

PROMOTING OF BRITISH VALUES

Subject Area – Computing

Aspect to consider	KS3	KS4
Democracy	<ul style="list-style-type: none"> • Y7 students write blog posts to share their learning of the lesson. Students are able to negotiate the topic of their blog. • Y8 students are able to negotiate what images they can use to edit in their digital imaging unit. 	<ul style="list-style-type: none"> • Computer Science students complete 'Hack Days' where they choose to create a program of their choice. • IT coursework requires constant peer communication as evidence towards their portfolio. • Creative iMedia students are given the opportunity to opt for their units of study.
The Rule of Law	<ul style="list-style-type: none"> • In Year 7 students collect images from the internet to create a website. Students will be briefly introduced to copyright and how to stay within the law when using the internet. • In year 8 students complete a project where they explore the use of images. Students investigate the legislation linked to digital images including Copyright. 	<ul style="list-style-type: none"> • Computer Science students must be aware of the main types of legislation. Including the Computer Misuse act, Data protection and Privacy. • IT Students learn about the advantages and implications of Data protection act and the laws relating to Cyber security. • Creative iMedia students must consider any appropriate legislation when completing their coursework. This includes but is not limited to Copyright, Designs and patents act, Trademarks and patents.
Individual Liberty	<ul style="list-style-type: none"> • In Y7 students are given the responsibility for making several decisions throughout the three projects. Students can select a topic of their choice to create a website. Students are also given the opportunity to design and create a game of their choice, e.g. racing, adventure, capture an item e.c.t. • In Y8 students complete a image editing unit where they are able to choose the topic of their portfolio and the images they would like to edit. In the wearable technology unit students must consider what type of wearable device they would like to design. They then create animations of their choice using three different types of software. 	<ul style="list-style-type: none"> • In all KS4 courses student's complete units to explore how to stay safe online.

<p>Mutual Respect</p>	<ul style="list-style-type: none"> All KS3 projects encourage positive peer assessment and discussion to provide opportunities for improvement. Group work encourages students to respect each other's opinion and ideas. 	<ul style="list-style-type: none"> Computer Science students are encouraged to work together to solve programming problems. Students are encouraged to share code and debug together. IT students are encouraged to engage in open and fair discussions about accessibility to digital devices. Creative iMedia students must use devices together to complete the Photography unit.
<p>Tolerance of those of Different Faiths and Beliefs</p>	<ul style="list-style-type: none"> In all KS3 projects open and fair discussions are encouraged and based on opinions and beliefs of digital communication. 	<ul style="list-style-type: none"> All KS4 subjects focus on the digital divide and the beliefs and opinions surrounding digital communication.