

Cyberbullying

The use of electronic communication to bully someone.



Virus

A piece of code which is capable of copying itself and has a detrimental effect.



Firewall

A network security system that protects a system from unauthorised access.



Hacker

A person who uses a computer to gain access to unauthorised data..



Phishing

An example of a scam, whereby the scammer will send fraudulent emails to try and retrieve personal data.



Cybercrime

Criminal activities that are carried out with the use of technology.



Trojan Horse

A program designed to breach the security of a computer system



Password

A secret word or phrase that allows access to a system, document or file.



Uninvited Pop-ups

When a new window 'pops up' without the user requesting it - normally a scam.



Personal Data

Data that is personal to you, and should not be shared.



Online

Related to gaming, playing online means you are playing real people and can communicate with them.



Offline

Related to gaming, someone being off line means they are not playing real people.



Social media

Websites and applications that enable users to create and share content or to share in social networking.



Age appropriate

When something, IE a website or a game, are appropriate only for a certain age.



SMART

An acronym for Safe, Meeting, Appropriate, Reliable and Trustworthy. These are strands of E-safety and can be broken



E-SAFETY

The practise of being safe when using the internet.

