

Year 6 – Digital Citizenship – Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. Use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns about content and contact.

What should I already know?

- Be able to talk about my digital footprint.
- How online identity online can be copied, modified or altered.
- How to make responsible choices about my online identity
- How to make positive contributions and be part of online communities
- How to search for information about an individual online and create a summary report of information I find.
- Ways that information about people online can be used by others to make judgements about an individual.
- How to get help for someone that is being bullied online and assess when I need to do or say something or tell someone how to report online bullying on the apps and platforms that I use.
- Helpline services who can support me and what I would say and do if I needed their help.
 - How technology can affect sleep and can describe some of the issues.
 - Some strategies, tips or advice to promote healthy sleep with regards

What will I know by the end of the unit?

- Be able to talk about my digital footprint

Digital Citizens

Digital footprint

World Wide Web

Privacy settings

Social Media

Self-Image and Identity

Online relationships



Online reputation

Online bullying

Vocabulary

A person who develops the skills and knowledge to be online safely and effectively.

The information about you that exists on the internet as a result of your online activity.

Is the collection of web pages found on a network of computers. These settings allow you to control who sees information about you.

Websites and apps that enable users to create, share or participate whilst online.

Ideas that you have about your own qualities and abilities and knowing that this is what makes you unique.

Understanding relationships and behaviours that may harm and how positive online interaction can empower the user.



What kind of person others think you are based on the things you say and do online.

Understanding how to report your concerns and to consider how bullying and the impacts of such behaviour.

- How ways in which media can shape ideas about gender
- About issues online that might make me or others feel sad, worried, uncomfortable or frightened.
- I know and can give examples of how I might get help, both on and offline.
- My responsibilities for the well-being of others in my online social group.
- Ways of reporting problems online for both my friends and myself
- Simple ways that help build a positive online reputation
- How to capture bullying content as evidence (screen shots, URL)
- A range of ways to report concerns in both school and at home about online bullying.
- How systems that regulate age –related content (e.g. PEGI, BBFC, Parental warnings) and describe their purpose
- Importance of self-regulating my use of technology



Health and well being

Understanding the impact technology has on health, well-being and lifestyle, understanding the positives and negatives as well as strategies to deal with them.

Relevant Reads

Learn the Language of Social Media – Kirsty Holmes

Ant Clancy: Games Detective – Ruth Morgan

Staying Safe Online – Louie Stowell



PEGI (Pan European Game Information)

What are the possible issues of accessing games that are a higher PEGI rating?



Media Pressures

How can young people get support if they are worried about pressures from social media?



What should you do if you get a 'butterfly feeling' when online?



Remember to save evidence of the thing that has made you feel uncomfortable.

Check your privacy settings and use the tools in the game / app to block and report the user.

If you need further advice there are sites that can help. E.g. CEOP, Barnardo's and Childline



