# Bolton Schools ICT

## Knowledge Mat – Digital Citizenship – Year 3

**National Curriculum Links: KS2 Computing**

Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

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

## Digital Citizenship Vocabulary

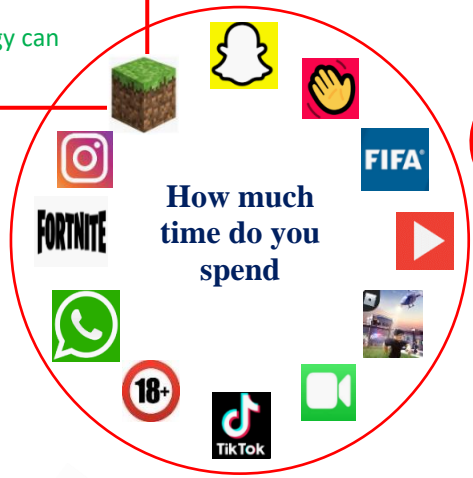| Term | Definition |
|---|---|
| **Digital Citizens** | A person who develops the skills and knowledge to be online safely and effectively |
| **Digital footprint** | The information about you that exists on the internet as a result of your online activity |
| **World Wide Web** | Is a collection of webpages found on a network of computers |
| **Privacy settings** | These settings allow you to control who sees information about you |
| **Social media** | Websites and apps that enable users to create, share or participate whilst online |
| **Self-Image and identity** | Ideas that you have about your own qualities and abilities and knowing that this is what makes you unique |
| **Online relationships** | Between two or more people in the way they feel and behave towards each other when online compared to friends offline |
| **Online reputation** | What kind of person others think you are based on the things you say and do online |
| **Online bullying** | When people use the internet, phones or other technology to threaten, tease or embarrass another person |
| **Health and Wellbeing** | Understanding the impact technology has on health, well-being and lifestyle, understanding the positives and negatives and strategies to deal with them |

## I can…

**DC3.1** can use technology safely, respectfully, responsibly and be able to talk about my digital footprint

**DC3.2** explain what is meant by the term 'identity'

**DC3.3** explain how people can represent themselves in different ways online

**DC3.4** explain what is meant by 'trusting someone online', why this is different from 'liking someone online', and why it is important to be careful about who to trust online including what information and content they are trusted with

**DC3.5** explain how someone's feelings can be hurt by what is said or written online

**DC3.6** give examples of what anyone may or may not be willing to share about themselves online

**DC3.7** explain the need to be careful before sharing anything personal

**DC3.8** describe ways that some people can be unkind online

**DC3.9** offer examples of how this can make others feel

**DC3.10** explain why spending too much time using technology can sometimes have a negative impact on anyone

## What should you do if you get a 'butterfly feeling' when online?

Block

Report

CLICK CEOP Internet Safety

ChildLine 0800 1111

Remember to save evidence of the thing that has made you feel uncomfortable. Check your privacy settings and use the tools in the game / app to block and report the user. If you need further advice there are sites that can help E.g. CEOP, Barnardo's and Childline

## How much time do you spend

## Me in the real world, me online. How are they different?

### A Good Digital Citizen

- Respect themselves and others
- Stand up to Cyberbullying when they see it happening
- Respect copyright and intellectual property
- Carefully manage their digital Footprint
- Balance the time they spend online and using media
- Stay safe online
- Protect private information for themselves and others

## My Digital Footprint

**Reference source:** Self-image and Identity Online relationships Online reputation Online bullying Health, wellbeing and lifestyle – Education for a Connected World