Promoting SMSC and British Values through

Computing

Spiritual Development

At Blue Coat C.E. Federation our computing curriculum builds a child spiritually by:

-Exploring creativity and imagination in the design and construction of digital media, for example: creating games (2DIY3D), Coding (2Code), creating algorithm, digital literacy.

-Promoting self-esteem through the presentation of children's work to others, for example: electronically handing in assigned 2Do's.

-Exploring how ideas in computing have inspired others.

Moral Development

At Blue Coat C.E. Federation our computing curriculum builds a child morally by:

-Encouraging good etiquette when using digital technology including mobile devices and with due regard to e-safety, for example: discussions on Internet Safety Day.

-Encouraging respect for other people's views and opinions.

- Encouraging respect for all our computing equipment, for example: when moving around school, and encouraging Digital Leaders to set up equipment.

-Exploring moral issues around the around the use of digital technology - For example, copyright and plagiarism.

-Teaching children about cyber bullying and what to do if it happens to themselves or a friend, for example: discussions during Anti-Bullying week.
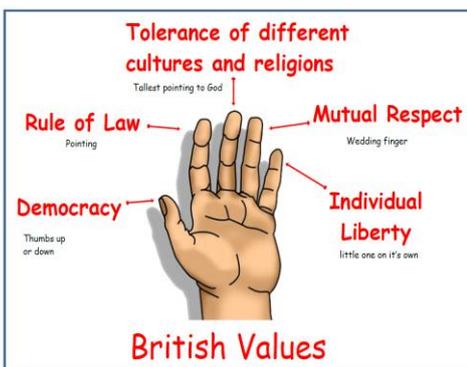
Social Development

At Blue Coat C.E. Federation our computing curriculum builds a child socially by:

-Encouraging students to assist one another in problem solving.

-Encouraging appropriate social behaviours in the classroom including listening whilst others are talking and generally interacting as caring a community.

-Encouraging good practice and respect in the use of social networking, for example: 2Email and discussions during Internet Safety Day.

Cultural Development

At Blue Coat C.E. Federation our computing curriculum builds a child culturally by:

-Encouraging the sensible use of digital technology in the classroom and homework situations as children are living in a digitally cultural environment.

-Empowering pupils to apply their ICT and computing skills and knowledge to the wider curriculum and acknowledge links between subjects for example, using technology in other subjects like Literacy, or researching for a historical topic.

Democracy: Take into account the views of others in shared activities. Vote for outcomes

The Rule of Law: Undertake safe practices, following class rules during projects and activities for the benefit of all

understand that rules are to keep others and ourselves safe and to help the internet to be an enjoyable and engaging place

Individual Liberty: Work within boundaries to make safe choices in computing

understand how to use our right to freedom of speech in a respectable and thoughtful way, being considerate of how this speech will affect others

Make own choices within computing projects

understand the consequences if rules are not followed

Tolerance: - understand that we are connected to people across the whole world.

-We understand that these are people from different communities, cultures, faiths and beliefs

Mutual Respect: -understand the views of others, our right to challenge, question and discuss opinions and views, and to do this in a respectable and thoughtful way.

-understand that as we are connected with the world while accessing the internet and we are learning to respect them.