Subject: Computing – Online Safety Year: LKS2 – Year B – Autumn

NC/PoS:

use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Prior Learning (what pupils already know and can do)

What personal information is and the importance of keeping it protected online, how to stay safe online when communicating with other, how to flag upsetting content, how to complete safe searches, how people can be someone else online, that smart device are becoming increasingly common in households, the need to respect copyright laws,

End Points (what pupils MUST know and remember) **EfaCW Statements:**

- I can explain online identities can be different to offline identities •
- I can describe how information about me can be found online
- I can describe strategies to stay safe
- I can explain 'artificial intelligence'
- I know the dangers of app purchases
- I can explain the importance of strong password
- I consider copyright when searching online
- I am aware of screen addiction •

Key Vocabulary

profile, communication, private, identity, digital artefacts, negative, positive, safeguard, track, store, consent, social media, online platform, permission, screen addiction, artificial intelligence (AI) program, conditions, respond, implications, sceptical, affiliate links, consumer, smart devices, copyright, implications, reference

Session 1: Staying Safe Online

Children should understand:

- online profiles should not have lots of personal information
- online profiles are used for communicating with people online and keeping ourselves safe
- our identity can include private information and photographs •
- part of our online identity includes the way we treat others and digital artefacts that we share; this includes negative behaviour too
- online profiles should be kept private to safeguard ourselves ٠
- public profiles allow anyone to find our profile and communicate with us
- websites can track the identities of individuals and how they use their website
- websites can store details pertinent to the individual; this information can then misused

Vocabulary: profile, communication, private, identity, digital artefacts, negative, positive, safeguard, track, store

Session 2: Living in a Connected World

Children should understand:

- 13 is the age of consent in the UK to join social media platforms
- when using online platforms to communicate with others it is imperative to do so with permission from a trusted adult and with them in the room
- screen addiction can occur from spending too much time online
- although devices can support our lives, we must have a balance to remain healthy •

Vocabulary: consent, social media, online platform, communication, permission, screen addiction, Session 3: Artificial Intelligence

Children should understand:

- 'artificial intelligence' means that a computer is acting like they have human intelligence
- computers are programmed to react to certain conditions and perform specific actions in response; AI can apply what has been learnt to another problem similar to a human learning
- Al is going to become more common in everyday life to make things easier and more convenient
- the implication related to companies using AI and why we must be more sceptical due to this

Vocabulary: artificial intelligence (AI) program, conditions, respond, implications, sceptical, Session 4: Safe Searches

Children should understand:

- affiliate links within websites can be used to get the consumer to purchase items/services; this is similar to apps on smart devices
- when searching for information/media to use, we must be aware of the copyright implication associated
- references must be made to person(s) responsible for creating any digital artefact when using it within our own work

Vocabulary: affiliate links, consumer, smart devices, copyright, implications, reference

Future learning this content supports:

The content of this unit will support other units on online safety, using devices responsibly, networking and creating media.