## Year 6 Online Safety Knowledge Organiser



To understand the impact of sharing digital content, review sources & how to behave online. Awareness of sharing appropriate images online and the reliability of sources.

Understand a range of ways to use technology safely, respectfully, responsibly, and securely, including protecting online identity and privacy; recognise inappropriate content, contact & how to report concerns.

## Star Vocabulary

**Digital footprint:** The information about a person that exists on the Internet due to their online activity.

**Password:** A string of characters that allow access to a computer system.

**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 to persuade individuals to reveal personal information, such as passwords and credit cards numbers

Screen time: Time spent using a device

such as a computer, television, or games console.

**Spoof website:** A website that uses dishonest design to trick users into thinking that it represents the truth.

## **Key Learning**

- •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.
- •To begin to understand how information online can persist.
- •To understand the importance of balancing game and screen time with other parts of their lives.
- •To identify the positive and negative influences of technology on health and the environment.

## Key Resources









