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| **Computing and Online Safety** | We promote **social** *development by* | We promote **moral** *development by* | We promote **spiritual** *development by* | We promote **cultural** *development by* |
| Encouraging children to express their views and opinions in a safe and respectful way, in any form of social situation in person/online with both friends and strangers (when appropriate).  Teaching children how to be safe when engaging in online situations, especially linking to elements such as social media and situations which allow children to communicate directly and instantly with others.  Providing opportunities where children have to work collaboratively, building skills to work well as an effective team member on projects, during discussions, etc.  Supporting others with their development of skills and learning to be able to better their own pieces of work. Peered talk to improve final pieces, develop ideas to improve an outcome, etc.  Communicate ideas and opinions on things to gain feedback in order to create/design and consider user ability of what has been created.  Providing opportunities for learners to reflect on how technologies have impacted us socially over time and look forward at possibilities that may come next.  Using communicational skills in order to solve problems and work effectively. | Considering different perspectives people may have and comparing these to our own. Considering how these may be shared online.  Considering situations where different choices may be presented and the consequences of these. Encouraging children to make the correct choices.  Providing children opportunities to look at validity of information shared and how this may impact on people’s opinions/beliefs and choices.  Providing opportunities for children to be an effective and successful digital citizen, which impacts the world in a positive way.  Encouraging children to be good digital citizens by providing opportunities that they can apply to in real life.  Considering and encouraging children to think about core drivers and values within their work. For example, depending on what they are doing in Computing what are of the drivers they are linking to within an activity/lesson.  Consider potential negative consequences and choices linking to the law for example: copyright, data protection and misuse of technology.  Consider the way we use certain technologies. For example, cameras, audio recordings, etc.  Reflect and consider on potential differences that may exist regarding what we have access to in order to support us in terms of education, occupations, etc. | Celebrating unique ideas and pupil’s individual personalities/ideas seeping through into their work.  Celebrating everyone, demonstrating that children value everyone.  Choosing kindness and positivity towards others. Encouraging others to do their best and be resilient learners especially when finding something challenging.  Valuing and taking inspiration from all learners and their input that they add to the class, learning environment by being them.  Being compassionate towards others.  Providing children opportunities to support finding a sense of self in a safe way. | Considering how technology has impacted us over time and around the world. For example: having the ability to communicate with others/work collaboratively around the world.  Considering how this has changed our lives and how we live our lives. For example, the positive impact technology had to allow us to communicate, learn, work, etc during COVID.  Encouraging the use of technologies to improve language and understanding of others.  Encouraging children to consider how individuals, groups, etc can be portrayed online and to consider reasons as to why this may be. |