



High aspirations - Valuing learning – Achievement for all

Vision Statement: Technologists

1. Rationale

1.1 The school defines the school's curriculum vision with the *HVA Curriculum Part 1: The vision*. The purpose of this document is to clarify the vision for children as Technologists.

2.0 Curriculum

2.1 Children are given opportunities to develop as Technologists discretely and holistically. The knowledge and skills are taught through the following:

- E-safety
- Programming / Coding
- Using technology / software

3.0 E-safety

3.1 The aim of teaching e-safety is to protect young people from the adverse consequences of access or use of electronic media, including from personal data theft, bullying, inappropriate sexualised behaviour or exploitation.

3.2 Children will develop appropriate behaviours to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

3.3 Class Teachers will provide these opportunities through regular reminders as pupils use the technology within school and through support and monitoring of home use, as well as more planned discrete lessons.

4.0 Programming / Coding

4.1. The aim of teaching children computer science, information technology and digital literacy is to empower them to not only know how computers work but how computers can be utilized to work for them.

4.2 Children will learn how to code, and how to create their own programs.

4.3 Hardware, such as *beebots* will support learning in this area. Software, such as *Scratch*, *Espresso coding* will support learning in this area.

5.0 Using technology/ software

5.1 The aim of teaching children how to use specific technologies, both hardware and software will enable children to use technology as a medium either enhance learning within another state of being e.g. scientist or geographer, or as a platform to showcase their learning outcomes.

5.2 Children will learn how to use technology, such as 'radio equipment' or word processing/presentation software to present and share their learning outcomes.

5.3 Transferable computer skills, such as navigating web browsers or use of particular 'apps' will be taught and these will support and enhance the learning experiences.

6.0 Review

6.1 This document will be reviewed: July 2019