



## **SMSC IN IT AND COMPUTING**

E-Safety is an important part of IT and Computing. There are two units of work in year 7 and year 8 where the students explore how to be safe and responsible users of technology whilst considering the impact their use has on others.

### **Spiritual Development**

#### **KS3 ICT**

We may touch upon the history of Computing where students gain an appreciation the achievements of innovators and understand how they overcame historical attitudes.

#### **KS4**

In GCSE ICT Students are encouraged to reflect from the position of a particular audience viewpoint when creating digital products.

In Creative iMedia students explore ideas, feelings and meaning whilst interpreting a project brief.

In both GCSE ICT and Creative iMedia students are encouraged to recognise their own creativity when coming up with solutions to a design brief.

### **Moral Development**

In GCSE ICT students investigate ways in which ICT can be used to monitor individuals' movements and communications.

In both GCSE ICT and Creative iMedia students learn about respecting copyright and copyright law when developing digital products.

In GCSE ICT students consider the impact of digital inclusion and the digital divide locally, nationally and globally.

In both GCSE ICT and Creative iMedia students consider accessibility issues when evaluating and developing digital products.

In GCSE Computing students will explore methods for combating ICT crime and protecting ICT systems.

### **Social Development**

In GCSE ICT students investigate the impact of the use of digital devices on the way organisations operate.

In GCSE ICT students look at security risks to data and how to reduce these.

In GCSE ICT students consider the causes of unequal access to ICT

In GCSE ICT students consider the environmental impact of ICT including its impact on working practices.

In GCSE ICT and GCSE Computing students will consider the ethical, environmental and legal considerations when creating computer systems.

In GCSE Computing students consider the advantages of networking over stand-alone computers.

In GCSE ICT students consider the impact of e-commerce on organisations and on society.

In GCSE ICT and GCSE Computing students learn about Data Protection Act, Computer Misuse Act, Copyright, Designs and Patents Act.

### **Cultural Development**

In GCSE ICT and Creative iMedia students look at the impact of age, gender and disability on individuals' choice/use of digital devices

In GCSE ICT students consider the impact on lifestyles and behaviour of the availability of goods and services online

In GCSE ICT and Creative iMedia students gain an understanding of the requirements and communication needs of all groups of people when developing digital products

In GCSE ICT students discuss the range of services offered by communication services and the impact of these services on individuals and organisations.

In GCSE Computing students discuss hardware and software developments that are changing the way we live.