

Year 4 Computing

Online Safety

Key Vocabulary

AdFly	An online advertising marketplace that allows publishers to monetize their website traffic by placing advertisements on their site.
attachment	A file, which could be a piece of work or a picture, that is sent with an email.
citation	Making reference to the original source of a piece of information, quotation or image.
collaborative	To work jointly on an activity or project.
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.
copyright	When the rights to something belong to a specific person.
digital footprint	The information about a person that exists on the Internet as a result of their online activity.
malware	Software that is specifically designed to disrupt, damage, or gain unauthorised access to a computer system.
phishing	The practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit card numbers.
plagiarism	Taking someone else's work or ideas and passing them off as one's own.
ransomware	A type of malicious software designed to block access to a computer system until a sum of money is paid.
SMART rules	A set of rules based around the word SMART designed to help you stay safe when online. SMART represents the words: Safe, Meet, Accept, Reliable, Tell.
spam	Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.
virus	A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.
watermark	Watermarks are used mainly on images or videos to show who the content belongs to.

Are you a Milecastle Megamind?

What is meant by a digital footprint?

What is SPAM?

What is meant by plagiarism?

Key Learning

To understand how children can protect themselves from online identity theft.

To understand that information put online leaves a digital footprint or trail and that this can aid identity theft.

To identify the risks and benefits of installing software including apps.

To understand that copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.

To identify appropriate behaviour when participating or contributing to collaborative online projects for learning.

To identify the positive and negative influences of technology on health and the environment.

To understand the importance of balancing game and screen time with other parts of their lives.



2Connect



2Investigate



SPAM