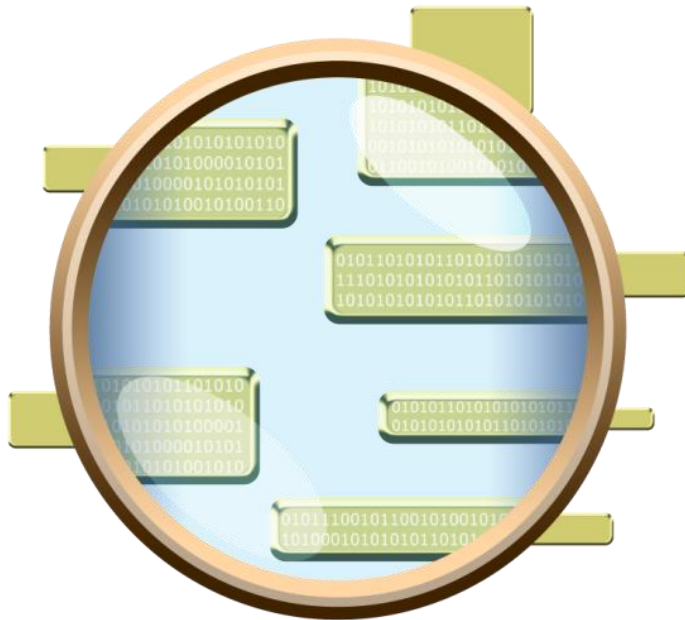


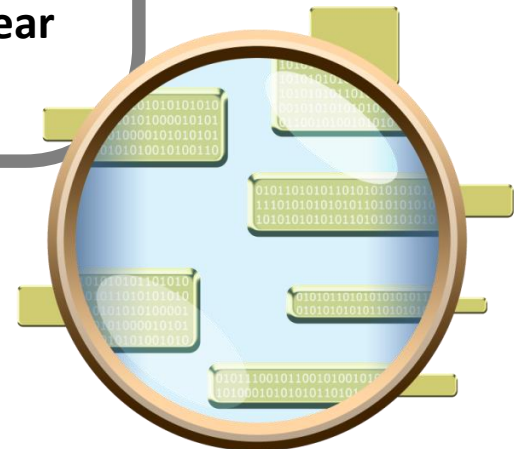
Computing UNLOCKED



Digital Literacy

Computing UNLOCKED II

Welcome to the Computing Unlocked KS3 Digital Literacy strand. The aim of the digital literacy strand is to make children aware of the potential dangers they may encounter in an online environment and to give them the skills to avoid many of these pitfalls and to behave safely and responsibly online. Computing Unlocked advocates the 'opening up' of technology in schools but we also identify the need to protect children. We have used the SWGFL Digital Citizenship materials, produced by Common Sense Media, to offer a range of lessons focused on e-Safety from Year 7 through to Year 9.



Year 7 Digital Literacy

Introduction:

In this module students will be introduced to the 'social' nature of digital life. They will further enhance their online searching skills whilst using strategies for guarding against identity theft and scams. Students will learn the difference between being a passive bystander vs being a brave upstander in Cyberbullying situations. They will also be given the opportunity to reflect on their responsibilities as both creators and users of others' creative works.

Before we start:

Read through the module.

Understand how long you will need to deliver the module – each step roughly equates to a 1 hour lesson, however this may differ according to the ability of your pupils.

Identify the resources you need (see list below) and ensure you will have access to them for the duration of the module. Familiarise yourself with the software or hardware you will be using to deliver the module.

Digital Life

Expected Outcomes:

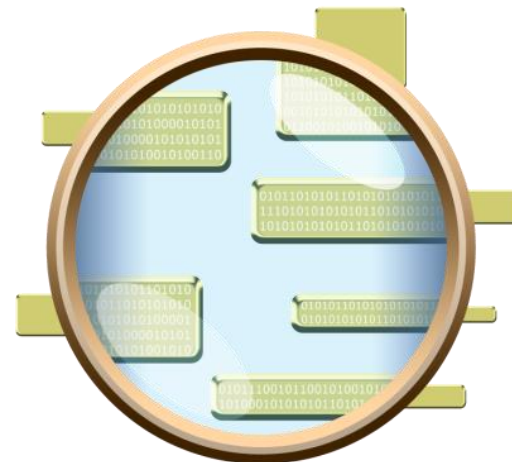
Gain basic Vocabulary & Knowledge for discussing the media landscape

Learn to use a variety of searching techniques

Learn strategies for guarding against identity theft and scams

Understand how to intervene and help in Cyberbullying situations

Reflect on your responsibility as a creator & user.



5 Lessons

Resources – For all modules

Software:

- Internet access

Hardware:

- PCs/Laptops

Lesson Materials

To access Digital Literacy lesson materials click on the following link:

[E-Safety Year 7 \(zip file\)](#)

The zip folder contains the following lesson materials:

1. Digital Life 101
2. Strategic Searching
3. Scams and Schemes
4. Cyberbullying Be Upstanding
5. A Creator's Rights

To access the Year 7 overview click the following link:

[Digital Literacy Overview Year 7](#)

Year 8 Digital Literacy

My Media

Introduction:

In this unit students review their online digital life and reflect on the role digital media plays.

Students then reflect on their rights and responsibility as a creator and learn how to handle on-line behaviour whilst identifying the benefits and risks that are involved in the way they present themselves. Finally students analyse gender stereotypes in the virtual world through 'Dress up Avatars'.

Before we start:

Read through the module.

Understand how long you will need to deliver the module – each step roughly equates to a 1 hour lesson, however this may differ according to the ability of your pupils.

Identify the resources you need (see list below) and ensure you will have access to them for the duration of the module. Familiarise yourself with the software or hardware you will be using to deliver the module.

Expected Outcomes:

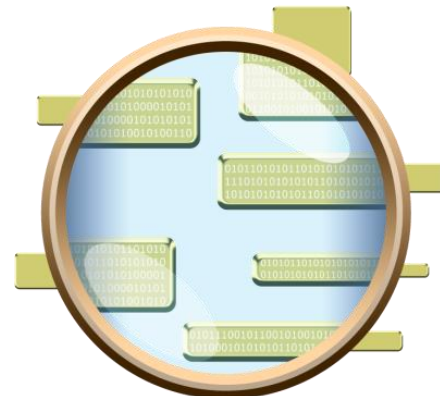
Students review their media habits & reflect on the role of digital media in their lives

Reflect on their responsibilities as creators

Learn how to handle online behaviour or situations which make them feel uncomfortable

Learn that presenting themselves in different ways online carries both benefits and risks

Analyse a virtual world for evidence of gender stereotyping.



5 Lessons

Lesson Materials

To access Digital Literacy lesson materials click on the following link:

[E-Safety Year 8 \(zip file\)](#)

The zip folder contains the following lesson materials:

1. My Media
2. A Creator's Responsibilities
3. Safe Online Talk
4. Which Me Should I Be
5. Gender Stereotypes Online

To access the Year 8 overview click on the following link:

[Digital Literacy Overview Year 8](#)

Year 9 Digital Literacy

Digital Footprints

Introduction:

In this unit students learn about their digital footprint and understand how they can still have some control over what they post. They will also learn about the trustworthiness of websites and about gender stereotyping in the digital media. In addition, they will expand their understanding of cyberbullying and complete a task to demonstrate their understanding of 'fair use'.

Before we start:

Read through the module.

Understand how long you will need to deliver the module – each step roughly equates to a 1 hour lesson, however this may differ according to the ability of your pupils.

Identify the resources you need (see list below) and ensure you will have access to them for the duration of the module. Familiarise yourself with the software or hardware you will be using to deliver the module.

Expected Outcomes:

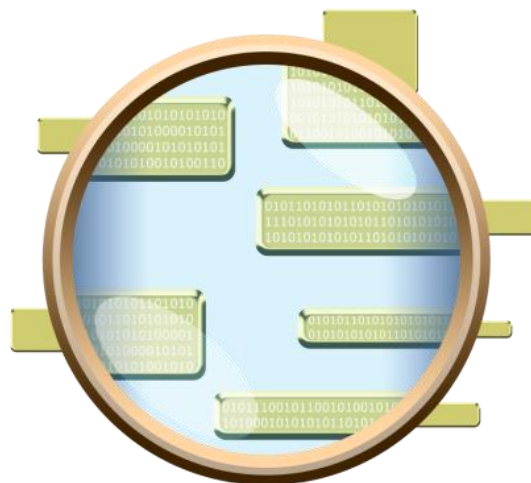
Fully understand the term 'Digital Footprint'

Be able to identify non-trustworthy websites

Draw connections between teen's perceptions of digital drama and Reality TV gender stereotypes

Distinguish good natured teasing from Cyberbullying

Expand their understanding of 'Fair Use' .



5 Lessons

Lesson Materials

To access Digital Literacy lesson materials click on the following link:

[E-Safety Year 9 \(zip file\)](#)

The zip folder contains the following lesson materials:

1. Trillion Dollar Footprint
2. Identifying High Quality Sites
3. Reality of Digital Drama
4. Cyberbullying Crossing the Line
5. Rework, Reuse, Remix

To access the Year 9 overview click on the following link:

[Digital Literacy Overview Year 9](#)