Summer 2	Lostwithiel Primary School	Year 5/6
E-Safety	Computing Knowledge Organiser	Conkers Class

Prior Learning: Children will have received e-safety lessons throughout the school, the focus for Y6 is to build on their awareness as they become more independent learners and in preparation for secondary school. In Year 3 children will know the meaning of the acronym SMART, in Y5 children will have learnt how to create safe passwords and begin to understand how to avoid phishing scams.

Key Computing Learning:

- What having a positive digital footprint means.
- Ways in which you can start to build a positive digital footprint
- How to be a critical consumer online.
- About different online scams, including what 'phishing' means.
- Ways to develop safe habits online, including the importance of protecting personal information.
- How to respect online privacy boundaries for themselves and others.
- Ways to seek and ask for help if they or others feel unsafe online.
- How to develop respectful, empathetic and healthy online relationships.
- Ways to manage and respond in a healthy and safe way to hurtful online behaviour, understand the meaning of some common emojis and text-talk abbreviations and recognise those which are negative.
- Not all resources on the internet are legal to use or copy (even if sources are acknowledged).
- Understand that if a site is secure it means that any information you put into it is safe; it can't be seen by anyone else.

Software/Hardware Resources	Key Computing Vocabulary			
• Be Internet Legends Resources	compromised	Cause to become vulnerable or function less effectively.	hacker	A person who uses computers to gain unauthorized access to data.
	privacy	Being free from public attention.	scammer	A person who commits fraud or participates in a dishonest scheme.
	security	Procedures followed or measures taken to ensure the security of electronic information,	cyberbullying	The use of electronic communication to bully a person, typically by sending messages of an intimidating or threatening nature.
	verification	Process of establishing the truth, accuracy, or validity of something.	bystander	A person who is present at an event or incident but does not take part.
	password	A string of characters that allows access to a computer system or service.	upstander	A person who speaks or acts in support of an individual or cause, particularly someone who intervenes on behalf of a person being attacked or bullied.
	security token	A portable device that authenticates a person's identity electronically by storing some sort of personal information.	harassment	Unwanted behaviour which you find offensive or which makes you feel intimidated or humiliated.
			block	Prevent access to or the use of (email or a website or mobile phone).

Computing Outcomes	Cross Curricular Links
• Individually, the children will prepare and create a booklet / poster (use of Word processing) to summarise main learning points of the unit, to share with someone at home.	Maths – Mathletics Topic – research / use of secure websites – bbcbitesize RRS & PSHE – personal rights to be kept safe and responsibilities towards others

Linked documents: Class Overview, Computing Whole School Progression document and Class Medium Term Planning.