

Year 6 Scheme of Learning: Computing

Year 6 – Online Safety

Lesson 1	
Learning Objective	To identify the benefits and risks of giving personal information and device access to different software.
Declarative Knowledge	- To know the risks of online including sharing location, secure websites, spoof websites, phishing, and other email scams. - To know the steps they can take to protect themselves including protecting their digital footprint, where to go for help, smart rules and security software.
Key Vocabulary	Secure website, location sharing, spoof, phishing, password, PEGI rating.

Lesson 2	
Learning Objective	To understand the meaning of digital footprint.
Declarative Knowledge	- To know the meaning of a digital footprint and understand how and why people use their information and online presence to create a virtual image of themselves as a user. - To know what they share impacts upon themselves and upon others in the long-term.
Key Vocabulary	Secure website, location sharing, spoof, phishing, password, PEGI rating, digital footprint.

Lesson 3	
Learning Objective	To have a clear idea of appropriate online behaviour and how to protect themselves.
Declarative Knowledge	- To know what appropriate online behaviour is and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour. - To know how information online can persist and give away details of those who share or modify it - To know about the consequences of promoting inappropriate content online and how to put a stop to such behaviour when they experience it or witness it as a bystander.
Key Vocabulary	Secure website, location sharing, spoof, phishing, password, PEGI rating, digital footprint, inappropriate.

Lesson 4	
Learning Objective	To understand the importance of screen time.
Declarative Knowledge	• To know the importance of balancing game and screen time with other parts of their lives, e.g., explore the reasons why they may be tempted to spend more time playing games or find it difficult to stop playing and the effect this has on their health. • To know the positive and negative influences of technology on health and the environment. • To know how to take ownership of the way that they choose to use their free time. They recognise a need to find a balance between being active and digital activities. • To know the reasons for limiting screen time. • To know the positives and negative aspects of technology and balance these opposing views.
Key Vocabulary	Secure website, location sharing, spoof, phishing, password, PEGI rating, digital footprint, inappropriate, screen time, data analysis, print screen.

Lesson – SCARF PSHE	
Learning Objective	To understand and describe the ease with which something posted online can spread.
Declarative Knowledge	• To know what consent is, and when it is needed. • To know that personal behaviour can affect other people.
Key Vocabulary	Consent, online, behaviour.