Bomere and the XI Towns Federation Knowledge Organiser - Computing

Topic: Online Safety

Class/Year Groups: Stiperstones

Term: Rolling

What you already know?

People can take steps to change or hide their identity online.

You should be careful about who you trust online. Ask a trusted adult before trusting anyone who you meet online.

Not all information on the internet is accurate. Some information is fact and some is opinion

Spending too much time using technology can sometimes have a negative impact on mood, sleep, body and relationships.

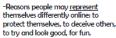
Information that is put online is difficult to delete and can be copied and saved by other people.

What you will learn:

SELF-IMAGE AND IDENTITY

-Your identity is who you are. It includes everything about you (name, personality, hobbies, etc.)

-People can <u>change or hide their</u> identity online. People may do this to keep themselves safe. E.g. using an avatar & alias when gaming, rather than their own name/picture.



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

ONLINE RELATIONSHIPS For online games like Fortnite/ Roblox: 1.Choose a safe username that doesn't include

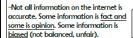
your own name or location; 2.Don't share any personal details: 3.Don't accept gifts or offers that seem too good to be true, be wary of scams; 4.Be nice to others you're playing with; 5.No in-app purchases without permission.

When livestreaming/ uploading videos: 1.Keep your parents aware of what you are doing. This helps them to keep you safe. 2.Change your privacy settings and age filters, to control what you and others see. 3.Flag anything you see that is inappropriate. 4.'Go live' in public places, rather than home. This will limit the personal info you share.



MANAGING ONLINE INFORMATION

-Search engines use algorithms to rank the results of searches, Factors like your key words, location & settings count.



Make decisions about the accuracy of information by cross-checking multiple sources. Check the type of sources, e.g. Twitter is more likely to be opinion, BBC News more likely to be factual. Some information online deliberately tries to influence/mislead people (e.g. fake news). This may be to show someone/thing in a good or bad way.

-Advertisements can be targeted at people deliberately who are the most vulnerable/ likely to buy a product.



-It is important to follow online rules (see above).

-Spending too much time using technology can sometimes have a <u>negative impact on mood</u>, 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.

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



Vocabulary:

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scams	Where criminals use online platforms to trick someone into sharing personal information like account logins or bank details
plagiarism	Presenting work or ideas from another source as your own, with or without consent of the original author
bias	Some information on the Internet is influenced by the creator's opinion and therefore biased.
in-app purchases	Extra content or subscriptions that you buy inside an app
copyright	It's the law that means if you create some- thing then it belongs to you.
cross-check	Confirming something by considering information from several sources.

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.

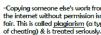
Sometimes, information that is put online is difficult to delete and can be copied, edited, saved and shared by other people. We should think carefully and ask an adult before putting information online.



- 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 in online information sources e.g. Wikipedia/ Kiddle/ Britannica; -Be aware of what information about you is available online. Tell a trusted adult if it is there without your consent.









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

COPYRIGHT AND OWNERSHIP

For other people to use your work,

-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

copyright. This gives the owner (the

-You can find out if a picture is free

-An original work is covered by

person who made it) the right to

decide what others can do with it.

to use by selecting tools/ rights/

they should have your consent.

without their consent.





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 (or banter) might be experienced by others as bullying. Bullying can take place through many forms (text, image, video, chat).

-Carefully consider how the things you say and post can impact on others' feelings. Things that are a joke to you may not be to other people.

PRIVACY AND SECURITY

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

-We can keep our digital files safe by only saving them to our device and putting a password on the device. Protect passwords by not telling them to 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 full private and is monitored, e.g. adult supervision. The digital age of consent is 16. So you must ask trusted adults for consent.

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



