## **Online Safety Learning**

At Pondhu Primary School we follow the Purple Mash scheme for our Computing curriculum, which has a block of online safety learning in every year group. The content of this is embedded in further learning throughout the year.

The detail of this is below:

	Purple Mash - Online Safety Learning				
	Key Learning	Key Vocabulary linked to Online Safety			
Year 1	To log in safely. To understand the importance of logging out.	Log in: Using a username and password to access a system.  Username: A name that is used by a person to access an online site.  Password: A series of letters, numbers and special characters that is entered after the username to access an online site. In Purple Mash, this can also be a series of pictures.  Avatar: A digital picture to represent someone.			
		Log out: Leaving a computer system.			
Year 2	To have some knowledge and understanding about sharing more globally on the Internet. To understand how we should talk to others in an online situation. To understand that information put online leaves a digital footprint or trail. To identify the steps that can be taken to keep personal data and hardware secure.	Search: Look for information in (in a database or the World Wide Web) using a search engine.  Sharing: Post or repost (something) on a website.  Email: Messages distributed by electronic means from one computer user to one or more people.  Attachment: A computer file sent with an email.  Digital Footprint: The information about a person that exists on the Internet as a result of their online activity.			
Year 3	To know what makes a password safe. Methods for keeping passwords safe. To consider the truth of the content of websites. To learn about the meaning of age restrictions symbols on digital media and devices.	Password: A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as a website.  Blog: A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style.  Username: An identification used by a person with access to a computer, network, or online service.			



Purple Mash - Online Safety Learning				
	Key Learning	Key Vocabulary linked to Online Safety		
Year 3		<b>Spoof website:</b> A website that uses dishonest designs to trick users into thinking that it represents the truth.		
(cont.)		<b>PEGI rating:</b> A rating that shows what age a game is suitable		
		for.		
Year 4	To understand how children can	Computer virus: A piece of code which can copy itself and		
icai 4	protect themselves from online	typically has a damaging effect on the device, such as		
	identity theft.	corrupting the system or destroying data.		
	Understand that information	Cookies: A small amount of data generated by a website		
	put online leaves a digital	and saved by a web browser. Its purpose is to remember		
	footprint or trail and that this	information about the user.		
	can aid identity theft.	Copyright: When the rights to something belong to a		
	To identify the risks and	specific person.		
	benefits of installing software	<b>Digital footprint:</b> The information about a person that exists		
	including apps.	on the Internet as a result of their online activity.		
	To understand that copying the	<b>Identity theft:</b> When a person pretends to be someone else.		
	work of others and presenting it	Malware: Software that is specifically designed to disrupt,		
	as their own is called	damage, or gain unauthorized access to a computer system.		
	'plagiarism' and to consider the	<b>Phishing:</b> Practice of sending email pretending to be from		
	consequences of this.	reputable companies in order to persuade individuals to		
	To identify appropriate	reveal personal information, such as passwords and credit		
	behaviour when participating or	cards numbers.		
	contributing to collaborative	Plagiarism: When you use someone else's words or ideas		
	projects for learning.	and pass them off as your own.		
	To identify the positive and	<b>Spam:</b> Messages sent over the Internet, typically to many		
	negative influences of	users, for the purposes of advertising, phishing or spreading		
	technology on health and the	malware.		
	environment.			
	To understand the importance			
	of balancing game and screen			
	time with other parts of their			
	lives.			



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Year 5	To gain a greater understanding of the impact that sharing digital content can have.  To review sources of support when using technology and children's responsibility to one another in their online behaviour.  To know how to maintain secure passwords.  To understand the advantages, disadvantages, permissions and purposes of altering an image quality and the reasons for this.  To be aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.  To search the internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information.	Online safety: Refers to staying safe when having a presence online.  Smart rules: A set of rules based around the word SMART designed to help you stay safe when online.  Password: A string of characters that allows access to a computer system or service.  Reputable: Having a good reputation.  Encryption: The process of converting information or data into a code, especially to prevent unauthorized access.  Identity theft: The practice of using another person's name and personal information in order to obtain credit, loans, etc.  Shared image: A picture that is shared online for other people to see.  Plagiarism: The practice of taking someone else's work or ideas and passing them off as one's own.		
Year 6	Identify benefits and risks of mobile devices broadcasting the location of the user/device. Identify secure sites by looking for privacy seals of approval. Identify the benefits and risks of giving personal information. To review the meaning of a digital footprint. To have a clear idea of appropriate online behaviour.	Digital footprint: The information about a person that exists on the Internet as a result of their online activity.  Password: A string of characters that allow access to a computer system or service.  PEGI rating: A rating that shows what age a game is suitable for.  Phishing: The 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.		



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Year 6	To begin to understand how	Screen time: Time spent using a device such as a computer,		
(cont.)	information online can persist.	television, or games console.		
	To understand the importance	<b>Spoof website:</b> A website that uses dishonest design to trick		
	of balancing game and screen	users into thinking that it represents the truth.		
	time with other parts of their			
	lives.			
	To identify the positive and			
	negative influences of			
	technology on health and the			
	environment.			