

Unit: 4.2

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.

Key Resources



2Connect



2Investigate



SPAM

Key Questions

What is meant by a digital footprint?

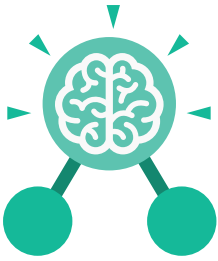
A digital footprint is the information that exists about a person based upon sites that they have visited, searches that they have done, information that they have shared and other online behaviours.

What is SPAM?

SPAM messages are emails or online messages sent from a computer to many other users. The users are sent the email without requesting it. The purpose of SPAM is for advertising, phishing or malware.

What is meant by plagiarism?

Plagiarism refers to using someone else's work and claiming it to be your own.



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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.

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.

Copyright

When the rights to something belong to a specific person.

Digital footprint

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

Email

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

Identity theft

When a person pretends to be someone else.

Malware

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

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.

Plagiarism

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

Spam

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