



# Being a digital citizen at Sacred Heart

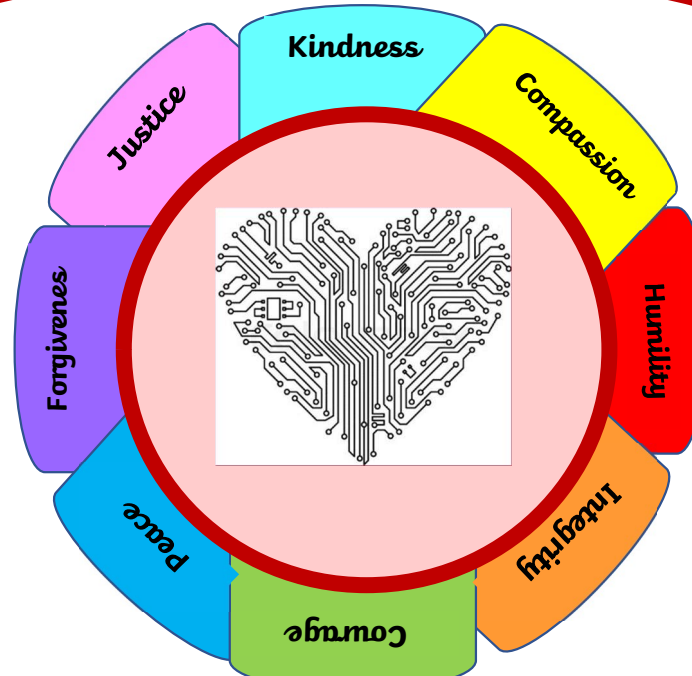


At Sacred Heart RC Nursery & Primary School, our aim is to provide many rich computing opportunities so that our children are inspired to use the skills and techniques they have learned in relation to their computational thinking, logical thinking and creativity. It is our aim that we nurture a curiosity and enthusiasm for computing during the Sacred Heart school journey so that we are opening the doors for our children to many new, exciting and fulfilling opportunities in the digital world beyond our gates. It is our hope that when our children leave Sacred Heart, they are able to use their computational thinking and creativity to be change-makers and make an impact upon the world around them.

## What do we do?

Inclusion for all pupils..

- Provide an exciting, rich, relevant and challenging computing curriculum for all pupils.
- Use technology imaginatively and creatively to inspire and engage all pupils across the curriculum.
- Provide exciting and varied experiences using quality resources and wider opportunities in the community.
- Teach pupils to become responsible, respectful and competent users of data, information and communication technology.
- Equip pupils with transferrable skills, strategies and knowledge that will enable them to understand the benefits of the online world, whilst being able to minimise risk to themselves or others.
- Create a challenging computational learning environment where children will be taught from an early age to program, to develop good logical thinking skills, to solve problems and to collaborate effectively with their peers.
- Enthuse and equip children with the capability to use technology throughout their lives, in a range of contexts.
- Promote a passion and love for life-long learning of computing, linking this to future aspirations.



## How will we know?

### Sacred Heart pupils will leave our school:

- Using computational thinking and creativity to understand and change the world.
- Digitally literate.
  - Acting as active participants in a digital world.
  - Competent, confident and creative users of information and communication technology.
  - They will leave our school understanding the consequences of using the internet, how to use it safely and able to minimise risk to themselves and others.
  - Expressing enjoyment of computing and a desire to continue to learn in their next phase of education.
  - Understanding that computing can open doors to exciting careers.

## How do we it?

### IMPLEMENTATION

- Computing is taught explicitly from Year 1 to Year 6 to all pupils.
- Contextualised learning of computing skills in EYFS.
- Use of the progressive program Purple Mash.
- Sequential knowledge and skills progression in computing split into three strands: Computer Science, Information Technology and Digital Literacy.
- Clear definitions of each strand of computing (Computer Science, Information Technology and Digital Literacy) explained to pupils and supported by real-life examples.
- Adopt a cross - curricular approach by making links across the curriculum particularly in maths, science and design and technology.
- Give children access to a variety of quality hardware, software and unplugged resources.
- Sharing technological advances and discussing well known computer scientists.
- Opportunities to discuss the safe use of digital technologies in school and in the home.
- Opportunities for pupils to write their own programs and begin developing their own basic software.
- Opportunities for pupils to understand how programming is created.