**Lesson 4 – Online grooming - Extremism and Radicalisation**

**Propaganda** - Information, ideas, opinions, or images, often only giving one side of the argument, that are broadcast, published, or in some way spread with the intention of influencing people’s opinions.

**Extremism** - Speaking out or acting against British values e.g. an extremist might be someone who wants only white people to live in the UK, standing in opposition to our values of tolerance and individual liberty.

**Radicalisation** - The process by which a person becomes increasingly extreme in their views.

**British Values** - Democracy, Rule of Law, Mutual Respect, Tolerance, Individual Liberty.

**Lesson 6 – Managing Risks in Relation to Gambling**

**Gaming** - Playing video games. This could be on a console (PS5/XBOX), a computer or an app.

**Gambling** - is when people play games of chance for money or prizes. This is sometimes called betting.

**Microtransaction** - is anything you pay extra for in a video game outside of the initial purchase.

**Forms of gambling** - Bingo, scratch cards, fruit machines, loot boxes in games, casino games.

**Impact of gambling** - Loss of relationships, financial issues, poor mental health, loss of job, aggression.

**Lesson 5 – How to Recognise Fake Information**

**Critically aware** - the process of thinking carefully about a subject or idea, without allowing feelings or opinions to affect you.

**Fake news** - is false or misleading information presented as news.

**Hidden agenda** - a secret reason for doing something.

**Bias** - in favour of or against an idea or thing, usually in a way that is inaccurate, closed-minded, prejudicial, or unfair.

**Lesson 3 - Online grooming Financial and sexual**

**Manipulation** - to control or influence a person.

**Warning signs someone isn’t who they say they are** - Too good to be true, try to keep secrets including the conversation, avoid phone calls or video calls, sending lots of messages - which can be of a sexual nature.

**Phishing** - emails or other messages [p](https://www.google.com/search?sca_esv=9b74a4c0b9e67cb5&sxsrf=ACQVn08ShVNZbybrCvxnEWRWVJYWPiVtYw:1710361948878&q=purporting&si=AKbGX_pt4UlL1m2gNC94R_NJDj6Sp7CC4ek11ydCTGyUksb8oYuDQcC1Vqfwu1Khszh7II93TF3-oYzzVJv7A4esM2JJXszjNzSWHwEtjcOqoePRqX7aab4%3D&expnd=1)retending to be from [re](https://www.google.com/search?sca_esv=9b74a4c0b9e67cb5&sxsrf=ACQVn08ShVNZbybrCvxnEWRWVJYWPiVtYw:1710361948878&q=reputable&si=AKbGX_rLPMdHnrrwkrRo4VZlSHiJXQWIhk1Iva3LHwUB4EdWC1jDTsVZ1Xr-qAnioTe-iwlR0WpN3UjIMpvIEYY03q8dowTc1mMm7RzdZQqzR7GhvIssZUs%3D&expnd=1)al companies in order to get individuals to reveal personal information, such as passwords and credit card numbers.

**Lesson 1 Using Social Media as safely as possible Part 1**

**Age restrictions** - You must be at least 13 to have most social media accounts.

**Reasons people have social media** - because they think everyone else does, to fit in, to get famous, to be accepted, to exploit people, to bully others.

**Dopamine** - is a chemical released in our brain when you get likes on social media. It can make you feel good.

**Lesson 2 Using Social Media as safely as possible Part 2**

**Why do people cyber bully?** - Jealousy, making someone feel bad, don’t understand them, scared.

**Why don’t people report cyberbullying?** - Worried it will get worse, scared of being found out.

**Community guidelines** - are rules you must stick to when using social media platforms.

**Reporting issues** - CEOPs, Childline, think you know, school, parents and careers.

**Topic 3 Digital Literacy**