Beech Hill Primary School Knowledge Organiser

Topic: Computing – Digital literacy	Year group	Term
Digital Citizenship 1	Year 1	Spring 1 4 sessions

Background knowledge

Digital Citizenship 1 aims to provide children with the knowledge and skills required to navigate the digital world safely and responsibly, expanding their understanding of the ethical and societal implications of digital technology. This is a 'Big Question' unit and children will be working towards answering the following question… How can we use technology to learn and explore safely online? The steps in this unit include concepts and activities designed to support children in answering the unit's Big Question.

To teach this unit confidently, it is essential to have a good understanding of the opportunities, potential risks and behaviours that could be encountered online. Knowing what technology can be used to access the Internet is also helpful, particularly when teaching children about the benefits of using technology to find information online. Being able to identify examples of personal information and knowing ways to protect it is crucial. To support children in understanding different ways they can learn and explore safely online, a solid grasp of age restrictions, safe online communication and strategies to report online concerns is beneficial. If needed, each step includes a CPD in 3 Video and a CPD Quick Guide that aim to build confident subject knowledge before teaching the step.

What should I already know?

EYFS – Technology
Knows how to operate simple equipment (30-50)
Knows that information can be retrieved from computers (30-50)
They recognise a range of technology is used in places such as homes and schools (ELG)

Before beginning this Digital Citizenship 1 unit, it would be beneficial for children to have a basic understanding of comfortable and uncomfortable feelings, as well as simple everyday rules and routines that they should follow. It would also be helpful for children to be able to recognise their own identity, building on their personal, social and emotional development from EYFS.

National Curriculum Objectives / Key Skills	The Journey
NC Children should be taught to: * recognise common uses of information technology beyond school; * use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the Internet or other online technologies. **Key Skills** This unit provides children with knowledge and skills that can be applied in their use of technology throughout the curriculum, for example: * demonstrating positive online activities; * accessing safe apps and games; * keeping personal information private.	Throughout the unit, children will: 1. Recognise different ways technology can be used to go online; (Use Discussion cards) 2. Recognise examples of personal information; (All about logic, All about me – can be split over 2 weeks if needed) 3. Identify how to keep their personal information safe; (Discussion – use Personal Information Cards how can the characters keep their information safe?) 4. Identify ways they can learn and explore safely online. (matching cards and digital promises)

Outcomes

This unit begins your children's journey towards the following key milestone concepts:

Children will develop an understanding of the various technologies used to access the Internet, identify examples of personal information and how to protect it and adopt safe practices for online learning and exploration.

Throughout the unit, children will:

I know the names of some technology that can be used to go online.
I know the different things we can do online.
I know some ways we can use technology to find information online.
I know what to do if I see something upsetting online.

I know some examples of information that is personal to me.
I know what information can be shared online.
I know who to ask before sharing any information online.

I know why it is important to keep personal information private.
I know ways I can protect my personal information online.
I know who to ask before sharing any information online.

I know if apps and games are suitable for my age.
I know ways to communicate safely online.
I know when to get help from a trusted adult.

Key Vocabulary

- **account**: A personal profile created to access a website, app, or digital service.
- **age rating**: A guide that shows the suitable age group for using an app, game, film, or website based on content.
- **app**: Short for "application"; a software program designed to perform specific tasks, often on mobile devices.
- **appearance**: How something or someone looks, especially online (e.g., profile or avatar).
- **avatar**: A digital image or icon that represents a user in games, online communities, or virtual spaces.
- **behaviour**: The way a person acts online, including how they treat others or follow rules.
- **communicate**: To share or exchange information, ideas, or feelings through digital tools like messages, video calls, or social media.
- **digital devices**: Electronic tools such as smartphones, tablets, or computers used to access and interact with digital content.
- **download**: To transfer a file, app, or program from the Internet onto a device.
- **information**: Data or details shared or accessed online, including facts, messages, or media.
- **interests**: Topics or activities a person likes and follows online or in real life.
- **Internet**: A global network that connects millions of computers, allowing access to information and communication worldwide.
- **kind**: Acting with care and respect toward others, especially in online interactions.
- **online**: Being connected to or available through the Internet.
- **password**: A secret word or phrase used to access an account and keep it secure.
- **personal information**: Private details like your full name, address, school, or date of birth that should be protected online.
- **scam**: A dishonest trick used online to steal personal information or money.
- **stream**: To play audio or video content in real time without downloading it permanently.
- **strong password**: A secure password that includes a mix of letters, numbers, and symbols, making it harder to guess.
- **technology**: Tools, devices, and systems used to solve problems or complete tasks, often involving computers or the Internet.
- **trust**: Believing that someone or something is reliable, safe, or honest—important when sharing online.
- **trusted adult**: A grown-up (like a parent, teacher, or carer) you can talk to if something makes you feel uncomfortable or unsafe online.
- **username**: A name you create to identify yourself on a website or app.
- **virus**: Malicious software that can harm a device or steal data.

Question of the week.
1. Remind me what technology Ava could use to play games online. 2. If I went online would I tell everyone my…. (address/ real name / favourite food / mam's name / my favourite colour / my age). 3. Tell me one way you can keep yourself safe online. 4. How can you be a good digital citizen online?