



Year 5 Computing: Online Safety (Digital Literacy)



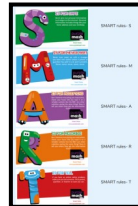
Prior Learning (Year 4)

- I know the SMART rules for keeping myself safe.
- I know that people can claim to be someone else online.
- I know that I should never share personal information online.
- I know that I must act respectfully and responsibly when communicating online.
- I know I must tell a trusted adult if something I see online makes me worried or upset.



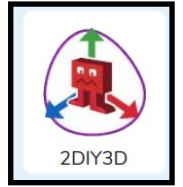
Sticky Knowledge

- I understand the impact that sharing digital content online may have.
- Know how I should have secure passwords
- I understand the advantages and disadvantages, permissions and purposes of altering an image digitally and the reasons for this.
- I am aware of appropriate and inappropriate text, photographs and videos and the impact of sharing these online.
- I know how I can reference sources in my work.
- I can search the Internet with a consideration for the reliability of the results of sources to check validity and understand the impact of incorrect information.



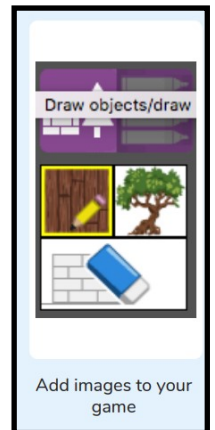
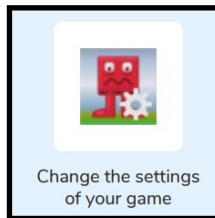
Key Vocabulary

citation	Making reference to the original source of a piece of information quotation or image.
collaborate	To work jointly on an activity or project.
copyright	When the rights to something belong to a specific person.
creative commons licence	A non-profit organisation who provide free licences for creators to use. If an image has a CC licence, you may usually use the image for non-commercial purposes.
encrypt	The translation of data into a secret code to achieve data security.
identify theft	When someone pretends to be another person online. It can be done for financial gain or to steal others' private information.
malware	Software that is specifically designed to disrupt, damage, or gain unauthorised access to a computer system.
PEGI ratings	These show the age that digital content is suitable for and the type of content that it contains.
ownership	Who has permission or can give permission to use or edit a resource or part of the resource.
phishing	The practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords
spoof	An imitation of something that appears to look genuine.
reliable source	A source of information that provides thorough, well reasoned details based on valid evidence.
SMART rules	SMART represents the words Safe, Meet, Accept, Reliable, Tell.
validity	The quality of something being logically or factually sound.



Prior Learning

- I have used 'Scratch' to design and create a simple game.
- I can create images using graphics tools within Purple Mash.
- I have used 2Code to create games, developing algorithms to program characters.
- I know how computers need specific, accurate instructions to complete an action.
- I know how to debug and edit my work.



Sticky Knowledge

- I can plan a game to meet a set criteria.
- I can design and create the game environment.
- I can design and create the game quest.
- I can finish and share the game on a sharing board.
- I can self and peer evaluate different games.

Key Vocabulary

animation	Creating an illusion of movement.
image	In this unit, a picture displayed on the computer screen.
texture	High frequency detail or colour information on a computer-generated graphic.
computer game	A game played using a computer.
perspective	Representing three-dimensional objects on a two dimensional surface.
customise	Modifying something to suit an individual or task.
evaluation	Making a judgement about the value of something.
screenshot	An image of the data displayed on the screen of a computer or mobile device.
playability	A measure of either the ease by which a video game may be played, or the overall quality of its gameplay.