

Active	<ul style="list-style-type: none"> - Being actively aware of E-Safety and seeking advice if necessary - Hands on learning opportunities through the use of interactive hardware such as beebots and lego wedo robotics.
Ambitious	<ul style="list-style-type: none"> - Pathway for future careers - Curriculum scheme provides appropriate levels of scaffolding and challenge. - Exploring topics in further detail using the internet to encourage deepening understanding and extending challenge - Challenging learning through social games e.g. times table rockstars and Kahoot.
Compassionate	<ul style="list-style-type: none"> - How to report an incident and raise questions if concerned - Understanding of E-Safety, particularly around cyber-bullying and how to support others and manage their own emotions with regards to these.
Connectors	<ul style="list-style-type: none"> - Physical connections can be made with others with the use of technology - Connecting both bases (KGB and PAB) via online and pre-recorded assemblies - Computing providing a cross-curricular link between subjects and allow access to a wide range of learning types for knowledge and skills to be learnt - Real-life applications - links between recipes and instructions to producing an end product is a comparison to algorithms.
Explorers	<ul style="list-style-type: none"> - Trial and error is encouraged for children to explore possibilities with the internet, hardware and software - Children's assessment piece should give them the opportunity to explore their new skills and showcase their new skills and knowledge.
Inclusive	<ul style="list-style-type: none"> - Universal (those with limited English can achieve) - Everyone plays an equal role in adhering to and raising awareness around E-Safety - Purple Mash offers 'help' and 'hints' to children to offer support for those required - Accessible for most - particularly for hands-on learners.
Independent	<ul style="list-style-type: none"> - Taking ownership over learning by exploring topics in further detail - Purple Mash allows children to work through 'steps' at their own pace and guides the next steps so that children are not held back and can access challenges. - Teachers plan a series of lessons that build desired skill set to produce an end of unit assessment piece - end of unit assessment pieces designed with the intent of children applying learning independently
Thinkers	<ul style="list-style-type: none"> - Developing critical thinking when using computing softwares e.g. exploring a range of ways to code - Digital literacy - children are encouraged to think about their ways of communicating their knowledge and understanding - Real life context allows children to think about how transferable their skills are.