

### E-Safety

Due to the ever-changing technological world, at Lightmoor we take E-safety very seriously. In addition to the 'E-Safety Day' every year, we try to educate our children in how to safe online including whilst gaming and on social media. We also teach children what is appropriate online in terms of cyber bullying and age restrictions for websites/apps.

### Technology

At Lightmoor, we predominantly use Toshiba Laptops and Apple Ipads. We have approximately a class set of each. However, we review our technology regularly and research new technology available for us as a school. We have recently been trialling a set of Google Chromebooks and are looking at the possibility of updating our Interactive White Boards.

### Tapestry

In reception, the ipad app 'tapestry' is used to communicate between teachers and parents. Both teachers and parents can upload pictures and comment on things that children have done/achieved. We have found this very popular amongst our early years parents.

## Computing at Lightmoor



## What does it look like?

### After School Clubs

We have also been known to provide after school clubs for children that wish to further their knowledge and understanding of computing. These have included a 'Minecraft' club and also a 'Coding' club that focuses on creation using the 'Scratch' app. These were very well attended by keen children!

### 'Coding' Curriculum

At Lightmoor we tend to use the programme 'Scratch' to deliver and practise the coding curriculum. In the early years, we start with 'unplugged' activities which aid them to understand what an algorithm is. By the end of key stage 1 they have applied their coding knowledge to technology such as 'Beebots' and also the 'Scratch Jnr' app on an ipad. In key stage 2, the scratch app on laptops is predominantly used due to larger and more technological options available to the user.

### Cross-Curricular Computing

At Lightmoor we do not just use the technology in our computing lessons, we use it all the time! These are just a few examples: We use the ipads to promote maths including the popular app 'Times Tables Rock Stars'. We use Google Earth in geography to visit different parts of the world. We use the internet to research and Microsoft Office to create presentations and posters. We find that using technology as a part of our lessons makes them much more engaging for the children.