VOCABULARY

Adverts: Pop up adverts sometimes appear on screens. They should not be clicked on. Ask an adult to help you close them.

Apps: Short for application. You download apps onto your smart phone/tablet/ computer. They can be games or useful tools etc.

Avatar: A digital picture to represent someone, like a cartoon.

Digital Footprint: Something that is shared online remains online, there is always a trace of it even if deleted.

Log out: A button you click so that your work is locked and someone else can enter their details

Passwords: A group of letters, number and/ or symbols that are personal to you so you can access your work.

Personal Information: Information about you that you should not share with strangers e.g. full name, address, phone number

Private: Not sharing information

Privacy Settings: Aspects that you can check that restrict or limit what others can see

SPAM: Unwanted messages, often contain adverts, scams or viruses

Username: Usually something similar to your name to identify you on the computer. Used with passwords to log in.

Viruses: Software that damages your computer

Brecknock Primary School — A lighthouse of learning
COMPUTING KNOWLEDGE MAT

Year 3 & 4 Digital Literacy

MAIN IDEA

Pupils will look at the concept of 'digital footprints' and the consequences of this. Pupils will look at different online behaviours and what constitutes 'cyberbullying' and what to do if it arises to them or someone else they know.

WHAT CAME BEFORE

KS1— That usernames and passwords are private and what to do if you need help when online.

WHAT COMES NEXT

Reviewing safety online and looking at identity theft, altered images/ fake news and stereotypes

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WHAT YOU SHOULD ALREADY KNOW

- That usernames and passwords are unique and private

- That you shouldn't share personal information online with strangers

- How to log on and off independently from the school network and certain educational sites.

KEY LEARNING

Pupils will revisit the acceptable usage policy and talk about what it means

Pupils and students learn that the information they put online leaves a digital footprint or "trail." This trail can be big or small, helpful or hurtful, depending on how they manage it.

Pupils and students explore the similarities and differences between in-person and online communications, and then learn how to write clear and respectful messages. Pupils and students consider that they may get online messages from other kids that can make them feel angry, hurt, sad, or fearful. Pupils identify actions that will make them up standers in the face of cyberbullying. Pupils and students explore how it feels to be cyberbullied, how cyberbullying is similar to or different than in-person bullying, and learn strategies for handling cyberbullying if it arises.

Pupils and students learn that the Internet is a great place to develop rewarding relationships. But they also learn not to reveal private information to a person they know only online.

Pupils will look at SPAM messages and viruses, what they are, what damage they can cause and how to avoid them.

INVESTIGATE / QUESTIONS

Is how you use the internet now different from a year ago? What choices do you make when using the internet? If your friend doesn't do what you ask them to, should you stop being their friend? How can you help a friend that is upset by an online incident? What happens if I share something and then change my mind?