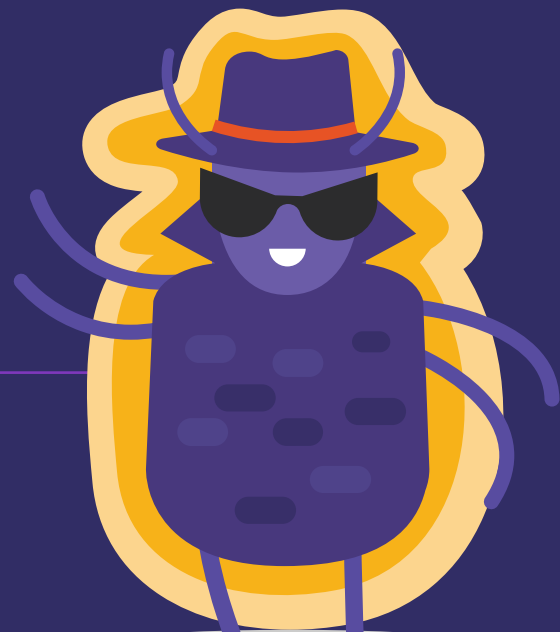


INTO FILM

Staying Safe Online: Meet the Malwares Curriculum links

Our resources are designed to be used with selected film titles,
which are available free for clubs at www.intofilm.org/clubs



See, think, make.
Learn

intofilm.org



CreativeContent
AUSTRALIA

Current curriculum areas covered:

- English
- Cymraeg
- ICT

MEET THE MALWARES KS2 - DCF

Activity	DCF Strand	DCF element	Element statement
Activity 1: Introduction	Citizenship	Digital rights, licensing and ownership	Explain when and how it is acceptable to use the work of others. (Year 3)
			Recognise watermarks and copyright symbols (Year 4)
Activity 2: Meet the Malwares	Citizenship	Identity, image and reputation	Identify risks and benefits of installing software, e.g. identify possible risks of installing free and paid for software, for instance free software could download viruses to the device/ computer. (Year 4)
			Identify the benefits and risks of giving personal information and device access to different software (Year 6)
	Producing	Planning, sourcing and searching	Develop strategies for finding information using different keywords and techniques (Year 3)
			Find relevant information using different keywords and search techniques
		Select an appropriate website from search results and begin to consider if the content is reliable. (Year 4)	
		Adjust keywords and search techniques to find relevant information; begin to reference sources used in their work; consider if the content is reliable (Year 5)	
		Extend strategies for finding information; store previous searches and results for future use, e.g. reference through hyperlinks and bookmark a website. (Year 6)	

Activity 2 could also cover the Producing strand and Creating element if pupils share their findings with the rest of the class in the form of a presentation, display or information poster in a digital format.

<p>Activity 3: The Infection (extension activity)</p>	<p>Producing</p>	<p>Creating</p>	<p>Organise a range of text, image, sound, animation and video for selected purposes (Year 3)</p>
			<p>Modify and present a range of text, image, sound, animation and video for selected purposes.(Year 4)</p>
			<p>Create, collect and combine a range of text, image, sound, animation and video for selected purposes..(Year 5)</p>
			<p>Select and combine a range of text, image, sound, animation and video to produce an outcome for a selected purpose; use software tools to enhance the outcomes for specific audiences. (Year 6)</p>
<p>Activity 4: Piracy in the film industry</p>			<p>identify risks and benefits of installing software, e.g. identify possible risks of installing free and paid for software, for instance free software could download viruses to the device/ computer.(Year 4)</p>

Activity 4: Piracy in the film industry

If pupils choose to create a digital resource (point 6) the DCF links below will apply

<p>Activity 4: Piracy in the film industry</p>	<p>Producing</p>	<p>Creating</p>	<p>Organise a range of text, image, sound, animation and video for selected purposes (Year 3)</p>
			<p>Modify and present a range of text, image, sound, animation and video for selected purposes.(Year 4)</p>
			<p>Create, collect and combine a range of text, image, sound, animation and video for selected purposes..(Year 5)</p>
			<p>Select and combine a range of text, image, sound, animation and video to produce an outcome for a selected purpose; use software tools to enhance the outcomes for specific audiences. (Year 6)</p>

MEET THE MALWARES KS3 - DCF

<p>Activity 1: Introduction</p>	<p>Citizenship</p>	<p>Digital rights, licensing and ownership</p>	<p>Understand copyright, licensing, fair use, and the rights they have as creators, (Year 7)</p> <p>Explain basic copyright laws (Year 7)</p> <hr/> <p>Understand copyright, licensing, fair use, and the rights they have as creators (Year 8)</p> <p>Explain basic copyright laws, (Year 8)</p> <hr/> <p>Explain the legal and ethical dimensions of respecting creative work (Year 9)</p>
<p>Activity 2: Meet the Malwares</p>	<p>Producing</p>	<p>Planning, sourcing and searching</p>	<p>Search for necessary information and assess the quality of the information found; assess sources of information to determine if they are reliable and reference valid sources (Year 7)</p> <hr/> <p>Search a variety of sources using relevant search techniques with increased complexity; organise previous searches and information for improved functionality and reference using appropriate methods (Year 8)</p> <hr/> <p>Evaluate the reliability of Sources of information, justify opinions and reasons for choices and reference using appropriate methods (Year 9)</p> <p>Use a range of complex searches independently, e.g. and/or/+/-/not. (Year 9)</p>
<p>Activity 2 could also cover the Producing strand and Creating element if pupils share their findings with the rest of the class in the form of a presentation, display or information poster in a digital format.</p>			
<p>Activity 3: The Infection (extension activity)</p>	<p>Producing</p>	<p>Creating</p>	<p>Use software tools to create and enhance text, image, sound, animation and video components; combine the components to produce appropriate outcomes for a range of audiences and purposes. (Year 7)</p> <hr/> <p>Use software tools to create and enhance text, image, sound, animation and video components; combine the components to produce appropriate outcomes for a range of audiences and purposes (Year 8)</p> <hr/> <p>Use software tools to create, enhance and combine text, images, sound and video and animation for a range of audiences and purposes (Year 9)</p>
<p>Activity 4: Piracy in the film industry</p>	<p>Citizenship</p>	<p>Digital rights, licensing and ownership</p>	<p>Explain basic copyright laws (Year 7)</p> <hr/> <p>Explain basic copyright laws (Year 8)</p> <hr/> <p>Explain the legal and ethical dimensions of respecting creative work (Year 9)</p>

Activity 4: Piracy in the film industry

If pupils choose to create a digital resource (point 6) the DCF links below will apply

Activity 4: Piracy in the film industry	Producing	Creating	<p>Use many features of a range of software to produce and refine multimedia components (Year 7)</p> <p>Use software tools to create and enhance text, image, sound, animation and video components; combine the components to produce appropriate outcomes for a range of audiences and purposes. (Year 7)</p> <hr/> <p>Use many features of a range of software to produce and refine multimedia components (Year 8)</p> <p>Use software tools to create and enhance text, image, sound, animation and video components; combine the components to produce appropriate outcomes for a range of audiences and purposes (Year 8)</p> <hr/> <p>Select and use a variety of appropriate software, tools and techniques to create, modify and combine multimedia components (Year 9)</p> <hr/> <p>Use software tools to create, enhance and combine text, images, sound and video and animation for a range of audiences and purposes (Year 9)</p>
---	-----------	----------	---

MEET THE MALWARES KS2 - LNF

Activity	Strand	Element	Aspect	Learners are able to
Activity 2: Meet the Malwares	Oracy across the curriculum	Developing and presenting information and ideas	Collaboration and discussion	Contribute to group discussion, sharing ideas and information (Year 3)
	Contribute to group discussion and help everyone take part (Year 4)			
	Reading across the curriculum	Locating, selecting and using information	Reading strategies	Contribute to group discussion, taking some responsibility for completing the task well (Year 5)
	Contribute purposefully to group discussion to achieve agreed outcomes (Year 6)			
				Locate information on web pages using screen features, e.g. toolbars, side bars, headings, arrows. (Year 3)
	Find information and ideas from web pages, using different search methods, considering which are the most efficient methods. (Year 4)			

<p>Activity 2: Meet the Malwares</p>	<p>Oracy across the curriculum</p>	<p>Locating, selecting and using information</p>	<p>Reading strategies</p>	<p>Use information from trusted sources, on-screen and on paper, selecting and downloading as necessary. (Year 5)</p> <p>Use internet searches carefully, deciding which sources to read and believe. (Year 6)</p>
<p>Activity 3: The Infection</p>	<p>Reading across the curriculum</p>	<p>Locating, selecting and using information</p>	<p>Reading strategies</p>	<p>Read short information texts independently with concentration' (Year 3)</p> <p>Read texts, including those with few visual clues, independently with concentration' (Year 4)</p> <p>Use a range of strategies for skimming, e.g. finding key words or phrases, gist, main ideas, themes (Year 5)</p> <p>Use a range of strategies for finding information, e.g. skimming for gist, scanning for detail. Read closely, annotating for specific purposes (Year 6)</p>
<p>Activity 3a: 5-4-3-2-1</p>	<p>Oracy across the curriculum</p>	<p>Developing and presenting information and ideas</p>	<p>Collaboration and discussion</p>	<p>Use talk purposefully to complete a task in a group (Year 3)</p> <p>Help a group to reach agreement (Year 4)</p> <p>Build on and develop the ideas of others in group discussions (Year 5)</p> <p>Follow up points in group discussions, showing agreement or disagreement giving reasons (Year 6)</p>

Activity 4: Piracy in the film industry

The writing skills here will depend on how learners decide to present their work

Writing Across Platforms

<p>Activity 4: Piracy in the film industry</p>	<p>Writing across the curriculum</p>	<p>Organising ideas and information</p>	<p>Meaning, Purposes, Readers</p>	<p>Use on-screen functions, e.g. font, colour, cut, paste, size, to present their work in ways to interest the reader and enhance meaning (Year 3)</p> <p>Explore and use appropriately the different forms of writing on-screen to interact with others, e.g. websites, e-mails, blogs (Year 4)</p> <p>Write with a clear purpose, showing consideration for the reader (Year 5)</p> <p>Explore different ways to present work and use them appropriately, e.g. moving image, slides, voice-over (Year 6)</p>
--	--------------------------------------	---	-----------------------------------	--

Activity 4: Piracy in the film industry

Subject Vocabulary

Activity 4: Piracy in the film industry	Writing across the curriculum	Writing accurately	Language	Use vocabulary related to the topic or subject context (Year 3)
				Use subject-specific vocabulary independently (Year 4)
				Use appropriate vocabulary, including subject-specific words and phrases (Year 5)
				Use varied and appropriate vocabulary, including subject-specific words and phrases (Year 6)

MEET THE MALWARES KS3 - LNF

Activity	Strand	Element	Aspect	Learners are able to
Activity 2: Meet the Malwares	Oracy across the curriculum	Developing and presenting information and ideas	Collaboration and discussion	Make a range of contributions to discussions, e.g. leading, encouraging and supporting others (Year 7)
	Reading across the curriculum	Locating, selecting and using information	Reading strategies	Assess the quality and reliability of information on web pages, considering its origins and verifying accuracy (Year 7) Be selective about which internet sources to download or quote depending on their reliability and relevance. (Year 8) Make full but selective use of the internet to update, broaden and deepen understanding of information, ideas and issues. (Year 9)
Activity 3a: 5-4-3-2-1	Oracy across the curriculum	Developing and presenting information and ideas	Collaboration and discussion	Reach consensus and agree actions in groups, (Year 7) Discuss opposing viewpoints and negotiate ways forward. (Year 8) Recognise a range of options for action and reach agreement to achieve the aims of the group.(Year 9)

Activity 4: Piracy in the film industry

Writing across platforms

Activity 4: Piracy in the film industry	Writing across the curriculum	Organising ideas and information	Meaning, Purposes, Readers	Use the tools and conventions of ICT to present information and data and to structure writing (Year 7)
				Choose the best ways to present writing using ICT in order to communicate clearly and effectively (Year 8)

Activity 4: Piracy in the film industry	Writing across the curriculum	Organising ideas and information	Meaning, Purposes, Readers	Make imaginative choices about content and presentation of writing, using ICT with discrimination (Year 9)
Activity 4: Piracy in the film industry Subject Vocabulary				
Activity 4: Piracy in the film industry	Writing across the curriculum	Writing accurately	Language	Use varied and appropriate vocabulary accurately, including subject-specific words and phrases (Year 7)
				Use technical terms, language and expression consistent with the subject content (Year 8)
				Use a wide range of technical terms, language and expression consistent with the subject content (Year 9)