Bomere and the XI Towns Federation Knowledge Organiser - Computing

Topic: Online Safety	Class/Year Groups: Wrekin	Term: Rolling

What you already know?

How you present yourself and interact with others online affects how others see you.

To make decisions about the accuracy of information by cross-checking multiple sources.

An original work is covered by copyright. This gives the owner (the person who made it) the right to decide what others can do with it.

To ask a trusted adult to ensure your privacy settings are on so your location and profile are not public.

What you will learn:

SELF-IMAGE AND IDENTITY

-Your identity is who you are. People can change or hide their identity online. People may do this to keep themselves safe. E.g. using an avatar & alias when gaming, rather than their own name/picture. It may also be done for criminal/ immoral purposes.

-It is possible for people to modify and steal parts of your identity, e.g. setting up profiles using your pictures/ name/ details. This can create problems when contacts do not know it is a fake account.

-The best way to avoid your account being stolen is to set your account to private. Most social media platforms have options to report fake accounts. Do not hesitate, their teams usually act quickly.

ONLINE RELATIONSHIPS

For online games like Fortnite/ Roblox:
1.Choose a safe username that doesn't include your own name or location;
2.Don't share any personal details;
3.Don't accept gifts or offers that seem too good to be true, be wary of scams/in-app purchases.
4.Be nice to others you're playing with.

-Technology-specific forms of communication include emojis, memes and GIFs.
-Emojis are small images that can be inserted into text to convey an emotion, object or symbol. They started as faces to show emotions, but now include pictures for hundreds of objects/ideas.
-Memes are a piece of media, that spreads rapidly through the internet. They often include a picture and humorous caption.
-GIFs are images that form an animation. They loop continuously.

MANAGING ONLINE INFORMATION

-Search engines use algorithms to rank the results of searches. Websites can pay to have their results displayed towards the top (commercial boosting).

-Make decisions about the accuracy of information by cross-checking multiple sources. It is important to be skeptical of information/offers until you have checked. Some information online deliberately tries to influence/mislead people (e.g. false news). This may be to show someone/thing in a good or bad way (e.g. stereotyping).

The internet can draw us to information for different agendas, e.g. website notifications, pop-ups, targeted ads. Check by reading the URL and extension.

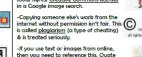-Searching using voice-activated searches is useful, but these devices are provided by companies who make money from links. They may only offer one result, when there are other options to consider.

HEALTH, WELLBEING AND LIFESTYLE

-Spending too much time using technology can sometimes have a negative impact on mood, sleep, body and relationships. E.g. too much time online gaming can cause a lack of sleep/exercise leading to tiredness, mood swings and obesity.

-It is important to take breaks from technology. Stop playing games/ apps if they make you feel angry or worried.

-There are also many ways in which technology can influence our lives positively, e.g. mindfulness/health apps.

-Check with adults before making in-app purchases.

-You should be aware of the different age restrictions for various games, apps, and sites. Use Net Aware to check age restrictions for yourself.

ONLINE BULLYING

- You should be as kind to people online as you would be in person. If someone is unkind, Several Times On Purpose then this could be bullying and we need to make it STOP. Tell a trusted adult.

-What one person sees as a joke might be experienced by others as bullying. Bullying can take place through many forms (text, image, video, chat).

Ways to deal with online bullying:
Report the unkind actions to a teacher or the Learning Mentor at school. Block the person who is being unkind. Contact Childline: 0800 11 11 or chat online to Childline: www.childline.org.uk

PRIVACY AND SECURITY

-Passwords should be difficult for others to guess, but we need to remember them!

-Passwords should have a combination of letters, symbols and numbers. They should not include easy-to-guess details such as your name, date of birth or where you live.

-Many free apps or services may read and share private information (e.g. friends, contacts, likes, images, videos, voice, messages, geolocation) with others.

-Ask a trusted adult to ensure your privacy settings are on so your location and profile are not public. Remember that the internet is never fully private and is monitored, e.g. adult supervision. The digital age of consent is 16. So you must ask trusted adults for consent.

ONLINE REPUTATION

-Some of our information is personal to us and should not be put online without the permission of an adult first. The information that we put online can stay there for a long time. Sometimes, information that is put online is difficult to delete and can be copied, edited, saved and shared by other people. We should think carefully and ask an adult before putting information online.

-Information about others can be found:
1.Through Google/search engine results;
2.Through their social media accounts;
3.Through online news/ information stories;
4.Through content they have uploaded;
5.Through entries on online information sources e.g. Wikipedia/ Kiddle/ Britannica;
-Be aware of what information about you is available online.

-Do not share images or videos of others without their consent. Do not tag your friends into content unless you have their consent.
-Tell a trusted adult if you feel unsure.

COPYRIGHT AND OWNERSHIP

-Most of the things that we see online belong to other people. Work that is created by others does not belong to you. You should not share it or use it without their consent.

-An original work is covered by copyright. This gives the owner (the person who made it) the right to decide what others can do with it. You can find out if a picture is free to use by selecting tools/ rights/ Creative Commons licenses in a Google image search.

-Copying someone else's work from the internet without permission isn't fair. This is called plagiarism (a type of cheating) & is treated seriously.

-If you use text or images from online, then you need to reference this. Quote the publisher, the URL and the date you accessed it. This helps to ensure that the creator gets credit for their creations.

Vocabulary:

identity theft	When someone steals your personal information.
profile	Personal identifying content and information on the internet.
URL	The address of a web page
reference	Quoting the publisher, the URL and the date you accessed a web page when sharing others work.
creative commons	Giving everyone the same way to grant the public permission to use their creative work under copyright law.
commercial boosting	Paying to boost a post so it reaches more people on the internet

National Curriculum Objectives:

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

- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content