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| **Computing**  | We promote **social** *development by…* | We promote **moral** *development by…* | We promote **spiritual** *development by…* | We promote **cultural** *development by…* |
| By working collaboratively on film and computing projects. By highlighting ways to stay safe when using online services and social medial. By promoting good etiquette habits when using digital technologies and social media. By emphasising the importance of being respectful to others online through the Digital Citizenship topic. By discussing the impact of computing on the ways people communicate and helping pupils to express themselves clearly.  | Throughout KS2 online safety sessions by exploring the moral issues surrounding the use of data, trust, copyright and plagiarism, what it is and the implications. By creating an awareness of the content sometimes displayed online, teaching children what to do in such situations. By emphasising acceptable and unacceptable online behaviour. By considering the benefits and potential dangers of the internet for example learning about campaigns for charities and injustice as a force for good. By discussing the moral implications of cyber bulling and the consequences of different courses of action in response to online scenarios.  | By understanding how technology has changed over time through Information Technology. By promoting self-esteem through opportunities to present their work to others. By creating an online game for younger children.  | By teaching children how to be sensible users of technology. By recording moments of awe and wonder for example recording chicks hatching. By empowering children to apply their computing skills and knowledge to the wider curriculum. Through developing an awareness of their audience when communicating in a digital environment, for example, creating leaflets and videos for younger children. By developing a sense of awe and wonder at human ingenuity, looking at what technology may be like in the future.  |