or internet browser that allows you to control who can see personal information about you.	
Chat Room	A website, or part of a website which allows people to communicate via a computer network in real time.	

Forum	An internet discussion group focused on a particular topic, e.g. football.
Apps	Application / Software that has a specific purpose.
Validity	The quality of being factually sound.
Consequences	Outcome of an action.
Appropriate /Inappropriate Content	Suitable/ unsuitable material for a child's age.
CEOP 'report abuse' button	Works to protect children from sexual abuse and exploitation both online and offline.

