

## Knowledge Organiser



Year 4, Autumn 1: Online Safety  
Computing Strand: Digital Literacy

### Key Vocabulary

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.
malware	Software that is specifically designed to disrupt, damage, or gain unauthorised access to a computer system.
phishing	Practice of sending emails pretending to be from reputable companies in order to persuade individuals to reveal personal information.
virus	A piece of code which can copy itself and typically has damaging effect on the device.

### What will I know by the end of this topic?

- Understand how I can protect myself from online identity theft.
- Know the risks and benefits of installing software including apps.
- Know how to behave appropriately when participating or contributing to collaborative online projects.
- Be able to identify the positive and negative influences of technology on health and the environment.
- Understand the importance of balancing game and screen time with other parts of my life.

**Online Safety** Follow the SMART rules to help stay safe online.

- S** Stay **safe** online by not sharing your personal information.
- M** Do not **meet** anyone who you have only become friends with online.
- A** Do not **accept** messages and friend requests from people you do not know.
- R** Not everything online is **reliable**. People online are strangers and you can't always trust everything they say.
- T** Tell an adult you trust if anything happens online that you do not like.

Be careful what you share online!  
Stop and think before you share information online. Don't say or do anything that you wouldn't do in the real world!

### Key Resources



2Connect



2Investigate



SPAM

### 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.

