



Computing at Hook Lane

A word cloud of computing-related terms. The words are arranged in a roughly triangular shape, pointing downwards. The colors of the words include green, blue, red, yellow, and black. The words are: reasoning, collaboration, networks, collecting, computing, store, hardware, create, variables, repetition, safety, communication, output, software, retrieve, logic, decomposing, internet, debug, data, input, digital, simulation, selection, .organise, thinking, sequence, evaluate, manipulate, device, content, algorithm, computational, and program.

Online safety

REVIEW

OK to Share	Not OK to Share
favourite song	password
What your favourite game is	Full name
What the weather is like	school name
favourite colour	date of birth
You live in England	address



Conduct

personal online behaviour that increases the likelihood of, or causes, harm

All the videogames we play on consoles and computers have age ratings.



Not only do they have age ratings, they also come with these symbols? What do you think these mean? What might they tell us about the game? Talk with your partner.



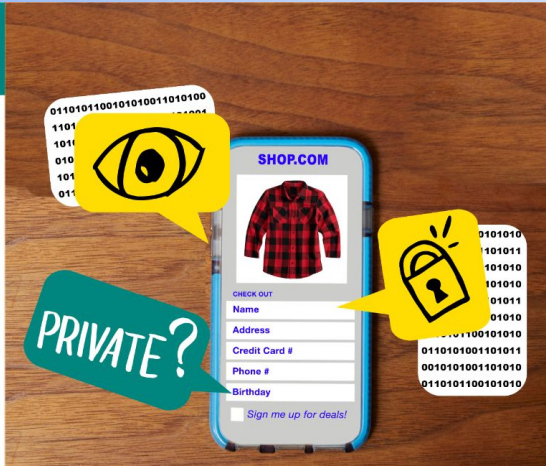
Content

being exposed to illegal, inappropriate or harmful material

Online safety

PRIVACY & SECURITY
We care about everyone's privacy.

Big, Big Data



Commerce

these are risks such as online gambling, inappropriate advertising and financial scams.

Rob

- Barney's Burger Emporium
- Missed the winning goal. ugh. At least we tied.
- 25 Photos of Puppies
- The Westfield High Junior Prom
- Check out my friend's website! I wrote the code for it.
- New high score! Yessss. I luv gem jam!!

Rob is 17.
He loves football and has two dogs.
He is very good at engineering and likes to build websites on the weekends.
He cares most about: technology, his football team, animals and animal rights.

Contact

being subjected to harmful online interaction with other users



Digital Skills Curriculum

In addition to our online safety provision, digital skills are a key part of Hook Lane’s approach to teaching and learning and is not just part of the computing curriculum. The digital world provides a platform that allows us to connect, collaborate and create. It opens up opportunities to learn about new and important issues, and it empowers innovation in ways that were unimaginable just a few years ago. Digital literacy is necessary for children to demonstrate their ability to become digital citizens; individuals responsible for how they use technology to interact with the world around them. Whilst most pupils may be adept at using digital tools (quick swipes, open browsers, play games, watch videos) through passive use, their understanding of what these tools can do actively as a learning tool is often limited. We aim to shift our pupils from being ‘passive users’ of technology to ‘active users’ of technology. Technology enables pupil driven choice and differentiation in the kind of work they create for sharing their learning and understanding such as video, audio or written stories.



1:1 Chromebooks



Starting this year, children in year 3 at Hook Lane will have a 1:1 Chromebook to help support them with their learning both in school and at home. A Chromebook is a laptop that uses Google Chrome to connect to the internet for education and work activities. Each child will have their own Chromebook, which is labeled and kept in a protective case. Before taking their chromebook home they must sign an agreement to show that they will look after their chromebook, bring it to school every day charged and to use their chromebook appropriately both in and out of school. Children will then be expected to bring their device to school each day to use for learning.

We are excited to be starting this new scheme with Year 3 and each year will enroll another year group into the 1:1 device programme. In four years time we will offer the programme out to the whole of KS2.

Programmes that support our Curriculum



Google Drive



Pupil voice

Year 1 - “It’s really fun and we do google classroom and fun Maths work.”

“If you spend too long on your device you might use all your battery.”

Year 2 - ‘It is really fun and I love using computers at school.’

“I love typing.com and playing fun games on busythings.”

Year 3 - “My speed of learning and typing has got even better!”

“Being able to research on it has helped me answer questions.”

Pupil Voice

Year 4 - “We go onto safe internet and if people are trying to hack your account you can tell an adult or an adult at school.”

“When we use computers we use it to learn about how to be safe online and my brother uses purple mash and numbots. He tell me he learns a lot on it.”

Year 5 - “I find it really fun using nearpod, quizzes and sometimes playing games. I struggle with times tables but TT rockstars has helped me with that.”

“I like nearpod because it helps build my imagination in my answers. I use inference and retrieval skills in my answers.”

Year 6 - “We’ve improved by having our own chromebooks instead of sharing.”

“It helps me understand computing and we can also use it in After School Club.”