Year 6 Unit Medium Term – Computing – E-Safety

N.C POS

• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behavior; identify a range of ways to report concerns about content and contact

<u>Concept:</u> change, information, communication, technology,

Strand/s of Computing in this Unit: Digital Literacy

Key Vocabulary: media, gender, internet addiction, PEGI ratings

<u>Prior Learning:</u> understanding that anyone can author on the internet, begin to understand that copying text from a website is the equivalent to stealing (plagiarism), begin to understand that what is on peoples' websites belongs to them, understanding what digital citizenship is

Core Knowledge- non-negotiable- specific knowledge must be identified here

- Explain how to protect a computer or device from harm on the internet.
- Identify warning signs that a website might not be secure.
- Support friends to protect themselves and make good choices online.
- Explain what to do if asked or told something online that makes them uncomfortable.
- Explain some of the dangers of revealing personal information to an online friend.
- Choose appropriate actions to stay safe online.
- Be aware of the ways in which media can shape our ideas about gender.
- Have an understanding of games/internet addiction.
- Understand the purpose of PEGI ratings.

Wider Influences:

- Safer Internet Day
- How information can be widely shared and accessed through social media and the internet
- Famous people linked to social media (Mark Zuckerberg Facebook)

Enduring Understanding:

- To be able to discuss the consequences of cyberbullying.
- Learning to support and use each other when using the internet and all digital media, in a safe and secure way.
- Empower children to behave in a manner that will reduce risk and enable them to experience all the positive opportunities which are available to them online.
- Consider the effects of technology on health, wellbeing and lifestyle and be able to make steps to manage this.