Beech Hill Primary School Knowledge Organiser

Topic: Computing – Digital literacy	Year group	Term
Digital Citizenship 5	Year 5	Spring 1 6 sessions

Background knowledge

Digital Citizenship 5 aims to provide children with the knowledge and skills required to navigate the digital world safely and responsibly. This is a 'Big Question' unit and the children will be working towards answering the following question… How can our online actions impact our reputation both now and in the future? 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 important to understand the risks of sharing content online, including how our online activity can also affect future opportunities. It is essential to know why some online activities have age restrictions and some key strategies for handling peer pressure. It is vital that you are able to explain strategies necessary to build a positive online reputation. To support children with developing healthy online habits, an understanding of healthy and unhealthy online behaviours and strategies for supporting our online wellbeing are key. Finally, an understanding of the risks and benefits of online communities and strategies for effective collaboration are essential for supporting children to develop key skills for navigating the digital world.

Familiarise yourself with the CPD for this unit to support your subject knowledge in this area.

What should I already know?

The children should have an understanding of the various technologies used to access the Internet, be able to identify examples of personal information and know ways to protect it. Children should know that devices, websites and apps that connect to the Internet collect information about them, creating a digital footprint that can be seen and used by others. Children should recognise that the same standard of behaviour and honesty apply both online and offline, including the importance of respect for others.

National Curriculum Objectives / Key Skills	The Journey
NC Children should be taught to: * use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact; * understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. **Key Skills** This unit provides the children with knowledge and skills that can be applied in their use of technology throughout the curriculum, for example: * communicating and collaborating respectfully with others; * understanding how our words can impact the wellbeing of others; * using search technologies effectively and appropriately; * understanding what constitutes healthy and unhealthy behaviour; * knowing ways to manage peer pressure; * evaluating information.	1. To recognise that information can stay online and could be copied. (Discussion and ideas on post it notes) 2. To explain how what someone writes online can also affect their family, friends and future opportunities. (Respectful online behaviour resource) 3. To know why some online activities have age restrictions and why this is important. (Discussion, mind map of social media apps and how they are used; create a pros and cons list about social media). 4. To explain how to build a positive online presence. (My online presence activity). 5. To recognise healthy and unhealthy online behaviours. (Discussion and health / unhealthy behaviours online). 6. To know how to find online communities and collaborate with others online. (a; Selecting online communities and b; online communities and collaboration)

Outcomes

This unit works towards the following milestone concepts:

Children will understand the concept of an online reputation and how others may use online information to make judgements.
Children will understand the importance of building a positive online presence and be aware of the lasting effect of words and actions in the digital environment.
Children will understand that not all online activities are suitable for them and recognise healthy and unhealthy online behaviours.

Throughout the unit, children will:

Understand the concept of an online reputation;
Understand how others may use online information to make judgements;
Understand the importance of building a positive online presence;
Recognise the lasting effect of words and actions in the digital environment;
Understand that not all online activities are suitable for them;
Recognise healthy and unhealthy online behaviours;
Understand how to collaborate effectively online.

I know the benefits of the Internet.
I know the risks of sharing certain information online.
I know how to take useful steps to stay safe online.

I know ways to find out information about others by searching online.
I know that information about someone online can be used by others to make judgments about them and why these judgments may be incorrect.
I know that what you share online can have an impact on your family, friends or future opportunities.

I know why some online activities have age restrictions and why this is important.
I know what information I should not put online without asking a trusted adult first.
I know who I can talk to if others pressure me to do something online that makes me feel uncomfortable.

I know that my online information can be used by others to make judgements.
I know some steps I can take to protect my online reputation.
I know some steps I can take to build a positive online presence.

I know how to be kind and show respect for others online.
I know what healthy and unhealthy online behaviour looks like.
I know ways to develop healthy habits and online behaviours.
I know some strategies to support my own wellbeing online.

I know strategies for finding safe online communities.
I know ways to collaborate constructively with others.
I know ways to make positive contributions.

Key Vocabulary

Digital and Online Safety Terms – Child-Friendly Definition

- **Digital footprint**: The trail of information you leave behind when you use the internet.
- **Online data**: Information about you that is stored online.
- **Social media**: Websites and apps where people can share and connect with others.
- **Terms and conditions**: Rules you agree to when you use a website or app.
- **Avatar**: A picture or character that represents you online.
- **Filter**: A tool that changes how a photo looks.
- **Future opportunities**: Chances to do things in the future.
- **Online identity**: How you are known on the internet.
- **Personal information**: Details about you, like your name and address.
- **Username**: A name you use to sign in to websites and apps.
- **Age restrictions**: Rules about how old you need to be to use something.
- **App**: A program you can download and use on your device.
- **Consent**: Saying yes to something.
- **Internet safety laws**: Rules to keep you safe online.
- **Peer pressure**: Feeling like you have to do something because others are doing it.
- **Online presence**: How you appear on the internet.
- **Online reputation**: What people think about you based on what they see online.
- **Cybercriminals**: People who do bad things online.
- **Password**: A secret word or phrase you use to sign in to websites and apps.
- **Privacy settings**: Controls that help keep your information safe.
- **Social media handle**: Your name or nickname on social media.
- **Digital diet**: How much time you spend using digital devices.
- **Cyberbullying**: Bullying that happens online.
- **Tolerance**: Being respectful and accepting of others.
- **Anonymous**: Not showing your name or identity.
- **Notification**: A message that tells you something has happened.
- **Neutral language**: Words that don't show strong feelings.
- **Wellbeing**: How healthy and happy you are.
- **Screen time**: How long you spend using a digital device.
- **Online community**: A group of people who connect online.
- **Online platform**: A website or app where people can share and connect.
- **Forum**: A place online where people can discuss topics.
- **Collaborate**: Work together with others.
- **Contribute**: Give something to help others.
- **Synchronous**: Happening at the same time.
- **Asynchronous**: Not happening at the same time.
- **Podcast**: A series of audio recordings you can listen to.
- **Vlog**: A video blog where people share videos about their lives.

Question of the week.
1. Tell me a piece of information that may stay online and be copied? 2. Tell me three different people or groups that something written online may affect? 3. Tell me the name of a social media app and its age limit. 4. Give an example of something positive you can do online. 5. Give me an example of an unhealthy online behaviour. 6. Give me an example of an online community.