

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

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	Understanding relationships and behaviours that may harm and how positive online interaction can empower the user
Online reputation	What kind of person others think you are based on the things you say and do online
Online bullying	Understanding how to report your concerns and to consider how bullying and the impacts of such behaviour
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...

DL6.1 talk about my digital footprint and the importance of asking until I get the help needed

DL6.2 identify and critically evaluate online content relating to gender, race, religion, disability, culture and other groups, and explain why it is important to challenge and reject inappropriate representations online

DL6.3 describe issues online that could make anyone feel sad, worried, uncomfortable or frightened. I know and can give examples of how to get help, both on and offline

DL6.4 explain how sharing something online may have an impact either positively or negatively

DL6.5 describe how to be kind and show respect for others online including the importance of respecting boundaries regarding what is shared about them online and how to support them if others do not

DL6.6 explain strategies anyone can use to protect their 'digital personality' and online reputation, including degrees of anonymity

DL6.7 describe how to capture bullying content as evidence to share with others who can help me

DL6.8 I can describe common systems that regulate age-related content (e.g. PEGI, BBFC, parental warnings) and describe their purpose

DL6.9 I can assess and action different strategies to limit the impact of technology on health

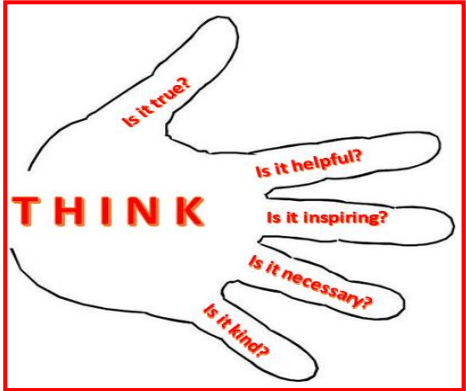


What should you do if you get a 'butterfly feeling' when online?

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



PEGI
(Pan European Game Information)
What are the possible issues of accessing games that are a higher PEGI rating?

Media Pressures
How can young people get support if they are worried about pressures from social media ?