



KSS

CORE VALUES

Computer Science

Core Value	Meaning	Examples
Leadership	The ability of an individual or a group of individuals to influence and guide followers towards a common goal.	<ul style="list-style-type: none"> KS3- Computing Leaders, leading teamwork, buddy system with students that are not as confident in computing. KS4- Computing Leaders, demonstrating techniques to other students, buddy system with other students that may be less confident in their use of specialist software.
Organisation	The way in which something is done or arranged.	<ul style="list-style-type: none"> Making sure you know your username and password, or have it stored securely on your iPad. Having your iPad charged and with you in lesson. Being able to organise yourself into groups/ teams. Organising equipment in lessons.
Resilience	The capacity to recover quickly from difficulties.	<ul style="list-style-type: none"> When faced with a challenging new skill or software, not giving up and mastering it. Having a continued positive mindset. Having high aspirations. Taking on board feedback to improve work.
Initiative	Doing things without being told; you find out what you need to know; you keep going when things get tough; and you spot and take advantage of opportunities that others pass by. You act, instead of reacting.	<ul style="list-style-type: none"> Logging on at the start of the lesson without being told. Having your iPad on your desk ready to start the lesson. Look up information to solve an issue before asking me. Joining extra-curricular clubs. Helping others who are struggling with a skill. Encourage others.
Communication	The art of sharing meaningful information with others.	<ul style="list-style-type: none"> Ask and answer questions in class. Motivating yourself with positive self-talk. Encouraging someone who is less confident. Discussing ways to solve a computing problem Sharing ideas with the group.