Computing

In our Computing curriculum you would see our value of Compassion:

- Children follow the E-safety policy which outlines how to be respectful online.
- Adults promote a love of learning through the computing curriculum by using engaging resources.
- Children show love and pride for their work.

In our Computing curriculum you would see our value of Hope:

- Children demonstrate hope and courage by speaking out if they are concerned by anything they have come across online.
- Children challenge themselves through the progressive curriculum coverage that builds on their previous knowledge and skills.
- Adults promote a growth mind-set attitude in the classroom when teaching new skills e.g. coding.

In our Computing curriculum you would see our value of Community:

- Children show kindness towards their peers by being respectful and polite to one another online.
- Children support their peers and model tasks to each other, demonstrating their own knowledge.
- Pupils may work together and share resources during unplugged and cross-curricular sessions.

Children at Hawkhurst Church of England Primary School say this about Computing:

"I really like using the computers, especially Times Tables Rock Stars; it's a fun learning experience" Year 4

"If a message pops up on my screen I know that we have to tell an adult" Year 2

"Computing is fun" Early Years

"I love learning to touch type." Year 5

"I like doing my writing on a laptop because it helps me be neater." Year 4

Computing

Our Agreed consistencies for Computing are:

- Children will use the internet and laptops sensibly and safely.
- Class teachers will use their year group units to plan and teach; to ensure full and progressive coverage of 'digital literacy', 'computer science' and 'information technology'.
- Class teachers can use curriculum time flexibly to teach computing.

If you were to walk into a Computing lesson at Hawkhurst you would see:

- All children using a laptop to access their lesson resources.
- Children exposed to the key vocabulary from the progression of knowledge plan such as 'algorithm'.
- Children will respect each other online and follow our online E-Safety policy.
- Adults will use apps and planning that are to model skills and lesson intentions to the class.
- Reference to the school values to show respect to each other online.
- Children encouraged by adults to experience and progress their computing knowledge.
- Fun and interactive lessons that include 'unplugged' sessions where children are given the opportunity to experience different types of technology (ie Beebots)

In our Computing curriculum you will see that we value inclusion and diversity:

- Pupil Premium and SEN are able to borrow laptops to enable home learning.
- Staff use opportunities to discuss technology in the world including those that are used for medical advancements e.g. hearing aids.
- Staff are aware of resources and technology that can be used to support SEND needs within our school and community.

British Values and Spiritual, Moral, Social and Cultural Learning (SMSC) in Computing :

Spiritual – Staff will use technology for further teaching in RE and collective worship such as: showing images of religious buildings and artefacts or watching Bible stories.

Moral - Through teaching and learning of the 'online safety' units within computing, pupils investigate moral and ethical issues online and learn appropriate responses.

Social and Cultural Learning and British Values – Through teaching of E-safety, pupils learn mutual respect and tolerance of other communities and individuals online.

They will understand that much like the rule of law, E-safety rules are in place to keep themselves and others safe. Adults will also teach children the ways in which they can value themselves as an individual and express their interests using technology e.g. creating their 'avatar' identity.