Cultural Capital in Computing and ICT

Cultural capital is defined as the accumulation of knowledge, behaviours (moods), and skills that a student can draw upon and which demonstrates their **cultural** awareness, knowledge and competence; it is one of the key ingredients a student will draw upon to be successful in society, their career and the world of work.

At Baginton Fields school we enhance students' experiences and learning by utilising different opportunities in our Computing and ICT curriculum throughout the school and within our wider community.

Computing and ICT at Baginton Fields school is seen as a subject that not only stands alone but one that provides the opportunity to develop transferable skills and thread together the different concepts our students experience across the curriculum and their day to day lives. Through Computing and ICT students strive to become confident and clear communicators who are able to express their views, choices and opinions, in a range of situations, thus enabling them to become responsible citizens within the community.

Digital safety is embedded in our curriculum providing our students the essential knowledge and tools that enable them to participate effectively and safely in the digital world beyond their time in school.

Computational thinking is key to supporting students develop their ability to think logically, problem solve and collaborate with others.

By providing a range of opportunities that excite, motivate and enthuse our students we aim to foster a curiosity of new technology and digital literacy to allow them to keep pace and feel confident, competent and responsible in a dynamic digital world. For some students, they use technology to interact with the world around them, for others technology supports the building up of knowledge and skills required for the next steps in education and employment.

By giving our students the opportunity to lead their learning and exposing them to a rich progressive vocabulary linked to curriculum; students will experience technology in different situations with a range of different programs and devices and gain knowledge about significant people. They also experience educational visits, speakers, workshops, assemblies and enhanced days such as e-safety day. Projects put students at the heart of their community by allowing them to become e-safety champions, entrepreneurs as well as teachers and moderators in lunch time clubs.

All students are able to develop a stronger sense of identity and become educated digital citizens who learn from the events, people, ideas they study.

Within this, we also demonstrate and encourage our school values, ethos and responsibilities through assemblies and class, whole-school or community projects.