

## Unit: 4.2

### Online Safety

#### Key Learning

- To understand how children can protect themselves from online identity theft.
- To understand that information put online leaves a digital footprint or trail and that this can aid identity theft.
- To identify the risks and benefits of installing software including apps.
- To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.
- To identify appropriate behaviour when participating or contributing to collaborative online projects for learning.
- To identify the positive and negative influences of technology on health and the environment.
- To understand the importance of balancing game and screen time with other parts of their lives.

#### Key Resources



2Connect



2Investigate



SPAM

#### Key Questions

##### What is meant by a digital footprint?

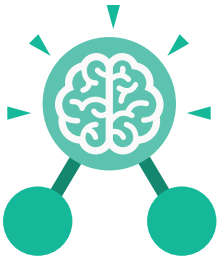
A digital footprint is the information that exists about a person based upon sites that they have visited, searches that they have done, information that they have shared and other online behaviours.

##### What is SPAM?

SPAM messages are emails or online messages sent from a computer to many other users. The users are sent the email without requesting it. The purpose of SPAM is for advertising, phishing or malware.

##### What is meant by plagiarism?

Plagiarism refers to using someone else's work and claiming it to be your own.



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#### Key Vocabulary

##### Computer virus

A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.

##### Cookies

A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.

##### Copyright

When the rights to something belong to a specific person.

##### Digital footprint

The information about a person that exists on the Internet as a result of their online activity.

##### Email

Messages sent by electronic means from one device to one or more people.

##### Identity theft

When a person pretends to be someone else.

##### Malware

Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.

##### Phishing

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.

##### Plagiarism

When you use someone else's words or ideas and pass them off as your own.

##### Spam

Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.