



Curriculum Drivers Computing

High Aspirations

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Sporting Opportunities and Physical Health

Children are taught about the negatives of screen time and about how too much screen time can affect our physical and mental health.

Moral Values

We ensure that children know that they should be truthful when they write online. When pupils work in digital media, they learn to show the worlds as it is: they learn how photos, audio and video can be edited to show things more positively (or negatively) than they are, but should also recognise the harm that should misrepresentation can do, and become more adept at spotting this when it happens. If pupils sign up for online services, they are taught that they shouldn't lie about their age or identity, and should stick to the conditions they (or their parents or teachers) agree to.

Culture and Arts

We encourage the sensible use of digital technology in the classroom and homework situations given that pupils are currently living in a digital world. We encourage an awareness and appreciation of the digital divide and are aware of differing cultural and spiritual or religious views towards the use of digital technology. We also empower pupils to apply their ICT and computing skills and knowledge to the wider curriculum and acknowledge links between subjects such as the use of coordinates in programming and their connections with maths and geography, for example and also links with design technology and art.

Emotional and Mental Well-Being

Pupils are encouraged to assist one another in problem solving. In Computing, pupils are encouraged to model appropriate social behaviours in the classroom including listening whilst others are talking and generally interacting as a caring community. We also encourage good practice and respect in the use of social networking. Pupils develop morally and emotionally through the encouragement of good etiquette when using digital technology including mobile devices and with due regard to e-safety. In computing, we encourage respect for other's views and opinions as well as developing respect for the computer equipment pupils' use and how this affects others.