



## ICT for the Explore Pathway



### **Rationale:**

Through the Explore Pathway, we aim to ensure that our students are:

- Given the opportunity to access technology through a variety of different access equipment.
- Provided with an understanding of how to use a device safely and securely (Inc Online Safety where possible)
- Provided with a variety of different activities, delivered on devices which best support the students.
- Equipped with transferable skills to be used across the curriculum, which support the students in and out of the school.
- Provided with the opportunity to explore new technology, software and equipment which helps engage the students and develop their skills.
- Able to apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation.

## ICT Curriculum for Explore Pathway

### Intent

**The curriculum that is offered through the Explore Pathway:**

- Will explore and develop a range of fundamental skills to help support them at school and home.
- Will encourage the children to become more independent and develop their skills such as problem-solving.
- Will develop a better understanding of how to use technology effectively to help support them in their day-to-day lives.
- To enjoy exploring new technology/programs through play opportunities.
- Will help the students gain confidence in accessing a wider range of technology.
- Will help the students be more creative and explore different functions and processes.
- To be able to explore problem solving tasks while using technology/programs.
- To develop fine and gross motor skills through using a variety of different technology.

### Implementation

**We achieve our intentions by:**

- Being exposed to a thorough IT & Computing curriculum.
- Using a variety of different technology and products to help access the curriculum.
- Using a variety of software on a range of digital devices to create a range of content against a set of targets.
- Learning how to explore and use technology safely, respectfully, and responsibly so they can recognise acceptable and unacceptable behaviour.
- Developing the students' knowledge and skills of digital systems and their applications.
- Having access to equipment that is suitable for each individual student.
- Creating tasks which will support and develop their fine and gross motor skills.
- Allowing students to explore technology through play to engage and progress their skills and awareness.

### Impact

**The impact of the Explore Pathway provision is demonstrated through the development of students who are:**

- Enthusiastic and show enjoyment for the subject both in and out of the classroom.
- Able to show a greater understanding on how to use a variety of different devices, software packages and equipment
- Able to use different technologies to help support them in and outside of the classroom
- Able to help guide themselves in making independent choices where possible, which helps support them in life at home, at school and the community.
- Able to gain a greater awareness of how using technology will improve their fine and gross motor skills.
- Able to demonstrate how to engage with technology and share their enjoyment and successes.