British Values in Computing

RULE OF LAW	• Pupils learn the difference between acceptable and unacceptable behaviour online, which mirrors real-world laws and expectations. • Through e-safety lessons, children understand that breaking rules online (e.g., cyberbullying, illegal downloads) can have real consequences, just like breaking the law offline. • Pupils are taught about copyright, licensing, and data protection, which are legal frameworks that protect individuals and intellectual property. • Children are introduced to rules and guidelines for using school technology safely and responsibly, reinforcing the importance of following agreed-upon standards. • Emphasising the importance of protecting personal information helps children appreciate laws around data safety and privacy. • Children are taught how and when to report inappropriate content or contact, understanding that there are systems (rules/laws) in place to protect them.
INDIVIDUAL LIBERTY	• Pupils have opportunities to make choices in how they approach tasks, fostering confidence and independence in decision-making. • Through digital media and programming tasks, children can express themselves in unique ways, encouraging individuality. • Children are taught how to stay safe online, helping them make informed choices and exercise their rights to personal safety and freedom. • Pupils learn to take ownership of their digital actions and data, reinforcing the importance of using liberty responsibly.
MUTUAL RESPECT	• Group tasks during Computing lessons encourage children to share ideas, listen to others, and work respectfully with their peers. • Children are taught to acknowledge and give credit to the original creators of digital content. • Pupils learn how to communicate respectfully in online spaces, such as in emails, comments, or shared documents. • Computing tasks value all contributions, helping pupils appreciate varying abilities and approaches.
TOLERANCE	• Children learn to critically evaluate information online, recognising the existence of bias and differing perspectives. • Pupils explore media and information from a variety of viewpoints, broadening understanding and appreciation for other areas of the world. • Pupils are taught to engage respectfully with others in online environments, regardless of differing backgrounds. • Tasks include designing programs that are accessible and inclusive of all users.
DEMOCRACY	• Pupils may vote on group project directions or digital design choices, practising democratic principles. • Children create and interpret surveys, giving them a practical understanding of representation. • Class discussions and agreements on acceptable use policies for technology in the classroom mirror democratic processes. • Children are taught to be responsible and active participants in digital communities, understanding their rights, roles and responsibilities.