

Learning Objectives

- Understand some methods used to encourage people to buy things online
- Understand that technology can be designed to act like or impersonate living things
- Understand that technology can be a distraction and identify when someone might need to limit the amount of time spent using technology
- Understand what behaviours are appropriate to stay safe and respectful online.



We should behave safely and respectfully both on and offline.

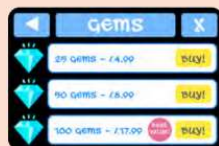


Technology can be both a positive and negative distraction. If technology is making you feel sad or angry, or you are spending too much time on it, then try to find something else to do that doesn't involve 'screentime'.

Companies use lots of techniques to try and encourage you to buy online.



Special offers

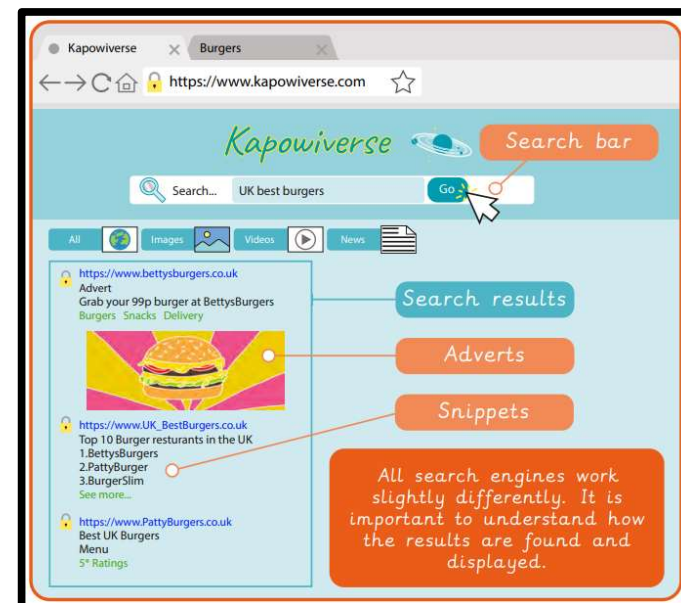


Extra lives/objects



Pay to shop advertisements

Ad (short for advertisement)	Companies pay to have their website at the top of the list of search engine results.
Belief	Something we accept to exist or be true, usually without proof.
Bot	A computer program, sometimes referred to as a chatbot, that can act like a living thing e.g. 'Alexa' or 'Siri'.
Fact	Something that can be proven to be true by evidence.
In-app purchases	Extra content or services that are advertised and can be bought when you're using an app.
Influencer	A person who recommends products or services on social media.
Opinion	A view or judgement about something.
Respectful	Being considerate and polite to others, such as treating people kindly with good manners.
Snippets	A short summary.



All search engines work slightly differently. It is important to understand how the results are found and displayed.