



## Walford Nursery & Primary School

### Cultural Capital Map – COMPUTING

Cultural Capital is defined as, ‘the essential knowledge that pupils need to be educated citizens, introducing them to the best that has been thought and said and helping to engender an appreciation of human creativity and achievement’. It is, ‘the essential knowledge, those standard reference points, that we want all children to have... a golden thread, woven through everything you do to teach children well’.

| TERM                                       | CULTURAL CAPITAL OPPORTUNITIES       | INTENT<br>What will we deliver?<br>What is the intent? Who is the target audience (PP/SEND/EAL)? Why?                                              | IMPLEMENTATION<br>How will this take place?                                                                             | IMPACT<br>What will the children gain from the experience?                                                                                                                                                                                                                                                                                                        |
|--------------------------------------------|--------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Autumn 1                                   | <b>RAF STEM Day</b>                  | Coding / Rocket Launching<br>To enrich the computing/science programme and further promote aspirations/ future careers.<br>Y5 / Y6                 | RAF Cranwell Youth STEM Team will attend school.                                                                        | Understanding of how the uses of computing and science impact our lives.<br>To further develop problem-solving, risk-taking and creativity skills.<br><b>Pupil voice: ‘After an exciting day with our visitors from the RAF, we were inspired to follow our dreams and become future engineers.’</b><br><b>‘This has been the most fun day in Year 6 so far.’</b> |
|                                            | <b>SW England Engineering Awards</b> | If you were an Engineer, what would you do? Engineering Competition<br>To further promote STEM aspirations and future careers.<br>Nursery - Year 6 | Visiting engineers (Frank Myers: designer of the flat cone / Robert Gibbs: CEO of Factory 29 / Studio 31- 3D Printing). | Opportunities to think like an engineer.<br>To further develop problem-solving, risk-taking and creativity skills.<br>Impact: 1 Nursery Winner /<br>1 KS1 Winner                                                                                                                                                                                                  |
| Clubs / Activities taking place this term? |                                      | <b>Coding Club</b>                                                                                                                                 |                                                                                                                         |                                                                                                                                                                                                                                                                                                                                                                   |

| TERM                                       | CULTURAL CAPITAL OPPORTUNITIES           | INTENT<br>What will we deliver?<br>What is the intent? Who is the target audience (PP/SEND/EAL)? Why?                                                      | IMPLEMENTATION<br>How will this take place? | IMPACT<br>What will the children gain from the experience?                                                                                                                           |
|--------------------------------------------|------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Autumn 2                                   | <b>STAR (Stop! Think! Act! Reflect!)</b> | STAR Workshop delivered by a PCSO.<br>To raise awareness of keeping ourselves healthy and the impact that various choices may have on our lives.<br>Year 6 | STAR Workshop delivered by a PCSO.          | Pupils develop a greater awareness of the effects of peer pressure, alcohol and drugs and behaviours online. Pupils discuss the implications of lifestyle choices on general health. |
|                                            | <b>Barclays Coding Workshop</b>          | Online coding workshop using Scratch. Children follow along live and completed given tasks.<br>Year 5                                                      | Online workshop.                            | Pupils develop their coding skills further by writing code and learning how to debug.                                                                                                |
|                                            | <b>Be Internet Legends Workshop</b>      | To understand how to be safe on the internet and how we should behave in an online world.<br>Y3-Y6 Online interactive live workshop.                       | Online Workshop hosted by Google.           | Children recognise how to be safe online and who they can tell if they are worried or concerned about anything online.                                                               |
| Clubs / Activities taking place this term? |                                          | <b>Coding Club</b>                                                                                                                                         |                                             |                                                                                                                                                                                      |

| TERM                                       | CULTURAL CAPITAL OPPORTUNITIES                                                 | INTENT<br>What will we deliver?<br>What is the intent? Who is the target audience (PP/SEND/EAL)? Why? | IMPLEMENTATION<br>How will this take place? | IMPACT<br>What will the children gain from the experience?                                                                          |
|--------------------------------------------|--------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|---------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Spring 1                                   | <b>Safer Internet Day</b>                                                      | To understand how to be safe on the internet and how we should behave in an online world.             | Online Live Lessons<br>School Assembly      |                                                                                                                                     |
|                                            | <b>Safer Internet Day Barclays Coding Session</b>                              | Whole School Focus on 'Gaming' theme. Internet Safety Ambassadors to host competition                 | In-School Competition                       | Children recognise how to be safe online.                                                                                           |
|                                            | <b>Safer Internet Day Barclays Coding Session</b>                              | Y5/Y6 Online live lesson creating a Safer Internet Day quiz using Scratch.                            | Online workshop hosted by Barclays          | Children recognise how to be safe online whilst creating a quiz to help others learn about Safer Internet Day                       |
|                                            | <b>GarageBand Workshops<br/>Sharing of learning<br/>(Y5/Y6 Class Assembly)</b> | Y5/6<br>To understand how technology can be used to create music.                                     | David Kirtlan<br>Apple ADE                  | Pupils develop their Garage Band skills and knowledge.<br>Children to share their learning with parents / carers at Class Assembly. |
| Clubs / Activities taking place this term? |                                                                                | <b>Coding Club</b>                                                                                    |                                             |                                                                                                                                     |

| TERM                                       | CULTURAL CAPITAL OPPORTUNITIES                      | INTENT<br>What will we deliver?<br>What is the intent? Who is the target audience (PP/SEND/EAL)? Why?                                              | IMPLEMENTATION<br>How will this take place? | IMPACT<br>What will the children gain from the experience?                                                         |
|--------------------------------------------|-----------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| Spring 2                                   | <b>National Science Week</b>                        | To understand what a stop-start animation is and to create a mini animation on this year's science theme.                                          | Miss Weyman<br>All children                 | Children to develop their enthusiasm for STEM subjects.                                                            |
|                                            | <b>Stop-motion animation on the theme 'growing'</b> | To celebrate success in STEM.                                                                                                                      |                                             |                                                                                                                    |
|                                            | <b>SW England Engineering Awards</b>                | If you were an Engineer, what would you do? Engineering Competition<br>To further promote STEM aspirations and future careers.<br>Nursery - Year 6 | Led by Miss Hale                            | Opportunities to think like an engineer.<br>To further develop problem-solving, risk-taking and creativity skills. |
| Clubs / Activities taking place this term? |                                                     | <b>Coding Club</b>                                                                                                                                 |                                             |                                                                                                                    |

| TERM                                       | CULTURAL CAPITAL OPPORTUNITIES                                 | INTENT<br>What will we deliver?<br>What is the intent? Who is the target audience (PP/SEND/EAL)? Why?                                                       | IMPLEMENTATION<br>How will this take place?              | IMPACT<br>What will the children gain from the experience?                                                                                           |
|--------------------------------------------|----------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| Summer 1                                   | ChildNet Film Competition (Coding Club – KS2)                  | To create a film on this year's theme of: <b>All fun and games? Exploring respect and relationships online. <i>What can we all do to play our part?</i></b> |                                                          | Children recognise how to be safe online.<br>Children given a purpose / audience for creating a film.                                                |
|                                            | PriceWater Cooper Careers Talk – Elli Samara (STEM Ambassador) | To share careers that involving computing skills and promote aspirations for jobs in their field.                                                           | Zoom – Y3/4                                              | Children will identify how skills learnt can be used in future employment.<br>Children recognise careers involving computing.                        |
| Clubs / Activities taking place this term? |                                                                | <b>Coding Club</b>                                                                                                                                          |                                                          |                                                                                                                                                      |
| Summer 2                                   | Walford's Computing Festival of Learning                       | To share Computing skills learnt this year with parents and the community.                                                                                  | All classes<br>Parents<br>Educators<br>Apple Ambassadors | Children will celebrate their skills and be proud of their computing achievements.                                                                   |
|                                            | PCSO Internet Safety Talk                                      | PCSO Ali (Youth Engagement Team) will deliver presentation online safety and online bullying to children.                                                   | Y5/Y6                                                    | To recognise the importance of staying safe in an online world. To identify trusted adults and what to do if help is needed in different situations. |
| Clubs / Activities taking place this term? |                                                                | <b>Coding Club</b>                                                                                                                                          |                                                          |                                                                                                                                                      |