Sivise opportunities in computing and m					
Spiritual	Moral	Social	Cultural		
Developing deep thinking and questioning through Computing and IT about the way in which the world works promotes spiritual growth	Within the classroom, we encourage respect and reward good behaviour. We value listening to others' views and opinions on problem solving	In the classroom, we look for opportunities for students to use mini whiteboards to promote self- esteem and build self-confidence	Opportun of person		
We aim to give all students an appreciation of the richness and power of Computing and IT. We promote a sense of wonder of technology. Students' eyes are opened to the awe and wonder of the Internet and how this, along with other	Students are given the chance to be aware of misleading information and data, especially when discussing averages. Students are made aware as to how data can be used in different ways to support opposite arguments and therefore should never assume that the statistics are accurate and a full representation of the complete picture.	<ul> <li>We encourage collaborative learning in the classroom <ul> <li>in the form of listening and learning from each other</li> <li>and paired discussion / working partners in order to</li> <li>show that the result is often better than they could</li> <li>achieve alone.</li> </ul> </li> <li>Within Computing and IT Students will need to work</li> </ul>	Use of we children fi technolog world. We discus		
developments in technology, has completely transformed the world which we live .	In our subject we look specifically at bias and how this can effect and support a point of view when in fact this is not a true representation.	with a variety of people when they go into the world of work and these exercises will develop their social skills.	the origin computin		
Computing and IT can be used to explain how nowadays Technology affects a large part of daily experience for a growing portion of the population.	We promote discussion about right and wrong; respect the law; understand consequences; investigate moral and ethical issues; offer reasoned views.	We help pupils develop their mathematical voice and powers of logic, reasoning and explanation by offering explanations to each other.	We ensur to the exa common lead to dis		
	We recognise how logical reasoning can be used to make decisions and choices that help them to learn in Computing and IT.	We hope to enable our students to enjoy their success in Computing and IT and will celebrate accordingly whilst supporting any short term failure through interventions as and when required. Social development is aided further in Computing lessons by	which can staff. We discus		
	Within Computing and IT we look at the guidelines about the ethical use of the internet and how we keep ourselves and others safe e.g. discussing the moral and social implications of cyber-bullying.	fostering a problem solving approach to any work set that encourages students to breaking tasks into smaller manageable parts, often with the assistance of other students.	different keep pace less devel this can ir		
	Our focus for Our World Our Thoughts is all around the moral decisions in Computing and IT and how life can be effected, we look at a range of areas: gambling, Artificial intelligence, fake news/data, misleading information				

## SMSC opportunities in Computing and IT

British values opportunities in Computing and IT					
Democracy	The rule of law	Individual liberty	Respect	Tolerance of those with different faiths	
Students conduct an opinion survey on a moral issue and are aware that these results represent the opinion of that population. Students need to have an awareness of sexist, racist, stereotypical bias in materials – including females in labour jobs, males in office/secretarial jobs.	<ul> <li>Students are taught about the legal implications of:</li> <li>Downloading music/film from "free" sources</li> <li>Posting offensive/slanderous material on social media</li> <li>Cyber-bullying</li> <li>Cryptography/Encryption</li> <li>Hackors</li> </ul>	Encouraging and allowing discussions and debates around the incorrect use computing equipment. Allow discussions on the cultural and historical roots of prominent figures in computing.	<ul> <li>Students are taught about:</li> <li>Online 'netiquette' – how to engage in an online community positively including how to respond to and debate with others</li> <li>How to be a respectful digital citizen</li> </ul>	<ul> <li>Ensuring all student's work and views are appreciated through online collaboration tools such as Google Docs</li> <li>How to select information from valid online sources that reflect different viewpoints and the disadvantages of relying on Wikipedia</li> <li>The value of blogs to understand different viewpoints on a range of topics</li> </ul>	

nities are given to students to explore aspects nal culture and identity through Computing and

eb sites to find information: Preparing the for the challenges of living and learning in a gically enriched, increasingly interconnected

iss the history of Computing and IT looking at ns of computers and where the key figures in ng have come to develop these key aspects.

re that when we are creating questions (similar sam board) we incorporate a wide range of names from around the globe and this can iscussions around names in various cultures n be handled effectively by the member of

iss how development in technology has d different cultures and backgrounds in ways. More developed countries are able to se with the developments in technology whilst eloped ones can't. Students learn about how mpact on the people in the country and form ills gaps.