

## **Developing Cultural Capital through ICT**

"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.

It follows that, as teachers, we need to ensure that along with teaching the content of the curriculum, we are enabling children to function as well-informed individuals well after they leave school. It is a huge job, but without the guidance of their teachers, some young people have very little cultural and social input from elsewhere. They could, therefore, miss opportunities that other young people are able to access, which could lead them to make decisions that are less informed than they could be.

Now more than ever, the job of the classroom teacher is of such high importance with regard to filling the gaps that students have. To this end at Newlands Junior School we have planned a curriculum to provide our pupils with an ambitious range of knowledge and opportunities which will open doors and give them confidence in wider society.

Developing cultural capital runs through all subjects within the curriculum promoting the urge, impulse, and desire to find out more.

Within our Computing curriculum we plan for a variety of Educational experiences and school trips to develop an understanding of the world by exposing children to events and people outside of their usual family and community. Children are given the opportunity to interact with a variety of adults who are specialist in their subject. They are able to broaden their knowledge and be inspired in this area of the curriculum which could propel them further in their education, careers and social development. We aim to do this with:

- o Programming and coding workshops linked to Minecraft, Lego robotics.
- Virtual reality workshops –linked to the curriculum space.
- Visit from an animator
- Visits from people in various computing careers (aspirations week)
- Virtual reality anti-bullying workshop
- o Google workshop application of digital skills a collaborative project.
- o Apple shop visit to learn about apple apps and creative opportunities
- o NOS, STEM and CEOP learning for creating responsible digital citizens
- After school clubs computing/ coding
- Digital Leaders program Y5/6.
- Green screen visit T REX.
- East Midlands Special Operations Unit Cyber Crime Team workshop (Y6)

(see List of visits/ visitors and enrichment activities/ ideas in computing document for more detail)

We aim to provide opportunities and experiences that our parents can't necessarily pass on to their children, such as:

- Access to many e-books through serial mash online with writing opportunities and read theory online giving access to an abundance of fiction and non-fiction texts.
- Access to creative applications and tools to create and publish their own work and share on the web through PurpleMash and Seesaw.
- Access to many online learning platforms to access in school and at home.
- The ability to listen to a wide range of music and create their own music and link music/ add music into projects using different apps and tools Garage band, audacity, 2 beat and 2 sequence.