St Leo's and Southmead Catholic Nursery and Primary School

Year SIX

Computing Knowledge Organiser

Autumn Term

Online Safety Dilemmas

Key Concepts

1	Why is it so important we understand how to communicate online?
2	What does all this new online language mean?
3	How do we overcome difficult situations?
4	How can we help make the internet a better place?
5	How do we make a film?
6	Reflect, feedback and improve?

Online Safety

"EVERYDAY SHOULD BE ONLINE SAFETY DAY"

Quote: @ICT_MrP

1 in **10** people in the UK do NOT own a single printed book.

This rises to **1** in **5** among 18-24 year olds.

By contrast, the average household contains **8.2** devices connected to the internet - rising to **10.9** in households with children.

Source: THE SUNDAY TIMES

We **must** embrace digital literacy and citizenship in our classrooms.

My Online Life

Board Game Design

Online Safety Dilemmas

VR Worlds

Quiz Show Host

Maths: Solve IT Club

Year 6

Computing Activities: Online Safety Dilemmas

Skills

Pupils should be taught to:

- I can collaborate to create digital content.
- I can create a consistent design for my presentation, and present to others.
- I can talk about the way search results are selected and ranked.
- I can create a digital storyboard to plan a project or investigation.
- I can use a search engine and I am aware that not everything I read online is correct and that other people may be attempting to influence my opinions.
- I can explain how to protect my computer or device from harm on the Internet.
- I understand the need for copyright and the consequences of ignoring it.
- I understand the impact technology can have on my health, well being and lifestyle.

Key Vocabulary

- Communicate— data is exchanged between two or more **computing** devices.
- Phishing—the fraudulent attempt to obtain sensitive information such as usernames, passwords and credit card details by disguising oneself as a trustworthy entity in an electronic communication.
- Exclusion—when someone is actively ignored or rejected by someone else.
- Storyboard—a graphic organizer displayed as illustrations or images.
- Shots—a series of frames in filmmaking.

"Nurture, Inspire, Succeed"