

National Curriculum Links: KS2 Computing

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

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Digital Citizenship Vocabulary

Digital Citizens	A person who develops the skills and knowledge to be online safely and effectively
Digital footprint	The information about you that exists on the internet as a result of your online activity
World Wide Web	Is a collection of webpages found on a network of computers
Privacy settings	These settings allow you to control who sees information about you
Social media	Websites and apps that enable users to create, share or participate whilst online
Self-Image and identity	Ideas that you have about your own qualities and abilities and knowing that this is what makes you unique
Online relationships	Understanding relationships and behaviours that may harm and how positive online interaction can empower the user
Online reputation	What kind of person others think you are based on the things you say and do online
Online bullying	Understanding how to report your concerns and to consider how bullying and the impacts of such behaviour
Health and Wellbeing	Understanding the impact technology has on health, well-being and lifestyle, understanding the positives and negatives and strategies to deal with them

I will know...

- **and be able to talk about my digital footprint**
- **how ways in which media can shape ideas about gender**
- **about issues online that might make me or others feel sad, worried, uncomfortable or frightened. I know and can give examples of how I might get help, both on and offline**
- **my responsibilities for the well-being of others in my online social group**
- **ways of reporting problems online for both my friends and myself**
- **ways simple ways that help build a positive online reputation**
- **how to capture bullying content as evidence (screen shots, URL)**
- **a range of ways to report concerns in both school and at home about online bullying**
- **how systems that regulate age-related content (e.g. PEGI, BBFC, parental warnings) and describe their purpose**
- **importance of self-regulating my use of technology**



What should you do if you get a 'butterfly feeling' when online?



Remember to save evidence of the thing that has made you feel uncomfortable.

Check your privacy settings and use the tools in the game / app to block and report the user.

If you need further advice there are sites that can help. E.g. CEOP, Barnardo's and Childline



My Digital Footprint

PEGI (Pan European Game Information)

What are the possible issues of accessing games that are a higher PEGI rating?



Media Pressures

How can young people get support if they are worried about pressures from social media ?

