



Progression of Knowledge and Skills in Online Safety

[illegible]

				reliable	Information that can be trusted		ownership	Having rights over something created		scam	A dishonest trick to gain money or information			recording that has been digitally changed to appear real
				creator	Somebody who makes or designs something		fraud	A crime involving deception for gain		manipulated content	Online content that has been altered or edited to mislead people			
				audience	People who view content		suspicious	Something that seems unsafe or unusual		bias	A preference that can affect information			
				consequences	What happens as a result of choices		harmful content	Content that could upset, mislead or harm people						
				gaming	Playing games online		influencer	A person who affects the opinions of others online		algorithm	A set of rules used to decide what content is shown			
				age rating	A number showing the age a game, app or film is suitable for					recommendation	Suggested content based on activity			
				age restriction	A rule that limits who can use a game, app or website based on age		advertising	Content designed to promote products or services		targeted content	Content shown to specific users			
				block	Prevent someone from contacting you online		sponsor	A company paying for content to be promoted		feed	A stream of online content			
							purchase	Buying something		digital citizen	Someone who uses technology responsibly			
							subscription	Regular payment for access to a service						
							virtual currency	Digital money used in games		media literacy	The ability to evaluate online information critically			

						credible	Believable and trustworthy
						attribution	Giving credit to a creator
						intellectual property	Ideas and creations protected by law
Self-Image and Identity	• technology can be used for learning and play • adults help keep them safe online • they should tell an adult if something online worries them	• trusted adults can help with online problems • they should seek help if something makes them feel uncomfortable • different people use technology differently	• information shared online contributes to a digital footprint • online actions can affect how others view them • positive behaviour helps develop a positive reputation	• people can present themselves differently online • online identities may not always be genuine • online choices influence identity and reputation	• online identity contributes to reputation • information may be viewed by a wider audience than intended • digital footprints can have long-term consequences	• online identities may be carefully constructed • self-image can be influenced by online content • digital reputation can influence future opportunities	
Online Relationships	• kindness is important online and offline • good friends make people feel happy and safe • trusted adults can help when problems occur	• messages should be kind and respectful • online actions affect the feelings of others • help should be sought when worried	• online friendships should follow similar rules to real-life friendships • respectful communication builds positive relationships • unkind behaviour should be reported	• healthy friendships are based on trust and respect • people should communicate appropriately online • not all online relationships are trustworthy • not everyone online is who they claim to be.	• conflicts can occur online • disagreements should be managed respectfully • healthy friendships include boundaries and respect • children should ask permission before sharing photographs, videos or personal information about another person	• healthy online relationships require trust and clear boundaries • pressure within relationships should be recognised • support should be sought if relationships feel unsafe • online contact from strangers may present risks. • some people may try to build trust online in order to manipulate others. • concerns about online contact should always be shared with a trusted adult.	
Online Reputation			• information can stay online • online behaviour contributes to a digital footprint	• digital footprints can affect reputation • online content may be viewed by others	• online reputation can influence how others perceive them • shared content may reach wider audiences	• digital reputations may have long-term consequences • future education and employment opportunities	

			positive choices create positive impressions	reputation develops through repeated online actions	positive online choices help protect reputation	may be influenced by online behaviour managing online reputation requires thoughtful decision-making
Online Bullying			- cyberbullying is bullying using technology - bullying should be reported - adults can help resolve problems	- cyberbullying can occur in various forms - witnesses have a responsibility to seek help - reporting concerns can help protect others	- online conflict can escalate quickly - harmful communication affects wellbeing - respectful communication can reduce conflict	- harmful behaviour can affect individuals and communities - bystanders can play a positive role in addressing concerns - reporting systems support safer online environments
Managing Online Information		- searches return many results - adults help them find information safely - not all online information is appropriate for children	- not all online information is true - facts and opinions are different - trusted adults can help verify information	- some online information may be inaccurate - reliable sources help verify information - information should be checked before being trusted	- misinformation may be shared online - multiple sources improve accuracy - advertisements and influencers may persuade users - some influencers may provide misleading or unreliable information. - online advice should be evaluated carefully.	- algorithms influence the content they see - bias can affect information - media literacy helps evaluate reliability and credibility - images, videos and information online may be created or altered using artificial intelligence and other digital tools
Health, Wellbeing and Lifestyle	- technology should be balanced with other activities - healthy habits help them feel well - breaks from screens are important	- screen time should be balanced - offline activities are important - routines support wellbeing	- healthy technology habits support wellbeing - balance helps maintain health - technology should not replace sleep, exercise or play	- technology can affect wellbeing positively and negatively - healthy habits support mental and physical health - balance is important	- wellbeing can be influenced by online behaviour - routines support healthy technology use - balance supports positive choices - online games and apps may be designed to encourage spending money	- technology may affect self-esteem and wellbeing - healthy digital habits support positive mental health - individuals can take responsibility for their own digital wellbeing

					virtual purchases use real money	
Privacy and Security	- some pictures should be kept private - adults can help them make safe decisions - they should ask before sharing	- personal information should remain private - trusted adults help keep information safe - problems should be reported	- passwords protect accounts - strong passwords are difficult to guess - passwords should not be shared	- personal information should be protected - privacy settings help keep information safe - sharing information may increase risk - games, apps and websites may have age ratings and age restrictions designed to help keep children safe - age restrictions exist to protect children from unsuitable content and experiences. - location information can reveal personal information and should be shared carefully.	- privacy settings control access to information - phishing and scams exist online - suspicious messages should be treated carefully	- personal data has value - organisations may collect and use data - privacy settings, secure passwords and critical thinking help reduce risk - blocking, muting and reporting tools can help manage unwanted or harmful online interactions - children should not create accounts for apps, games or websites if they are below the minimum age requirement. - location sharing, live locations and photographs can reveal where somebody is.
Copyright and Ownership				- creative work belongs to its creator - permission may be needed before using content - creators should receive credit	- copyright protects creators - copying content without permission may be unfair - ownership applies to digital content	- intellectual property is protected by law - attribution acknowledges creators - responsible digital citizens respect ownership rights