# Bomere and the XI Towns Federation Knowledge Organiser - Computing
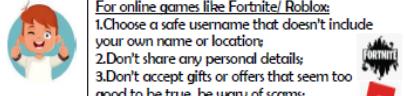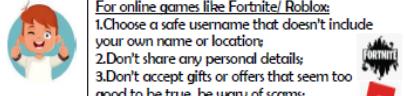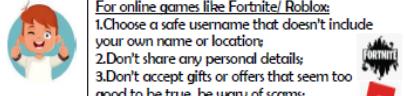
| Topic: Online Safety | Class/Year Groups: Grinshill | Term: Rolling |
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## What you already know?

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 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.

-Reasons people may represent themselves differently online: to protect themselves, to deceive others, to try and look good, for fun.

-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.

-Not all information on the internet is accurate. Some information is fact and some is opinion. Some information is biased (not balanced, unfair).

-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.

### HEALTH, WELLBEING AND LIFESTYLE

ZIP IT — Keep your personal stuff private and think about what you say and do online.

BLOCK IT — Block people who send nasty messages and don't open unknown links and attachments.

FLAG IT — Flag up with someone you trust if anything upsets you or if someone asks to meet you offline.

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

-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.

-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 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 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.

### COPYRIGHT AND OWNERSHIP

-For other people to use your work, they should have your consent.

-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.

### 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 fully private and is monitored, e.g. adult supervision. The digital age of consent is 16. So you must ask trusted adults for consent.

## Vocabulary:

| scams | Where criminals use online platforms to trick someone into sharing personal information like account logins or bank details |
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| 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 something then it belongs to you. |
| cross-check | Confirming something by considering information from several sources. |

## 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