

Unit: 4.2Online Safety

Key Learning

- To understand how children can protect themselves from online identity theft.
- To understand that information put online leaves a digital footprint or trail and that this can aid identity theft.
- To identify the risks and benefits of installing software including apps.
- To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.
- To identify appropriate behaviour when participating or contributing to collaborative online projects for learning.
- To identify the positive and negative influences of technology on health and the environment.
- To understand the importance of balancing game and screen time with other parts of their lives.

Key Questions

What is meant by a digital footprint?

A digital footprint is the information that exists about a person based upon sites that they have visited, searches that they have done, information that they have shared and other online behaviours.

What is SPAM?

SPAM messages are emails or online messages sent from a computer to many other users. The users are sent the email without requesting it. The purpose of SPAM is for advertising, phishing or malware.

What is meant by plagiarism?

Plagiarism refers to using someone else's work and claiming it to be your own.

Key Resources









2Investigate SPAM





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AdFly

An online advertising marketplace that allows publishers to monetize their website traffic by placing advertisements on their site.

Collaborate

To work jointly on an activity or project.

Digital footprint

The information about a person that exists on the Internet as a result of their online activity.

Plagiarism

Taking someone else's work or ideas and passing them off as one's own.

Spam

Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.

Key Vocabulary

Attachment

A file, which could be a piece of work or a picture, that is sent with an email.

Cookies

A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.

Malware

Software that is specifically designed to disrupt, damage, or gain unauthorised access to a computer system.

Ransomware

A type of malicious software designed to block access to a computer system until a sum of money is paid.

Virus

A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.

Citation

Making reference to the original source of a piece of information quotation or image.

Copyright

When the rights to something belong to a specific person.

Phishing

Practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers.

SMART rules

A set of rules based around the word SMART designed to help you stay safe when online. SMART represents the words Safe, Meet, Accept, Reliable, Tell.

Watermark

Watermarks are used mainly on images or videos to show who the content belongs to.

