SABDEN PRIMARY SCHOOL



SMSC and British values in Computing at Sabden Primary School

SMSC in Physical Education

At Sabden, we aim to develop SMSC through PE by:

<u>Spiritual</u>

Moral

Moral education in computing provides opportunities for pupils, enabling them to reflect on the possible consequences of different actions and situations. It can raise issues and moral dilemmas, such as whether it is morally right to have computer games whose aim is killing and violence, reflecting on rules around these e.g. age. They also have opportunities to discuss whether it is right that some people in this country and in other countries do not have access to the internet; as well as debating the sharing/selling of personal data and the consequences. Children:

- Are taught good etiquette when using digital technology, including mobile devices, with due regard to e-safety.
- Are encouraged to respect other people's views and opinions.
- Develop respect in the use of digital equipment and its impact on the environment ink and paper wastage.
- Explore moral issues around the use of digital technology copyright and plagiarism.
- Express their own responses and opinions of the work of others with a justification for their view.

<u>Social</u>

Social education involves collaborative work which encourages social development. Computing can also help pupils to express themselves clearly and to communicate. Children:

- Are encouraged to assist each other when problem solving.
- Use appropriate social behaviours and to interact as part of a caring community.
- Are taught good practice and respect in the use of social networking.
- Work collaboratively on musical projects.

Cultural

Cultural education involves breaking though linguistic and cultural barriers through e-mailing or chatting across the world (eg Skype). New opportunities to communicate through different media are discussed – such as social media – are created. Pupils have opportunities to explore aspects of their own culture and they can also begin to make connections between different cultures. Children:

- Use digital technology sensibly in the classroom and are encouraged to do the same at home.
- Are empowered to use and apply their computing skills to the wider curriculum.

