



UNITED ARAB EMIRATES  
MINISTRY OF EDUCATION

# STREAM Project: How to Protect Yourself?

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Cycle 1 – Grade 4

# Computing, Creative Design and Innovation

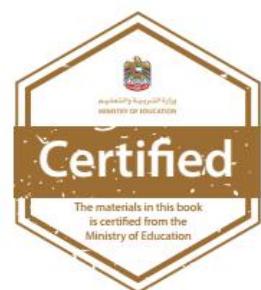
Student book

Grade 4

Volume 2

MOE Copyright

1444 - 1445 A.H. /2023 - 2024 A.D.

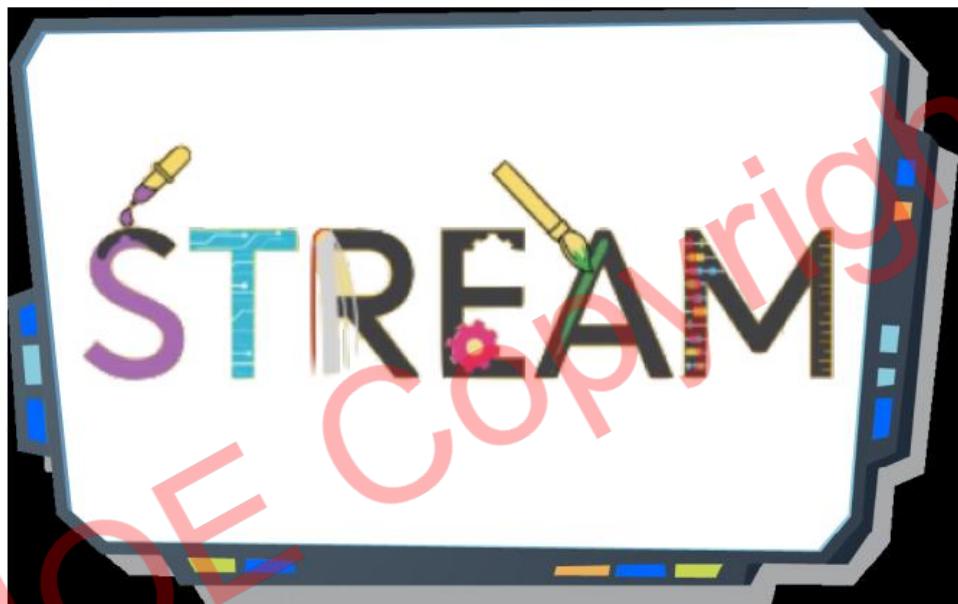




# Unit 4

## STREAM Project

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# Overview

In this unit, you will continue using the **engineering design process** when making a STREAM project. You will need to plan, design, and implement a project based on the project brief. Once finished with the initial design and implementation students will need to test the project and revise the design accordingly. The final parts of the design process will include evaluation and future design enhancements based on this.

## Learning Outcomes

- 4.1. Explain the approach followed to solve a design problem.
- 4.2. Create a prototype of the design following engineering design process.
- 4.3. Debug simple programs using logical reasoning for predicting robotic system behaviour.
- 4.4. Assess the strength and weaknesses of the designed models.
- 4.5. Assess various personal cybersecurity issues.
- 4.6. Discuss ways to improve the accessibility and usability of technology based on the diverse needs of users.
- 4.7. Demonstrate awareness of copyrights and intellectual property rights while using computational artefacts.
- 4.8. Demonstrate awareness of copyrights and intellectual property rights while using computational artefacts.



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### Activity 1

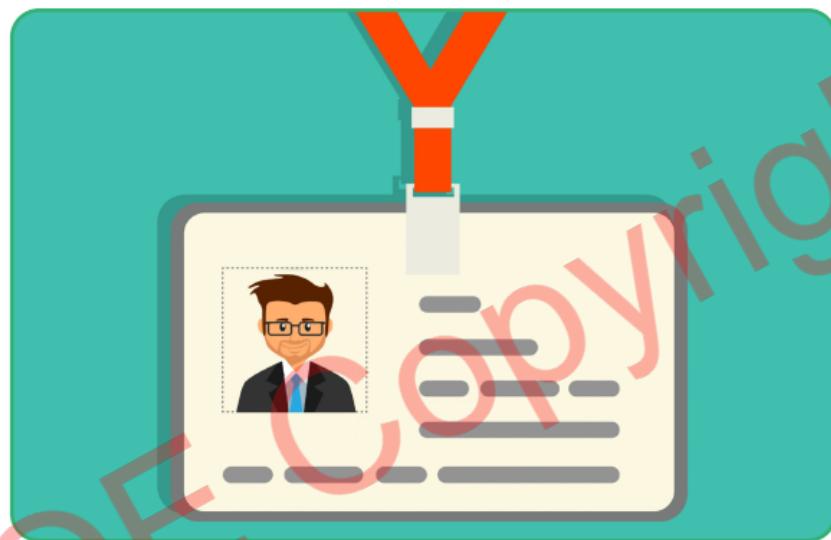


# How to Protect Yourself

**Personal information** is anything that can be used to tell others something about you.

Some **personal information** is safe to share openly (first name).

Other **personal information** is not safe to share openly (home address, passwords).



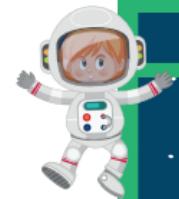
Information that is not safe to share must be kept private unless you need it to sign up to a trusted app or website. Some apps need **personal information**.



Digital devices store lots of **personal information** and files that need **protection**.  
It is important to keep **personal information** on digital devices safe from others.

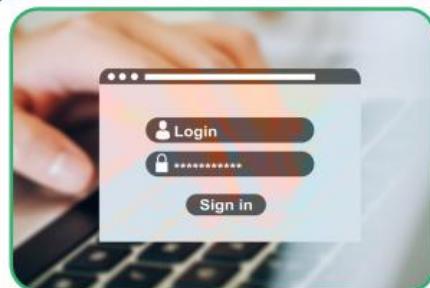


Can you think of other ways to keep your **personal information** on apps and online accounts safe?

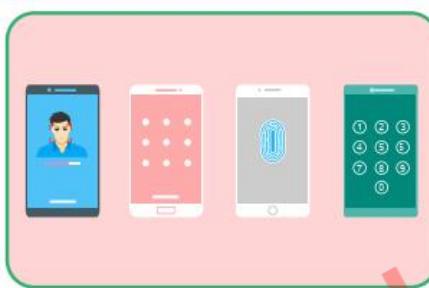




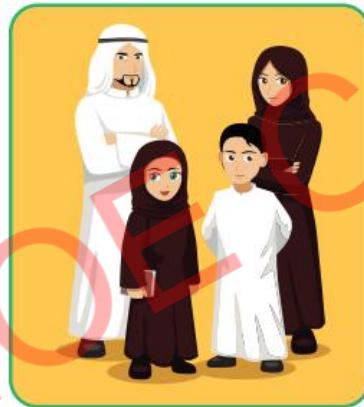
To keep your personal information on online accounts and apps safe you need to:



- Use strong passwords
- Protect your accounts with passwords



- Lock your device when not in use
- Log out of accounts when finished



- Tell an adult you trust if you think something is wrong



- Check if the website or app can be trusted



## Activity 8



# Computing, Creative Design and Innovation

Activity book

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# How to Protect Yourself



## Activity 8



S  
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Ai

Ahmed is playing a game online.  
He is talking to a boy called Saeed who he plays against online.  
Ahmed does not know who Saeed is, he just plays against him online sometimes.

### Part A

What personal information is it ok to share with somebody you don't know?

No.	Sentence	True	False
1	First name and grade number in school.		
2	Full name and school address.		
3	Favourite online game and favourite game.		
4	Online gaming password.		
5	Parents credit card details.		





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