Computing

Spiritual education in computing provides opportunities for reflection of awe and wonder about the achievements in computing today and the possibilities for the future. Computing lets pupils have the opportunity to reflect on, for example, how computers can sometimes perform better in certain activities than people. We are able to widen our personal beliefs through internet research and can find out more about topics that interest us.

Moral education in computing helps pupils to explore aspects of real and imaginary situations and enables them to reflect on the possible consequences of different actions and situations. It can raise issues such as whether it is morally right to have computer games whose aim is killing and violence, and whether it is fair that some people in this country and in other countries cannot use the internet. We look after our ICT suite and put the computers away carefully and safely. We use the internet responsibly and are aware of e-safety and how to prevent online bullying.

Social education in computing involves collaborative work which encourages social development. Computing can also help all pupils to express themselves clearly and to communicate. In the TV studio we communicate confidently, have patience with each other and work on our team building skills.

Cultural education in computing involves the breaking through of linguistic and cultural barriers. It is possible to e-mail, message or video call across the world. Pupils are also challenged to think about how differing cultures access and use the internet and what implications this has on the individual and the culture. We also use the school community and share and store information on the server.

SMSC examples in computing at Gayton

In year 6, pupils research a significant religious leader or figure, this enhances their spiritual development. They then create and present a presentation on the figure which develops their social skills, in presenting to an audience.

In year 5, children improve their moral decision-making skills through control programming software.

In all year groups children work socially in the TV studio. They become more aware of the culture of film making.