



Computing Cultural Capital

“As part of making the judgement about the quality of education, inspectors will consider the extent to which schools are equipping pupils with the knowledge and cultural capital they need to succeed in life. Our understanding of ‘knowledge and cultural capital’ is derived from the following wording in the national curriculum: ‘It is the essential knowledge that pupils need to be educated citizens, introducing them to the best that has been thought and said and helping to engender an appreciation of human creativity and achievement.’”

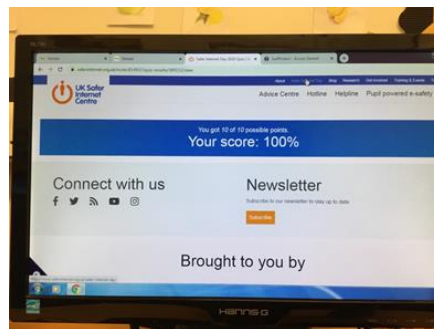
(Ofsted School Inspection Handbook, Nov 2019)

Cultural Capital is the accumulation of knowledge, behaviours and skills that a student can draw upon and which demonstrates their cultural awareness, knowledge and competence. It is one of the key ingredients a student will draw upon to be successful in society, at secondary school and further education and eventually their career and the world of work. At Dean Field we enhance children’s experiences and learning by utilising different opportunities in our computing curriculum, across the whole curriculum and around school.

We provide engaging computing lessons weekly for every child in which we include various experiences to develop their skills to prepare them for the real world. We aim to foster children’s curiosity and fascination with technology so that this thirst for knowledge remains with them for the rest of their lives. We give children as many opportunities as possible to experience, explore and explain the wide variety of technology in the world in order for them to become informed and thoughtful members of the digital community.

Internet Safety Week

We celebrate 'Internet Safety day' annually for a week with a focus assembly, online quizzes and class activities based around real life scenarios. This supports all our learners and their parents to be fully informed about their safety online and guides them to be responsible members of the online community.



Questions

1. What are the aims of Safer Internet Day?

To show young kids and everybody, that internet is not always about telling us facts it has games that children and teenagers play with people they never met. And to be aware.

2. Mark whether the statements are true or false.

	True	False
Safer Internet Day started in 2005.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
This year's event is being held on Tuesday 4 th February 2021.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
The Safer Internet Day 2021 theme is 'An Internet we can rely on: exploring trustworthy content online'.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
You should believe everything you read on the Internet.	<input type="checkbox"/>	<input checked="" type="checkbox"/>

3. ...young people should approach the online world with some caution. What is meant by this?

That on the internet you will find people that fake their age and name. Also they might be bad people so be careful on the internet.

4. Describe the two different types of fake news that can be published on the Internet and why journalists or bloggers write them.

Satire and parody. Bloggers and journalists mainly write fake news because it's what they want to do but I think they post fake news to get the reader to think and entertain.

5. Find and copy a word that means the same as 'bait' and 'fictitious'.

Misleading

Must Knows

The whole school start and end each computing unit with a copy of the 'must knows'. The 'must know' sheet includes the vocabulary to be learnt and the key teaching knowledge to be covered. We use them every lesson to discuss prior and future learning and to extend the children's digital and computer scientific vocabulary.

Year 6 Computing Must Knows- Networks

Examples of html tags

HTML Opening and closing tag	Description
<h1> </h1>	Heading
<h2> </h2>	Sub heading
	Image
<a> 	Hyperlink
<p> </p>	Paragraph
<div> </div>	Defines a section

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<div>
  <h1>All about light</h1>
  <h2>How does light travel?</h2>
  <p>Light travels in straight lines from the source. It travels incredibly quickly! In one second, light travels 299,792,458 metres. That means in 1 second it can travel round the Earth nearly 8 times!</p>
  <p>Read more about the speed of light!</p>
  <h2>Sources of light</h2>
  <p>Here are some sources of light:</p>
  <ul>
    <li>The Sun</li>
    <li>Stars</li>
    <li>Light bulbs</li>
  </ul>
  <img alt="A bright orange sun with rays." data-bbox="645 815 705 855"/>
</div>

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Vocabulary

- The Internet**- the infrastructure of all the computers and other devices such as servers and routers networked together to form the Internet.
- World Wide Web (WWW)**- the collection of web pages held on the Internet in servers.
- Browser**- a special piece of software (a program), which allows us to ask a server for a webpage and lets us look at the web page when the server sends it to us.
- Domain name**- a domain name identifies a network domain, or it represents an Internet Protocol (IP) resource.
- Internet Protocol address (IP address)**- a series of numbers that identifies which particular computer or network is connected to the internet.
- HTML**- Hypertext Markup Language. A computer language used to create web pages.
- HTML tags**- tags that tell your computer's browser how to display the web page.
- Server**- a computer, a device or a program that is dedicated to managing network resources.

Virtual Visits

In the current climate, we have still provided as many opportunities as possible for the children to experience and explore learning outside of the classroom through virtual visits through zoom e.g. with museums, expert speakers e.g. scientists, zoos and theatre shows.



Whistle Stop Opera: Cinderella

If you enjoy the pantomime, singing or fairy tales then this video might be for you! Follow the link below to watch the full production of Cinderella with a twist as it has operatic songs. It has been shared by the company 'Opera North' for free for children to watch during lockdown!

Opera is a classical style of singing that we may not know much about, why not give this a try to see if you enjoy it? It has all the jokes and fun of the pantomime too!

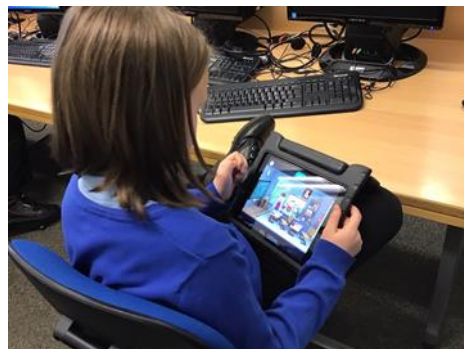
Link: <https://vimeo.com/491668298>

Password: Cinderella



'Hands on' Experiences with different computer programs and applications

We use the latest apps and programs with the children across all year groups. In Y4, we use animation apps to learn animation design techniques and across all year groups we use programs such as scratch to develop the children's coding in skills preparing them in a 'hands-on' way for future jobs within the digital world. These opportunities really foster children's curiosity and fascination with technology.





Extra-curricular computing clubs

We run lunchtime ICT clubs around themes for example a Y5 coding club for the gifted learners which broaden their horizons and digital skill set in preparation for future learning at secondary level and in the workplace. We actively encourage girls to attend these by inviting learners to the clubs to promote the role of females in what has been traditionally been viewed as a more 'masculine' subject.



Competitions

We enter the children's digital work throughout school into national competitions e.g. the Purple Mash Christmas card competition to provide enriched experiences beyond the curriculum.

Investing in the latest technology

We have invested heavily in an extensive range of computing equipment to enable the children to experience a much wider variety of technology than they do in their day to day lives. We use VR sets and educational coding toys such as beebots and codapillars within our curriculum. We provide all classes with a minimum of ten ipads to use and have a modern computing suite of 30 desktop computers to provide every opportunity for all learners to develop their competency with the latest technology in preparation for further learning and the workplace.



Video conferencing

In response to the demands of remote teaching, we have provided live lessons and class social gatherings using zoom which has developed the children's computing skills. In an increasingly digital and remote based workplace, we believe we are developing the skills they are going to need in the ever changing workplace.