



# St Andrew's C of E Maghull

## Computing Knowledge Organiser

### Year 4 – Autumn 2 – Online Safety



#### Key Knowledge

To understand how children can protect themselves from online identity theft.  
 Children know that security symbols such as a padlock protect their identity online.  
 Children know the meaning of the term 'phishing' and are aware of the existence of scam websites.  
 Children can explain what a digital footprint is and how it relates to identity theft.  
 Children can give examples of things that they wouldn't want to be in their digital footprint.  
 To know the risks and benefits of installing software including apps.  
 Children can identify possible risks of installing free and paid for software.  
 Children know that malware is software that is specifically designed to disrupt, damage, or gain access to a computer.  
 Children know what a computer virus is.  
 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.  
 Children are able to determine whether activities that they undertake online, infringe another's' copyright. They know the difference between researching and using information and copying it

#### 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.  
**Malware** - Software that is specifically designed to disrupt, damage, or gain unauthorised 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** - Plagiarism refers to using someone else's work and claiming it to be your own.  
**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.

#### Lesson Sequence

**Lesson 1** – I can understand how children can protect themselves from online identity theft.  
 I can understand that information put online leaves a digital footprint or trail and that this can aid identity theft.

**Lesson 2** – I can identify the risks and benefits of installing software including apps.

**Lesson 3** – I can understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.  
 I can identify appropriate behaviour when participating or contributing to collaborative online projects for learning.

**Lesson 4** – I can identify the positive and negative influences of technology on health and the environment.  
 I can understand the importance of balancing game and screen time with other parts of their lives.