



Mapping SMSC through our COMPUTING Curriculum.



Spiritual	Moral	Social	Cultural	British Values
Computing's ability to help us to build on the achievements of others, by viewing what the best have done across the world That we can create amazing interactive games and real-life computer-controlled objects and artefacts The ability to test websites for truthfulness and reliability by checking information with other sites The application of logical thought through predicting and analysing their work and their programming of games etc. By exploring how ideas in computing have inspired them and others. By reflecting on those situations where computers perform better than people whilst understanding the limitations of ICT. By using the internet as a gateway to big life issues Through providing opportunities for children to explore their creativity and imagination when developing digital products. By promoting self-esteem through opportunities to present their work to others.	Knowing how to be responsible and safe when online Acting upon what they have learnt in e-safety at home and at school Having a knowledge of the consequences of messaging inappropriately e.g. when blogging An understanding of the gender divide in computing and how we can shift this through our aspirations. Challenging activities that enlarge their sense of what they are capable of e.g. blogging, computer programming, presentations, searching, Examples of other ways of life and living as they explore the world through use of the Internet Reinforcement of perseverance and resilience (EG: when solving algorithms or finding bugs) Collaboration through paired and group work	Collaboration when we work with others on computing projects. The skills of online communication and recognising the strengths and weaknesses of an online community Creating online communication through blogs and messages Creating a sense of identity through offering a wide variety of challenges and tasks that widen aspirations. The ability to see examples of children's work from across the world	Experiencing how technology transforms culture and the world around them Accessing the wide diversity of the world, including the wide array of religious social and cultural groups. Access to culture from around the world including art, literature, science, and technological innovation from around the world Providing opportunities to explore each area of the curriculum through computing: 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 and Tour builder with Google earth; DT: computer technology, 3D printing. History: information and visual artefacts from around the world.	Democracy <i>Opportunities. Each has an equal voice in their contribution and participation in class</i> The rule of law <i>E-safety and digital literacy Promoting high expectations through the ASPIRE VALUES, and our behaviour champion awards</i> Individual liberty Pupils have the opportunity to work independently and as a team to build resilience and self-esteem Mutual respect We regularly use peer assessment/talk partners. Pupils work in groups. All pupils are taught the skills of collaboration and are expected to share ideas, resources and encourage and support one another.



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