# Year 6 Computing: Online Safety (Digital Literacy)

## Prior Learning

- I know the importance having secure passwords.
- I can refer to the SMART rules to help keep myself safe online.
- I know how it is important to reference sources in my work.
- I know how filters/digital editing can have advantages and disadvantages
- I know I must consider the reliability of the results of a search result.

## Sticky Knowledge

- I can identify benefits and risks of mobile devices broadcasting the location of the user/device.
- I can identify sites by looking for privacy seals of approval.
- I can identify the benefits and risks of giving personal information.
- I know the term 'digital footprint' and can discuss what it means.
- I have a clear idea about appropriate online behaviour.
- I understand the importance of balancing game and screen time with other parts of my life.
- I can identify positive and negative influences of technology on health and the environment.

## Key Vocabulary

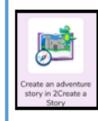| | |
|---|---|
| data analysis | The process of interpreting and understanding data that has been collected and organised. |
| digital footprint | The information about a person that exists on the internet as a result of their online activity. |
| inappropriate | Something that is not suitable or proper in the situation. |
| location sharing | A way of sharing with others your device's location, these can be switched off for added security. |
| PEGI rating | These show the age that digital content is suitable for and the type of content that it contains. |
| phishing | Sending emails pretending to be from a reliable source to gain access to personal information. |
| print screen | Capturing an image of the current screen on a device. Also known as a 'screen shot'. |
| screen time | The time spent using a device with a screen, such as a computer, television, tablet or phone. |
| secure websites | Secure websites have particular privacy features to look out for such as a padlock or https. |
| spoof | An imitation of something that appears to look genuine. |

# Year 6 Computing: Text Adventures (Computer Science)

## Prior Learning

- I can use 2Connect to show my learning.

- I can design, review and edit a game. (Game Developers)

- I am familiar with 2Code and can use this to create algorithms.

## Sticky Knowledge

- I know what a text adventure is.

- I can use 2Connect to plan a story adventure.

- I can make a story-based adventure using 2Create a Story.

- I can introduce an alternative model for a text adventure which has a different narrative

- I can use written plans to code a map based adventure in 2Code.

Create an adventure story in 2Create a Story

Add a button to the story

### Key Vocabulary

| | |
|---|---|
| Text-based Adventure | A computer game that uses text instead of graphics. |
| Debug\ Debugging | Fixing code that has errors so that the code will run the way it was designed to. |
| Sprite | A computer graphic which may be programmed to move on-screen. |
| Selection | When selection is used, a program will choose a different outcome depending on a condition. |
| Function | In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times. |

purple mash