

DEVELOPING CULTURAL CAPITAL THROUGH COMPUTING



COMPUTER SCIENCE

From Early Years programming Beebots through to units including writing, interpreting and debugging code, binary trees and game building, pupils gain an understanding of the developing technological world they will be entering as they progress through school and into the wider world.



INFORMATION TECHNOLOGY

Music and the arts are an incredibly large part of our culture. Opportunities to program, sequence, record and import sound offers experience of music making. Learning about historical artists and recreating their methods through technology deepens knowledge of famous artists. Publishing and presenting work, creating and interrogating databases and designing spreadsheets allows an insight into the use of computers in the wider world.



DIGITAL LITERACY

In a world where digital communication is everywhere it is essential that we teach children how to use the tools available to them effectively, safely and appropriately, with consideration to the thoughts and ideas of others. Pupils also learn about key figures in technological history.



[Cross-Curricular Links: Resources available on Purplemash that help to develop cultural capital.](#)

Purplemash provides information about many historical figures in history who have experienced a broad range of experiences. There is also opportunities to explore periods in time or major events. Safer search provides somewhere for children to investigate independently or build knowledge about the varied history and culture of their world.