



Online safety learning

At Mount Charles we follow the Purple Mash scheme which has a block of online safety learning in every year group and the content of this is embedded in further learning throughout the year. The detail of this is below:

Purple Mash – Online Safety Learning		
	Key Learning	Key Vocabulary linked to Online Safety
Year 1	<p>To log in safely. To understand the importance of logging out.</p>	<p>Log in – Using a username and password to access a system. Username – A name that is used by a person to access an online site. Password – A series of letters, numbers and special characters that is entered after the username to access an online site. In Purple Mash, this can also be a series of pictures. Avatar – A digital picture to represent someone. Log out – Leaving a computer system.</p>
Year 2	<p>To have some knowledge and understanding about sharing more globally on the Internet. To understand how we should talk to others in an online situation. To understand that information put online leaves a digital footprint or trail. To identify the steps that can be taken to keep personal data and hardware secure.</p>	<p>Search – Look for information in (in a database or the World Wide Web) using a search engine. Sharing – Post or repost (something) on a website. Email – Messages distributed by electronic means from one computer user to one or more people. Attachment – A computer file sent with an email. Digital Footprint – The information about a person that exists on the Internet as a result of their online activity.</p>
Year 3	<p>To know what makes a password safe. Methods for keeping passwords safe. To consider the truth of the content of websites. To learn about the meaning of age restrictions symbols on digital media and devices.</p>	<p>Password – A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as a website. Blog – A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style. Username – An identification used by a person with access to a computer, network, or online service.</p>



		<p>Spoof website – A website that uses dishonest designs to trick users into thinking that it represents the truth.</p> <p>PEGI rating – A rating that shows what age a game is suitable for.</p>
Year 4	<p>To understand how children can protect themselves from online identity theft. 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 this. To identify appropriate behaviour when participating or contributing to collaborative 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.</p>	<p>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.</p> <p>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.</p> <p>Copyright – When the rights to something belong to a specific person.</p> <p>Digital footprint – The information about a person that exists on the Internet as a result of their online activity.</p> <p>Identity theft – When a person pretends to be someone else.</p> <p>Malware – Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.</p> <p>Phishing – 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.</p> <p>Plagiarism – When you use someone else's words or ideas and pass them off as your own.</p> <p>Spam - Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.</p>
Year 5	<p>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</p>	<p>Online safety – Refers to staying safe when having a presence online.</p> <p>Smart rules – A set of rules based around the word SMART designed to help you stay safe when online.</p> <p>Password – A string of characters that allows access to a computer system or service.</p> <p>Reputable – Having a good reputation.</p> <p>Encryption – The process of converting information or data into a code,</p>

	<p>To understand the advantages, disadvantages, permissions and purposes of altering an image quality and the reasons for this.</p> <p>To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.</p> <p>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.</p>	<p>especially to prevent unauthorized access.</p> <p>Identity theft – The practice of using another person's name and personal information in order to obtain credit, loans, etc.</p> <p>Shared image – A picture that is shared online for other people to see.</p> <p>Plagiarism – The practice of taking someone else's work or ideas and passing them off as one's own.</p>
<p>Year 6</p>	<p>Identify benefits and risks of mobile devices broadcasting the location of the user/device.</p> <p>Identify secure sites by looking for privacy seals of approval.</p> <p>Identify the benefits and risks of giving personal information.</p> <p>To review the meaning of a digital footprint.</p> <p>To have a clear idea of appropriate online behaviour.</p> <p>To begin to understand how information online can persist.</p> <p>To understand the importance of balancing game and screen time with other parts of their lives.</p> <p>To identify the positive and negative influences of technology on health and the environment.</p>	<p>Digital footprint – The information about a person that exists on the Internet as a result of their online activity.</p> <p>Password - A string of characters that allow access to a computer system or service.</p> <p>PEGI rating – A rating that shows what age a game is suitable for.</p> <p>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</p> <p>Screen time - Time spent using a device such as a computer, television, or games console.</p> <p>Spoof website – A website that uses dishonest design to trick users into thinking that it represents the truth.</p>