



In this unit, we will explore the differences between how we present ourselves in real-life and online, how to identify and deal with online bullying and how to keep personal information private when online.

Knowledge

- I know the difference between an online and real-life identity.
- I know what online bullying is and what to do if I see it happening.
- I know strategies to keep my information private.

Skills

DL3.1 I can explain what is meant by the term "identity".

I can explain how I can represent myself in different ways online and explain why I might do this depending on what I am doing (e.g. gaming, using an avatar, social media).

DL3.2 I can explain how my online identity can be different to the identity I present in 'real life'.

DL3.3 I can describe the right decisions about how I interact with others and how others perceive me.

DL3.14 I can explain what bullying is and can describe how people may bully others. I can identify some online technologies where bullying might take place and describe ways people can be bullied through a range of media (e.g. image, video, text, chat).

DL3.15 I can explain why I need to think carefully about how content I post might affect others, their feelings and how it may affect how others feel about them (their reputation).

DL3.16 I can describe rules about how to behave online and how I follow them.

DL3.28 I can give reasons why I should only share information with people I can trust. I can explain that if I am not sure or I feel pressured, I should ask a trusted adult. I can explain that others online can pretend to be me or other people, including my friends and can suggest reasons why they might do this.

DL3.29 I can describe strategies for keeping my personal information private, depending on context.

I understand and can give reasons why passwords are important and can describe simple strategies for creating and keeping passwords private. I can explain what a strong password is.

DL3.30 I can describe how connected devices can collect and share my information with others and can explain how internet use can be monitored.

Inspiring Individuals

Will Gardner

Will Gardner is the CEO of Childnet International. He is also on Facebook's Safety Advisory Board. In his time at Childnet, Will has led the Development of Childnet's range of award-winning internet safety materials aimed at children, parents and carers, and teachers and schools. He has been awarded an OBE in the 2018 Queen's New Year's Honour List for his work in the field of children's online safety.



Richard Garriott

The use of the term avatar for the on-screen representation of the user was coined in 1985 by Richard Garriott for the computer game Ultima IV: Quest of the Avatar. In this game, Garriott desired the player's character to be his earth self, manifested into the virtual world.



Vocabulary

Self-image, identity, bullying, privacy, security, represent, gaming, avatar, social media, media, image, video, text, chat, content, reputation, pressure, personal information, private, strong password, connected devices, monitor