

# **Unit: 6.2**Online Safety

## **Key Learning**

- To identify benefits and risks of mobile devices broadcasting the location of the user/device.
- To identify secure sites by looking for privacy seals of approval.
- To 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 Questions**

# Why do I need to be aware of the dangers of being online?

Although the Internet is a brilliant resource for learning and entertainment some people use the Internet to cause you harm. Being aware of these dangers can help keep you safe and protect your privacy.

# What is meant by my digital footprint?

The term digital footprint is used to describe the traces that people leave behind when they have visited a website or used social media. Your digital footprint is unique to you.

#### **Key Resources**











Free code gorilla

′3D

Why is it important to think about how much time use a screen for?

Using a screen can help you surf the Internet or enjoy computer games but you need to be careful how much time you spend using a screen. For instance, using a screen at night can damage your sleep patterns. Turn your screen off regularly and enjoy the world outside.





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# **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.

## **Key Vocabulary**

#### **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.

# 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.

