



Unit 4.2: Online Safety

- **AdFly:** An online advertising marketplace that allows publishers to monetize their website traffic by placing advertisements on their site.
- **Attachment:** A file, which could be a piece of work or a picture, that is sent with an email.
- **Citation:** Making reference to the original source of a piece of information quotation or image.
- **Collaborate:** To work jointly on an activity or project.
- **Collaborative database:** A collaborative database allows more than one person to access and input data on the database.
- **Cookies:** A small amount of data generated by a website and saved by a web browser. Its purpose is to remember information about the user.
- **Copyright:** When the rights to something belong to a specific person.
- **Data analysis:** The process of interpreting and understanding data that has been collected and organised.
- **Digital footprint:** The information about a person that exists on the Internet as a result of their online activity.
- **Malware:** Software that is specifically designed to disrupt, damage, or gain unauthorized access to a computer system.
- **Phishing:** Practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers.
- **Plagiarism:** Taking someone else's work or ideas and passing them off as one's own.
- **Ransomware:** A type of malicious software designed to block access to a computer system until a sum of money is paid.
- **Report:** If content or contact online worries someone, they should report it to a trusted adult such as a teacher or parent.
- **SMART rules:** A set of rules based around the word SMART designed to help you stay safe when online. SMART represents the words Safe, Meet, Accept, Reliable, Tell.
- **Software:** The programs and other operating information used by a computer.
- **Spam:** Messages sent over the Internet, typically to many users, for the purposes of advertising, phishing or spreading malware.

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- **Virus:** A piece of code which can copy itself and typically has a damaging effect on the device, such as corrupting the system or destroying data.
- **Watermark:** Watermarks are used mainly on images or videos to show who the content belongs to.