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| **Group** | **Spiritual** | **Moral** | **Social** | **Cultural** | **British Values** |
| Key stage 2 | **meaning and purpose of life**   * creativity and imagination through designing and making, in the differing activities that each year group does   **awe and wonder**   * vast seismic changes in technology and what now can be done with both hardware and software * imagining what is possible in the future from what they know has already happened * possibilities that already exist online through the various websites, images etc. they meet * Computing’s ability to help us stand on the shoulders of giants by viewing what the best have done across the world * That they can create mazing interactive games and real life computer controlled objects and artefacts   **critical and independent thought:**   * test websites for truthfulness and reliability by checking information with other sites * Logical thought – through predicting and analysing their work and their development of programming skills with games, animations etc.   **express their feelings**   * say and write what they think * create what they want to make * evaluate their work | **values**   * know how to be responsible and safe when online * act upon what they have learnt in e-safety lessons both at home and at school * have a knowledge of the consequences of messaging inappropriately e.g. when blogging and making comments * e-safety is taught through PSHE and individual lessons * Creativity and imagination e.g. various cultural activities (see aside) that show people, both genders and groups achieving their best   **happiness**   * the challenge of activities that enlarge their sense of what they are capable of e.g. blogging, computer programming, presentations, searching the web, using iPads, exploring and learning new apps * examples of other ways of life and living as they explore the world through use of the Internet   **good life**   * promotes children’s deep understanding, through questions, thoughts and ideas raised, * perseverance and resilience * challenges them to work hard and act upon a growth mind-set * promotes a deepened life through the good lives of others as they achieve to their best ability * collaborating with others through paired and group work * persevering - - keeping going at solving bugs in their algorithms | **search for individual identity in the school and wider community**   * collaboration, -co-operating with others * building up communication online and recognising the strengths and weaknesses of their online community * Creating online communication through blogs, messages, Google Docs, Slides, websites etc. * creating a sense of identity through giving them a wide variety of hands on activities that enlarge their vision of who they are and what they could be interested in and do as their learn to be part of the technological and data revolution that is occurring within the wider society * online experiences helping to shape and develop their individual personality * see what children their age can do by showing examples of other children’s work from across the world | **cultural experiences**   * Technology changes – experience how technology transforms culture and the world around them * Access through global communication our global village of diverse religious social and cultural groups giving an opportunity through these to appreciate the best that they can be * Access to culture from around the world including art, literature, science, and technological innovation from around the world * Exploring the world via World Wide Web through the internet * Wide set of opportunities within Computing to explore each area of the curriculum: e.g. English: presentations, blogs, documents; Maths: creating and playing maths games, iPad games and apps; spreadsheets; Computer Science: programming; Geography: Digi Maps. Google Earth; DT: computer technology, Minecraft; physical computing with Lego; Art: MS paint, Paint .Net, photography and other iPad digital apps; Science: Control and monitoring technology, data collection; History: presentation research of information and visual artefacts from around the world. | **Democracy**   * Opportunities. Each has an equal voice in their contribution and participation in class   **The rule of law**   * E-safety and digital literacy Promoting high expectations through the school rules, pupils are rewarded for positive behaviour   **Individual liberty**   * Pupils have the opportunity to work independently and as a team to build resilience and self-esteem through tasks   **Mutual respect**   * We regularly try to use peer assessment/talk partners. In particular, the idea of working in teams is vital * Pupils work in groups. When working in groups students are expected to share ideas and resources and encourage and support each other   **9 protected characteristics**   * Aiming in our approach and lessons to avoid discrimination and promote equality that supports the agenda of improving the attainment and progress of all pupils, regardless of their circumstances and backgrounds.   **Tolerance of those of different faiths and beliefs**   * Within Computing we promote tolerance through accessing different people’s ideas that demonstrates cultural diversity and so promotes mutual respect. |