

Computing Cultural Capital

Cultural capital is the accumulation of knowledge, behaviour and skills that a student can draw upon and which demonstrates their cultural awareness, knowledge and competence. It is one of the key ingredients a student will draw upon to be successful in society, at secondary school and further education and eventually their career and the world of work.

At Clee Hill Community Academy, we provide engaging computer lessons for every child in which we provide various experiences to develop their skills and prepare them for the real world. We aim to foster children's curiosity and fascination with technology so that this thirst for knowledge remains with them for the rest of their lives. We give children as many opportunities as possible to experience, explore and explain the wide variety of technology in the world in order for them to become informed and thoughtful members of the digital community.

Whole School

DIGITAL LEADERS Our digital leaders play a crucial role in leading Computing at Clee Hill Community Academy. Digital leaders is open to all ages and teaches pupils about the role of Computing, both within the school and the wider world. Visit our webpage to find out more.

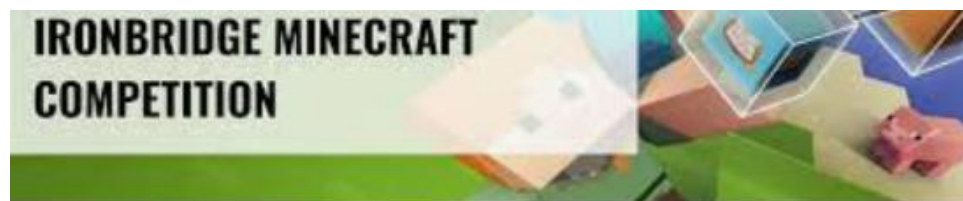
<http://chcacademy.co.uk/curriculum/digital-leaders>

Digital leaders are responsible for:

- Evaluating and selecting Computing equipment and being involved in financial decisions
- Leading staff meetings/ staff training
- Leading assemblies for internet safety week
- Entering competitions/ looking for ways in which the curriculum can be developed etc.



In 2022, our digital leaders were the Ironbridge Minecraft winners and won a set of Sphero Bolts for the school.



INTERNET SAFER - The digital leaders support the SLT with promoting the importance of staying safe online through whole school assemblies and creating Internet Safety Films (storyboarded, written, filmed, performed and edited by the pupils) which are 'released' to the school during Internet Safety week. For more details, visit the schools E-Safety page. <http://chcacademy.co.uk/safeguarding/e-safety> As a school, internet safety apps, such as

SENSO, provide instant reporting of concerns to line managers and pupils are aware of other ways to self refer too including the school's reporting system and CEOP. The curriculum focuses on the teaching of E Safety annually with clear knowledge progression and this is embedded through work on Digital Matters where children can explore their skills in a 'real life' context.

STEM - Throughout the year all year groups at Clee Hill attend STEM activities within the Shropshire Gateway Educational Trust. These activities have included exploring new technologies such as Virtual Reality.

VISITING EXPERTS - Experts in computing, from NCCE met with the digital leaders last year to explore Crumbles. Their expert knowledge provided challenge for the pupils and CPD for both the digital leaders and the Computing lead.



CODE BREAKERS - In assemblies, we have explored the lives of code Breakers including the work of Alan Turing and Pamela Rose and their work at Bletchley Park. We also explored the prejudices they suffered as a result of their gender and sexual orientation.

ROBOTICS - One of the curriculum choices at Clee Hill Community Academy was to increase the number of opportunities for pupils to explore physical computing, such as Microbits, Crumbles, virtual reality and Sphero Bolts.



CROSS CURRICULAR OPPORTUNITIES - Computing provides a media to be explored across the curriculum. As a school we use a number of apps in other subjects such as Times Table Rock Stars in Maths, Kindle or on-screen reading, Computer Aided Design (CAD) in Design and Technology, data analysis, sorting and classification, digital Art etc. Computers are used as an extension of the classroom and offer opportunities to the children re the wider world - ie live screening of lessons in the Antarctic, exploring space with VR, sending emails and viewing an instant response, blogging, seeing their work shared with a public audience etc.

SUPPORTING PUPILS WITH ADDITIONAL NEEDS - Computing is a fantastic support tool for pupils with additional needs as the accessibility functions found on most websites and apps allow instant adaptations such as changing the screen colour or size of font, text to speech features, live translations into other languages etc which removes barriers and provides equality of access.

SMSC & BRITISH VALUES

SMSC	
Spiritual	We encourage the children to explore their own spirituality in Computing, always looking to understand their own interpretation of a given subject. Our children understand that perseverance and determination are two of the key learning skills in our school and these

	are necessary to achieve their greatest potential. Perseverance is encouraged through solving debugging issues, using the support of the computing software before asking for help, 'having a go' opportunities in physical computing to self explore etc.
Moral	Our school ethos lends itself to the development of a moral responsibility for their actions and this is evidenced in their work in all year groups. Respect for the feelings of others combined with a need for constructive and honest criticism when peer evaluating work which will enhance the development of individual work is an area in which our children excel. When sending emails to others/ blogging/ responding to work on the online workboards etc, we focus on positivity and kindness. The school uses a SENSO system which identifies any comments of concern and reports these instantly to the Computing lead.
Social	The social responsibility we have to each other is clearly demonstrated in our computing lessons as children are often working in groups and have to communicate in order to design and plan their work together. The children are actively encouraged to celebrate others' achievements. The online E-Safety videos - which are created each year by the digital leaders - are a great example of social computing. Technology was used to storyboard, film, edit and produce the film.
Cultural	Computing is an area in which the children are able to use aspects of other cultures as inspiration. This leads to a greater understanding of different ways of life and a respect for those cultures which may be very different from their own. Computing is a great means to learn and explore other settings such as a virtual tour of Singer's Hill Synagogue or gaining information off the Sri Venkateswara Balaji Temple before visiting Tividale.

British Values in Computing	
Democracy	Within computing we ensure democracy by teaching children that they have the <u>right to be safe online</u> and teach them online safety within our curriculum to ensure this. We also teach children the importance of keeping personal information and passwords safe.
Laws and Rules	Within our computing lessons children are expected to follow both school and class rules. They are taught specific skills within Computing allowing them to develop their skills of following rules. Within the computing curriculum they also learn about algorithms, programming and control which again helps the children follow rules and shows them the importance of following simple instructions. Children also learn about internet safety and the rules they must follow to keep themselves and others safe.
Individual Liberty	Throughout our computing curriculum, we ensure individual liberty through allowing children to complete their own research and develop

	questions within this. Through allowing children to have a say in their learning they become more confident and it helps to develop their self-esteem. They also learn how to act when they are a witness to cyber bullying and they learn about their rights and responsibilities
Mutual respect and tolerance of those with different faiths and beliefs	The children are given many opportunities to critique each other's work in a positive and constructive manner whilst showing respect for the opinions and beliefs of their peers which may differ from their own. An acceptance of the liberty of the individual to interpret and create a piece of work which may not necessarily match their own criteria is an important aspect of all computing lessons.