

### **Expert Helpers**

We strive to invite experts into school to support and extend the children's skills.

e.g. Computing teachers from middle schools

Clubs run by experts.

### **Forest School**

Children use the outdoor environment to develop their skills.

e.g.

Use of visual equipment in the outside area.

### **Clubs**

We provide opportunities to learn through extra-curricular activities.

e.g. Computer eXplorers

Photography club

Animation club

### **Computing**

### **Trips**

Where appropriate we provide opportunities to learn in an out of school context.

e.g. Think Tank

Cadbury world

### **Whole School Learning**

The whole school immerses into the subject and creates opportunities for child initiated learning.

e.g. Internet Safety Day

Structured eSafety segments built into all computing sessions.

### **Enterprise**

Children make personalised items to sell and raise money for the local community and the wider world.

e.g. Applying knowledge in the creation of advertising materials.

Using spreadsheets to calculate profit and loss.

### **Competitions**

We strive to foster home, school and community links through competitions

e.g.

Sumdog

MangaHigh