



E Safety and the Computing Curriculum

Keeping Children safe is a key role for families and school. It develops from a child's ability to use the growing technologies available in a safe and appropriate way.

The School develops these skills with the children in two ways. The children have specific computing education which enables them to understand the technology they are using and how it can be a positive impact on their lives. Secondly the children have discrete E Safety education so that they understand how to keep themselves safe whilst using the different technologies they engage with.

The school participates each year in Safer Internet Day so that the children develop their understanding each year in an age appropriate manner.



To help families understand how we work together to keep children safe there is a tab on our school website that shares regularly updated advice and resources.

Parents are also welcomed to attend the after-school meetings which include training and information on E Safety.

A key link is the Net Aware site provided by the NSPCC which enables parents to understand what sites and games are actually about.

Your guide to the social networks your kids use
Stay up to date and keep your child safe in today's digital world

Search for a site, game or app to find out more
Q (e.g. Facebook) >

Explore other networks
All networks A-Z Most popular

stay safe online
Remember the 5 SMART rules when using the internet and mobile phones.

- S SAFE:** Keep safe by being careful not to give out personal information – such as your full name, email address, phone number, home address, photos or school name – to people you are chatting with online.
- M MEET:** Meeting someone you have only been in touch with online can be dangerous. Only do so with your parents' or carers' permission and even then only when they can be present.
- A ACCEPTING:** Accepting emails, IM messages, or opening files, pictures or texts from people you don't know or trust can lead to problems – they may contain viruses or nasty messages!
- R RELIABLE:** Information you find on the internet may not be true, or someone online may be lying about who they are. Make sure you check information before you believe it.
- T TELL:** Tell your parent, carer or a trusted adult if someone or something makes you feel uncomfortable or worried, or if you or someone you know is being bullied online.

Find out more at Childnet's website ...
www.kidsmart.org.uk

Childnet International Kid Smart

The provision for computing at St Thomas of Canterbury Catholic Primary School takes its lead from the DfE Programme of Study:

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

At St Thomas' the provision is tracked across the key stages and in the course of each year the children will have opportunities to develop and deepen their learning within the subject so that they are able to master the key aspects of computing. This provision will be provided within specific time in each week as well as within other subjects so that computing is embedded as it should be within the daily life of understanding and learning.

The children's learning will be supported by the correct use of terminology to support understanding of the concepts across the curriculum – such as tinkering, debugging, algorithms and patterns. The children will build up these concepts from EYFS to Year 6 embedding the language fully in the classroom through usage and displays



The curriculum is supported through Kapow Computing.

Key areas

We have categorised our lessons into the five key areas below, which we return to in each year group making it clear to see prior and future learning for your pupils and how what you are teaching fits into their wider learning journey.

Computing systems and networks

Identifying hardware and using software, while exploring how computers communicate and connect to one another.

Programming

Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks.

Creating media

Learning how to use various devices – record, capture and edit content such as videos, music, pictures and photographs.

Data handling

Ensuring that information is collected, recorded, stored, presented and analysed in a manner that is useful and can help to solve problems.

Online safety

Understanding the benefits and risks of being online – how to remain safe, keep personal information secure and recognising when to seek help in difficult situations.

Skills showcase units

There are four units entitled Skills showcase. These units give children the chance to combine and apply skills and knowledge gained, from a range of the five key areas above, to produce a specific outcome.

Y1 - Rocket to the moon



Y4 - HTML

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<h1> Heading </h1>
<h2> Heading 2 </h2>
<h3> Heading 3 </h3>
<h4> Heading 4 </h4>
<h5> Heading 5 </h5>
<h6> Heading 6 </h6>
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Y5 - Mars Rover 2



Y6 - Inventing a product

