

## ASUPERHERO – Computing



Aspiration	<ul style="list-style-type: none"> <li>To be responsible users of technology</li> <li>To aspire to work within the developing technology sector.</li> <li>To be confident with programming.</li> </ul>
Sensory	<ul style="list-style-type: none"> <li>To learn through exploring and investigating</li> <li>To use a range of physical computing devices.</li> <li>To complete unplugged activities to embed abstract concepts.</li> </ul>
Unforgettable	<ul style="list-style-type: none"> <li>To engage in national events focussed on Computing e.g. Internet Safety Day.</li> <li>To explore a range of technology from iPads, Laptops to microcontrollers etc.</li> <li>To complete a range of unplugged activities.</li> <li>To create media to show of the skills they have developed e.g. stop frame animation, to photo manipulation.</li> </ul>
Progress	<ul style="list-style-type: none"> <li>To build computing knowledge and skills each year</li> <li>To use technology to enhance the wider curriculum.</li> <li>To identify what has been learnt through 'show me what you know' tasks.</li> </ul>
Exciting and Engaging	<ul style="list-style-type: none"> <li>To learn through exciting activities involving art, DT and outdoors learning opportunities</li> <li>To explore a range of different technologies and learn how this is relevant to the world around them.</li> </ul>
Relevant	<ul style="list-style-type: none"> <li>Technology is part of their everyday life.</li> <li>To be able to use technology successfully to support their learning.</li> <li>To know how to be safe when using technology or devices.</li> </ul>
Hope	<ul style="list-style-type: none"> <li>For children to be safe when using technology and make conscious choices about the content they access.</li> <li>For children to use technology to enhance their learning and support wider curriculum subjects.</li> </ul>
Emotional Literacy	<ul style="list-style-type: none"> <li>To discuss the impact of past societies/events/significant individuals</li> <li>To debate right and wrong</li> <li>To discuss choices and different perspectives</li> </ul>
Reading	<ul style="list-style-type: none"> <li>To read programming code in various programs.</li> <li>To communicate via technology to support and develop collaborative learning.</li> </ul>
Opportunity	<ul style="list-style-type: none"> <li>To engage in national events focussed on Computing e.g. Internet Safety Day.</li> <li>To explore a range of technology from iPads, Laptops to microcontrollers etc.</li> </ul>