Key Vocabulary…

Term	Defintion
E-safety	Process of staying safe online.
Cyberbullying	Intentionally hurting someone by name calling or teasing using social media or text messages.
Social media	Apps used by people to communicate with each other.
Sexting	Sending, receiving or forwarding sexually explicit images. An image of someone under 18 is considering illegal.
CEOP	UK crime fighters that are involved in prosecuting people who send indecent images.
Identity Theft	Criminals who use viruses and the internet to steal bank details from people.
Internet	A collection of connected computers across the world.
URL	An address to access website and the data that is held on them.
World wide web	A collection of websites that anyone can access hosted on the internet.
Grooming	People who use the internet and other methods to trick a young person into behaving in a way that they would feel uncomfortable with. If you are approached by someone who is trying to groom you online, you need to press the alert button.

CLICK CEOP Internet Safety

Picture This…

What is cyberbullying?
Cyberbullying is when someone uses the internet or an electronic device to intentionally hurt someone else.
Cyberbullying includes:
Hate Speak
Racist messages
Homophobic messages
Sexual messages (sexting)

What are the dangers of being online?
Exposure to strangers
Exposure to inappropriate material/illegal content, violence, sexual material.
Fraud (identity theft)
Viruses

Tik Tok

Social Media
Social media apps or websites that allow people to communicate with each other. The age limit for a lot of these services is 13 years old.
People often share personal data but don't know how to set their privacy settings so that information is kept secure.

Questions

1. Define the term cyberbullying.
2. Name two ways to manipulate images.
3. Name two places you can get help from when being cyberbullied.
4. Define the term copyright.
5. Explain what a layer is in an image.
6. What are pictures made up of?
7. Why should passwords not be shared?

Always Remember…

When you go online and share images, or post tweets and comments or visit websites- it leaves a trail. This is known as your digital footprint, and this can stay with you forever.
It is important that you behave responsibly online so that this doesn't get you into trouble.

When you send or post an image, you don't own it anymore and have no control about what happens to the image.

Surface Web
Deep Web
Dark Web

Deeper Learning…

World Wide Web
Google can only search what is in its database. Not all of the internet can be accessed through a search engine.
The 1st layer of the web is called the **surface laye**r, this allows us to access websites such as BBC weather.
The second layer is the **deep web** which is protected webpages which aren't indexed and not easily available. Used by banks etc.
The third layer is the **dark web** which are hidden websites, often linked to illegal and criminal activities. Special software is needed for this, but it can be **against the law to even try to access the dark web and it is not advised.**
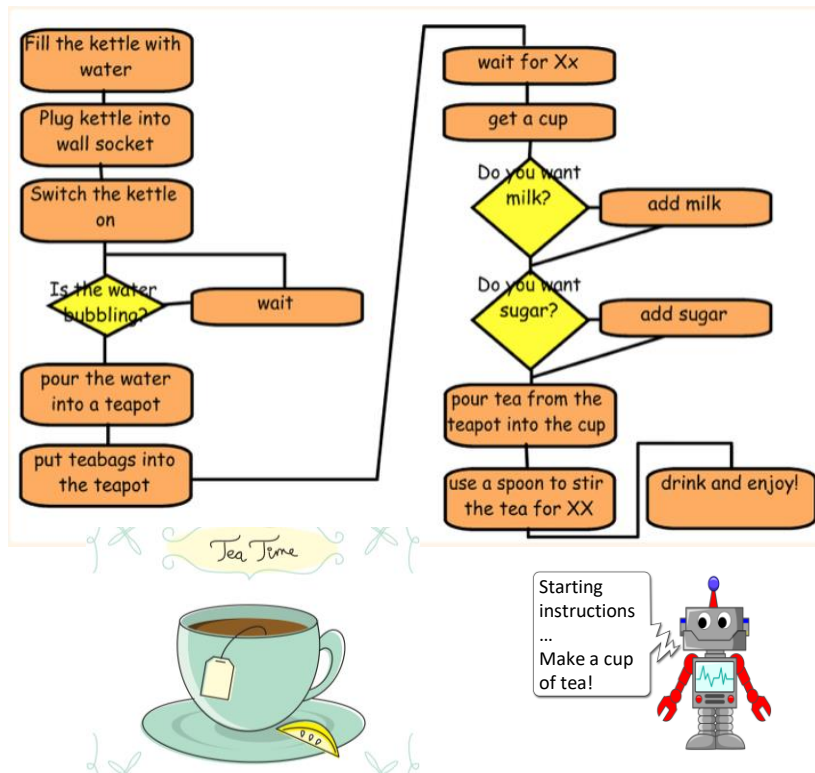
Activity – Create a poster or leaflet which explains the dangers of the online world, you might need to do some additional research using the internet to find some statistics.

Key Vocabulary…

Shape	Term	Purpose
(terminator shape)	Terminator	Used to start and stop flowcharts.
(parallelogram shape)	Input/ Output	Used to put data in or take data out of a flowchart.
(rectangle shape)	Process	Used to add delays to your flowchart and declare variables.
(diamond shape)	Decision	Used to allow the data to branch into two different directions.
(subroutine shape)	Subroutine	Smaller parts of a larger program broken into smaller sections.
(arrow shape)	Arrow	These are needed to connect the shapes in a flowchart.
let x = 0	Variable	A value that can change as the program runs.
+,-,*,/	Operator	Maths operators.
	Algorithm	A step by step set of instructions.
	Pseudocode	A simple way of describing instructions without syntax.

Picture This…

Tea Time

Starting instructions … Make a cup of tea!

Always Remember…

- Algorithms are a set of precise instructions which should give the same results.
- A flowchart is a visual algorithm – i.e. a drawing.
- Computational thinking is thinking like a computer in an organised way.
- A variable is something that can change as a program is running like a high score.
- Branching is when a program flow can go into two or more different directions.
- A loop is a section of code that will be repeated for a certain number of times.
- Flowcharts can be used to plan out any task such as making a cup of tea.

Questions

1. Draw the process/ input/ output/ start/end/ decision shape.
2. Define the term algorithm.
3. Define the term variable.
4. Which shape should only appear at the beginning and the end of a flowchart?
5. Which shape shows making a choice?
6. Which shape shows a command?
7. Name three ways you can make a password stronger.

Deeper Learning…

Pseudocode is a language that people write once a flowchart has been written. It looks like a computer language but can't be understood by computers, only people.

```
count = 1
REPEAT
    Display ( count )
    count = count + 1
UNTIL count = 20
```

Activity – Draw a flowchart to show an activity given on the sheet. Make sure that you use a pencil and ruler to draw the shapes neatly. Try to use subroutines in your program.