

E-learning



Intent:

To support our children and young people to:
live knowledgeably, responsibly, and safely in a digital world.
develop a broad understanding of computing and ICT skills making links to everyday life, to further education and to future employment within an ever-evolving digital future.
provide a range of opportunities to consolidate understanding whilst also addressing misconceptions and gaps in experiences.
experience some of the fundamental concepts of computer science and information technology building transferrable skills.
develop problem-solving skills and to learn to evaluate and apply information technology to become responsible and creative users of information technology.

Implementation:

Weekly lessons which combine online learning platforms with interactive and creative tasks providing a flavour of selected units from the TeachComputing.org computing programme of study and teaching resources. Completion of The Inspiring Digital Enterprise Award (iDEA) programme, specifically their online safety badges. Completion of cross-curricular ICT tasks particularly to personal development and careers education. Each young person will build an e-portfolio of supporting evidence and certificates to showcase their successful completion of IDEA Awards, Asdan challenges and/or AQA Unit awards.

Impact:

E-learning will forge links to the wider curriculum supporting our young people to develop safe and appropriate long term behaviours and shape the positive culture of our online lives. Our young people will use digital and technological vocabulary and make progress in their technical skills. Children will see the digital world as part of their own world, extending beyond school and into further education and the work-place.