

Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Online Safety	Year: UKS2 – Year A – Autumn
NC/PoS: <ul style="list-style-type: none">use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	
Prior Learning (what pupils already know and can do) What personal information is and the importance of keeping it protected online, how to stay safe online when communicating with other, how to flag upsetting content, how to complete safe searches, how people can be someone else online, that smart device are becoming increasingly common in households, the need to respect copyright laws, artificial intelligence is when computers appear to have human intelligence, websites track consumers and how they have used their site	
End Points (what pupils MUST know and remember) <ul style="list-style-type: none">I can explain identities online can be fakeI understand communities can have negative peopleI can make positive contributions to communitiesI know how to get help onlineI know how to report anything that worries meI understand using technology needs balanceI can explain how apps share my informationI can explain when to use referencesI can explain why some information online may not be true	
Key Vocabulary: virtual, password, online community, trolls, permission, data, cybercrime, copyright, citation, law, plagiarism, fair dealing, search, clickbait	
Session 1: Stay Safe Online Children should understand: <ul style="list-style-type: none">passwords are our first line of defence to stop people accessing and abusing our personal informationstrong passwords should include a mix of letters, numbers and symbols, and should not be easy to guessonline profiles can be recreated by others to impersonate someone; this can also be done using AIsome people online may seek to cause harm and so must be reported'trolls' are people who frequently comment unkind messages regardless of who they are aimed atonline communities can offer a platform to communicate with likeminded peopleonline communities can provide a platform for collaborationonline communities work best when it is a positive atmosphere where all users respect one another'sharenting' is a term used when parents share their children's lives on social mediaPeople over sharing online can cause problems in real life – posting whilst on holiday can result in insurance being void if broken into Vocabulary: respect, advice, collaborate, post, virtual, de-sensitising, communities, password, secure, identity, hacking, Artificial intelligence, profile, impersonate, private, troll	
Session 2: Living in a Connected World Children should understand: <ul style="list-style-type: none">overuse of devices can have a negative impact on our healthusing technology an hour before we sleep doesn't let the brain relax properlydevices can also be used to support our health, such as apps to support our mental health and well-beingtechnology can be used to help us to develop our skills in range of activities, including exerciseapps can share our information	

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- apps will require us to give permission to access certain information; consideration must be taken as to why, for example, a spelling game requires access to your contacts and Wi-Fi password
- data collected from users within apps can have a monetary value to the app developers should they sell it
- settings within our smart devices can help safeguard us against cybercrimes

Vocabulary: overuse, device, technology, share, permission, data, developers, cybercrimes,

Session 3: Copyright, Citation and Plagiarism

Children should understand:

- copyright laws help to protect digital artefacts created by one person from being used by another as their own
- citations are used to make reference to the original creator of the media in question
- a person commits plagiarism if they fail to make reference to the creator and allow other to believe the work is their own

Vocabulary: copyright, citation, law, plagiarism, fair dealing, reference

Session 4: Fake News

Children should understand:

- companies create 'fake news' stories to generate public attention; this can be for varying reasons, one being financial gain
- clickbait is the act of creating hype around websites to attract more users there for the exposure to paying adverts – more people visiting means more money can be charged for adverts
- consideration is not taken as to the validity of a post that has gone 'viral'
- companies pay people to post fake reviews so that consumers are more likely to buy their product compared to competitors
- AI can be used to mislead the public

Vocabulary: dis-information, fake news, data, valid, reliable and evidence, sceptical, sources, clickbait, viral, misinformation, rank, search,

Future learning this content supports:

The content of this unit will support other units on online safety and using devices appropriately.