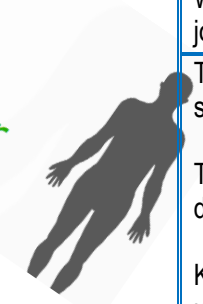| Computing Knowledge Organiser | | |
|---|---|---|
| Year group: 4 | Topic link: | Element of Computing: e-safety (digital citizenship) |
| Key Question: How can I look after my well-being online? | | |

## Key Vocabulary

| Screen time | time spent using a device such as a computer, television, or games console. |
|---|---|
| Online relationships | How we communicate, interact with and treat our peers online or through digital means – text, social media, gamer chat etc. |

## Mediums and Resources



PROJECT EVOLVE

What happens to your body when you've been online for too long?

## My outcome will be

To create a PPT or Word Document with hints and tips on how to behave online, protect my wellbeing and the effects of screen time.

## What key knowledge will I have by the end of this journey?

To understand the physical and mental effects of screen time

To understand why someone might behave differently online

Know who to speak to if ever I am ever feeling unsafe online

Begin to know some strategies for maintaining my well-being online

## What key skills will I have by the end of this journey?

How to use a search engine to find, copy and paste images for a ppt/ doc

How to report unsafe behaviour online

Developing publishing skills by creating some guidance for future internet users.

## Links to previous and future learning

| In Year 3 Be able to discern what is fake and real online | In year 4 Know some strategies for protecting my wellbeing online | In Year 5 know how to secure my information online | In year 6 Consolidate prior learning through a project |
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