

# Stanton Community Primary School

## Nurture, Enjoy, Aspire, Achieve

Subject	We promote <b>spiritual</b> development	We promote <b>moral</b> development	We promote <b>social</b> development	We promote <b>cultural</b> development
Computing	By exploring how ideas in computing have inspired them and others. For example within: Year 6 Bletchley Park. By having a willingness to reflect on their	Through our online safety sessions by exploring the moral issues surrounding the use of data, trust, copyright and plagiarism. For example, within: Year 3 Database skills and Year 5 Search Engines.	By highlighting ways to stay safe when using on line services and social media. For example, within: Year 1,2,3,4,5,6 Online Safety. Willingness to participate in a variety of communities and social settings, including by	Understanding and appreciation of the wide range of cultural influences that have shaped their own heritage and that of others. For example, within: Year 6 Bletchley Park. Willingness to participate in and
	experiences. For example within: Year 1 Computing networks and systems: Improving mouse skills, Year 3 Database skills, Year 4 Computational	By creating an awareness of; encouraging respect for and developing a tolerance of other people's views and opinions. For example, within: Year 1, 2, 3, 4, 5 and 6 Online	volunteering, cooperating well with others and being able to resolve conflicts effectively. For example, within: Year 3 Video Trailers and Year 6 Bletchley Park.	respond positively to artistic, musical, sporting and cultural opportunities. For example, within: Year 3 Video Trailers and Year 6 Python.
	thinking and Year 5 Micro- bit. By reflecting on those	Safety. By considering the benefits and potential dangers of the	By promoting good etiquette habits when using digital technologies and social media For example, within: Year 1,2,3,4,5,6	
	situations where computers perform	internet. For example, within: Year 1, 2, 3, 4, 5 and 6 Online	Online Safety. Use of a range of social skills in	
	better than people whilst understanding the limitations of ICT. For example within: Year 6	Safety. Discussing the moral implications of cyber bullying	different contexts, for example working and socialising with other pupils, including those from different religious, ethnic and	



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Bletchy Park and Year 6	and the consequences of	socio-economic backgrounds. For	
Python.	different courses of actions	example, within: Year 1 Beebots,	
	in response to online	Year 2 Programming – scratch,	
Through providing	scenarios.	Year 3 Video Trailers, Year 4	
opportunities for childre	<b>n</b> For example, within: Year 1, 2,	Website design and Year 5 Micro-	
to explore their	3, 4, 5 and 6 Online Safety.	bit and Year 6 Bletchley Park.	
creativity and imagination	n		
when developing digital	Understanding of the	By accepting and engaging with	
products. For example,	consequences of their	the fundamental British values of	
within: Year 2 Creating	behaviour and actions. For	Mutual Respect. For example,	
Media, Year 3 Video	example, within: Year 1 Online	within Year 1 Online Safety, Year	
Trailers and Year 6	Safety, Year 2 Word	2 Online Safety and Year 4 Online	
Python.	Processing and Year 2 Online	Safety and Year 6 Online Safety.	
	Safety.		
By promoting self-		By accepting and engaging with	
esteem through	Ability to recognise the	the fundamental British values of	
opportunities to present	difference between right and	The Rule of Law. For example,	
their work to others. Fa	r wrong and to readily apply	within Year 3 Online Safety.	
example, within Year 1	this understanding in their		
Beebots and Year 2	own live. For example, within:		
Programming - Scratch.	Year 1,2,3,4,5 and 6 Online		
	Safety.		
Knowledge of, and			
respect for, different			
people's faiths, feelings			
and values. For example,			
within: Year 1 Online			



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Safety and Year 3 Networks		