

## Year 6 Learning Points for the E-Safety Zone



### **Internet Phishing:**

- Understanding what 'phishing' is and how to report phishing attempts.
- Pop-ups and competitions are used to gather people's information.
- Viruses, Malware and Spyware can be installed onto devices through e-mail attachments, malicious software or apps or through user-created game downloads.
- Spam filters are important but cannot be totally relied upon.
- Good cyber-security practice includes regularly changing passwords and having two-step verification processes.

### **Cyber Bullying:**

- Understanding exactly what cyber bullying is and what is considered so (e.g. 'liking' mean photos or posts; unkind comments; sharing and posting upsetting / embarrassing photos).
- Understanding that people have different levels of resilience – what is 'banter' to some could be upsetting to others.
- Some forms of cyber bullying is against the law depending on the level and type of abuse. It could be under the Harassment Act (1997), the Communication Act (2003) or the Computer Misuse Act (1990).
- If someone is being bullied, there is always someone they can talk to and a process should be in place on every social media / chat room online where they can report abuse.
- The importance of looking out for friends and to avoid being a 'bystander'.

### **Watch the Birdie Photo Opportunity:**

- Emphasising that one something is posted online, it stays there and can instantly be shared, copied or edited.
- That someone's intended audience are not the only ones who can see the picture and before a photo is posted, to ask themselves five questions:
  - ✓ *Would I want my parents or grandparents to see this photo?*
  - ✓ *Would I be happy for this photo to go on a website?*
  - ✓ *Would I want it to be shown in a school assembly?*
  - ✓ *What if it was printed in the newspaper?*
  - ✓ *Would I want a future employer to see this photo?*
- That taking, sharing or posting inappropriate or provocative photos of people under the age of 18 is illegal and a serious criminal offence – even if the person is taking it of themselves.
- Explaining what a 'Digital Footprint' is, how important it is to keep it positive, and emphasising that it could affect their success for university applications or job opportunities.
- It is important to get someone's permission before taking a photo and asking again before posting a photo.

### **World Wide Wheel:**

- Social Media: what it is and what it is used for.
- Sea Shell: explaining how the internet travels around the world.
- Cookies: the advantages and disadvantages of cookies and how to recognise them.
- Bookmarks: what they are and the advantages and disadvantages of using them.
- Digital Footprint: what it is and the important of keeping it positive.
- The web: what the internet is and its advantages and disadvantages.
- Passwords: the importance of changing passwords and telling a trusted adult.
- Spam: what spam is and the steps which can be taken to minimise it.
- Email: what they are used for and the importance of having a good e-mail address.
- Search Engine: its advantages but also being aware of things they can't control.
- Gaming: what do not include in a 'gamer tag' and the dangers or multi-online games.
- Mobiles: knowing that emergency calls can be made with no credit on a locked phone.

### **Grooming Guess Who:**

- That it is very easy to create fake profiles online and pretend to be someone else.
- Understanding what 'online grooming' is, why people might do it and to never meet someone online without telling or taking a trusted adult.
- That most social media will have an age limit and that children who use these sites are in some sense pretending to be someone else / someone older.
- Anonymity can be harmful online in case of cyber bullying and grooming but can also be good to explore the internet in a safer way by using 'screen names' or 'gamer tags' which don't reveal personal information.
- Knowing that web-cams can be accessed and could be recording without the person knowing.
- To always check privacy settings on sites and personal profiles and to only add friends or 'followers' which they know in real-life.

### **Film Booth:**

- The use of web-cams and how they can be recording without the person knowing.
- The importance of checking their own and others privacy settings.
- The consequences of sharing images and how quickly control can be lost.

### **Debriefing 'Bumper Cars' game:**

This is a final quiz to checking learning and understanding which will also reinforce all the messages given throughout the session. A member from each team will act as the 'bumper car' while the rest of team answers questions on their behalf in order to earn the amount of spaces shown on the dice. The winner is the first car to reach the end of the track to ring the victory bell.

## Key Messages:

- That the internet is extremely useful in many cases but it is important that it is used responsibly and that steps are taken to remain safe while online.
- To recognise acceptable and unacceptable behaviour.
- How to report abuse or concerns and to tell a trusted adult what has been said or posted.
- Understanding what a 'Digital Footprint' is and the potential consequences of having a 'negative' footprint.
- Recognising what personal information they should or should not share with others online.
- That photos and videos can share information without meaning to – such as school uniforms.
- The importance of getting someone's permission before taking and sharing a photo.
- That sharing inappropriate photos of people under the age of 18 is illegal.
- How to evaluate digital content to ensure it is reliable and trustworthy.
- It is important to check privacy settings, as well as those of family and close friends.
- Being aware that cyber bullying can occur in different forms and that none of them are acceptable.
- The potential consequences of cyber bullying for everyone involved.
- How to report cyber bullying and other steps which can be taken should as 'blocking' someone.
- The importance of not disclosing information to strangers and understanding that they never really know who they are talking to online.
- That 'online' friends are different from friend in real-life.
- What should not be included in 'screen names' and 'gamer tags'.
- That they can improve their own security by in various ways: be not opening unknown attachments, regularly changing passwords, by keeping profiles private, and by thinking before they post.

## **Key Terms:**

**Virus:** a piece of code which is capable of copying itself which typically corrupts systems or destroys data.

**Malware:** software which is specifically designed to disrupt or damage computer systems.

**Spyware:** software which enables one user to obtain information from another's computer by transmitting data from their hard drive.

**Pop-up:** small internet windows which 'pop-up' on web browsers. Some could be from websites but others could be due to malware.

**Harassment Act (1997):** A bill passed to protect people from harassment, including but not limited to causing distress, stalking and putting people in the fear of violence.

**Communications Act (2003):** This includes (but is not limited to) sending malicious content online and via social media, using someone else's Wi-Fi without permission, and using the communication network to cause annoyance and anxiety.

**Computer Misuse Act (1990):** This was introduced to fight the growing threat of hacking. It is now a crime to access computers without permission, and to change, break or copy files without permission.

**Cookies:** small files stored on the computer designed to hold a small amount of data which can be used on various websites. This data could be transferred to 'third-part' sites to tailor advertisements.

**Digital Footprint:** a phrase use to describe the trail everyone leaves when online including registrations, photos and digital messages.

**Spam:** irrelevant or unsolicited messages sent over the Internet, typically to large numbers of users, for the purposes of advertising, phishing or spreading malware.

**Gamer Tag:** a 'screen name' used by gamers as their identity online.

**Trusted Adult:** a term we use here at Warning Zone in order to increase the young people's confident of talking to someone when they encounter a problem online. This could be a parent or guardian, a grand-parent, an aunt or uncle, a teacher or an older sibling.