

**Final Outcome: To create a leaflet explaining the different risks that may occur whilst online and downloading APPS/software.**

**Component 6: How to use spreadsheets**

**What we will know after this sequence:**

- How to use the timer, random number and spin button tools.
- How to combine tools to make fun ways to explore number.

**Vocabulary:**

Timer, random number, spin button, tools, explore, combine,

**How will this feed into my next learning:**

I will use this knowledge to further explore spreadsheets next term.

**SEN:** Visual representation of new vocabulary, additional modelling if required.



**Component 4: To understand the benefits and disadvantages of spending time on screen**

**What we will know after this sequence:**

- The positive and negative influences of technology on health and the environment.
- To understand the importance of balancing game and screen time with other parts of their lives.



**Vocabulary:**

Positive, negative, health, environment, screen time, lives

**How will this feed into my next learning:**

I will use my knowledge of positive and negative impacts of technology on health to ensure that I use it appropriately.

**SEN:** Visual representations of new vocabulary, awareness of sensory sensitivities and anxieties, use of social stories if needed.

**Component 5: How to use spreadsheets**

**What we will know after this sequence:**

- How to use number formatting tools within 2Calculate to appropriately format numbers.
- How to add a formula to a cell to automatically make a calculation.
- How to use the formula wizard in the advanced mode.



**Vocabulary:**

Format, calculate, formula, wizard, cell,

**How will this feed into my next learning:**

I will use my knowledge of formulas and formatting to explore how to use the timer, random number and spin button tools.

**SEN:** Visual representation of new vocabulary, additional modelling if required.

**Component 3: To understand the consequences of plagiarism**

**What we will know after this sequence:**

- That copying the work of others and presenting it as their own is called 'plagiarism' and to consider the consequences of plagiarism.
- How to identify appropriate behaviour when participating or contributing to collaborative online projects for learning.



**Vocabulary:**

Plagiarism, copyright, copying, consider, consequences

**How will this feed into my next learning:**

I will use this knowledge of plagiarism to explore the positive and negative influences of technology on health and the environment.

**SEN:** Visual representations of new vocabulary, awareness of sensory sensitivities and anxieties, use of social stories if needed.

**Component 2: To be aware of malware and viruses when installing software**

**What we will know after this sequence:**

- How to identify the risk and benefits of installing software including apps.
- That malware is software that is specifically designed to disrupt, damage or gain access to a computer.
- What a computer virus is.



**Vocabulary:**

Malware, risk, damage, disrupt, gain, virus, installing, software, apps

**How will this feed into my next learning:**

I will use this knowledge of malware and phishing to explore what is meant by plagiarism.

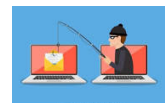
**SEN:** Visual representations of vocabulary, awareness of sensory sensitivities and anxieties.

**Component 1: How to protect our identity online**

**We should know:** That the use of computers and the internet can have benefits and disadvantages.

**What we will know after this sequence:**

- How children can protect themselves from online identity theft.
- That security symbols such as the padlock protect their identity online.
- Explain what a digital footprint is and how it relates to identity theft.
- Meaning of 'phishing'



**Vocabulary:**

Identify theft, phishing, digital footprint, security symbols

**How will this feed into my next learning:**

I will use my knowledge of identity theft to identify the risks and benefits of installing software including apps.

**SEN:** Pre-teach vocabulary using multi-sensory approach, awareness of sensory sensitivities and anxieties, use of social stories if needed.

