

# BRITISH VALUES IN COMPUTING

At Inmans Primary School, all pupils are encouraged to achieve their maximum potential through computing lessons. They learn the importance of computing in all aspects of life and recognise how integral computing is to an independent future.



## Tolerance

The computing curriculum promotes the British values of tolerance and resilience basis through online safety lessons. All learners within the classroom are encouraged to believe they are able to achieve and are aware of the importance of learning from their mistakes. This fosters confidence and builds self-esteem, it encourages pupils to show understanding of the digital world whilst using their computing skills in all aspects of life.



## Mutual Respect

Pupils work together in all areas of the computing curriculum to support each other and build mutual respect for one another. They behave appropriately, allowing all participants the opportunity to work effectively. They take turns and share equipment. Pupils share with their peers, methods of solving problems and are encouraged to provide each other with feedback, ensuring that they review each other's work respectfully. Pupils work collaboratively on projects/problems and help and advise others. Teamwork through peer assessment, feedback and group work underpins the learning in computing.



## Individual Liberty

All pupils are given the opportunity to develop their knowledge, self-esteem and confidence throughout computing lessons. Within online safety lessons, pupils are given opportunities to discuss viewpoints, and are encouraged to show respect towards others. At the same time, pupils are reminded of an expectation of respect for all others. They work within boundaries to make safe choices during practical activities and make their own choices within data handling activities.



## Democracy

Through student voice, pupils are able to articulate their views on the computing curriculum and the teaching of computing.

They consider the views of others in shared activities and vote when collecting data.



## The Rule of Law

Social education in Computing includes topics such as online safety and cyber-bullying. We consider how people might be manipulated or affected by social media, peer pressure, sexting, grooming and cyber-bullying. We also introduce pupils (and parents) to legal requirements around social media, computer games and encourage pupils to use digital resources responsibly and within the laws of Great Britain and the world.



# SMISC

## Spiritual Education in Computing

Pupils use imagination and creativity to explore ideas while learning computing by learning to manage their own digital footprint in a safe, secure and age appropriate way.

## Moral Education in Computing

Pupils understand the consequences of actions: E.g. If you share an image of a friend without permission this can cause unnecessary upset and will lead to repercussions.

## Social Education in Computing

Pupils develop personal qualities and use social skills: Working in pairs or groups to solve problems; Perseverance when struggling to answer questions; not being afraid to try – it's ok to be wrong, it's not ok not to try; sharing work with other year groups.

## Cultural Education in Computing

Pupils understand and appreciate personal influences: considering other people's views and understanding how to express own views. E.g. How can children identify 'fake news'.