

## SEND in Computing

What is in place for teaching Computing to children with SEND so they can shine as lights in the world.

Cognition and Learning		Speech, Language and Communication (including ASD)	
Subject Challenges for SEND	Provision for SEND	Subject Challenges for SEND	Provision for SEND
<ul style="list-style-type: none"> <li>Accessing the programs for the curriculum – understanding how to use them.</li> <li>Processing or cognitive difficulties including literacy needs.</li> </ul>	<p>Choice of program – using Sphero or similar for voice coding/ drawing coding.</p> <p>Stem sentences / key vocabulary.</p> <p>Screen readers.</p> <p>Hover support.</p> <p>Visuals/task planer to support instructions.</p> <p>Coloured background on whiteboards/handouts and computer screens.</p>	<ul style="list-style-type: none"> <li>Understanding the order in which to complete the task.</li> <li>Key vocabulary understanding and ability to process language.</li> </ul>	<p>Visual representation of instructions/task.</p> <p>Hover support.</p> <p>Opportunities to work with or ask a friend or the teacher.</p> <p>Pass card to have time out.</p> <p>Cue in by name.</p> <p>Sentences/key vocabulary displayed clearly with dual coding.</p> <p>Working collaboratively across different devices.</p> <p>Google Translate for all websites.</p> <p>Screen readers.</p>

Physical and sensory		Social Emotional and Mental Health	
Subject Challenges for SEND	Provision for SEND	Subject Challenges for SEND	Provision for SEND
<ul style="list-style-type: none"> <li>Bright lights on the computer.</li> <li>Noise level in the room.</li> <li>Websites/applications with flashing images.</li> <li>Font choice and font size.</li> <li>Keyboard skills.</li> </ul>	<ul style="list-style-type: none"> <li>Adjustable brightness.</li> <li>Headphones available.</li> <li>Individual logins with personalised font/font size.</li> <li>Voice to text add-ons.</li> <li>Seating considered.</li> </ul>	<ul style="list-style-type: none"> <li>Children may struggle to regulate their emotions when facing a challenging activity.</li> <li>Internet safety.</li> </ul>	<ul style="list-style-type: none"> <li>If unsure, always click cancel strategies.</li> <li>Hover support.</li> <li>Clear instructions to support difficult processes.</li> <li>Pre-teach vocabulary/topic.</li> <li>Movement breaks.</li> <li>Repetition of instructions.</li> </ul>

**Non-negotiables that need to be in place in all lessons/classrooms when teaching Computing:**

- High challenge/low threat activities.**
- Children can **express the key learning objectives** using a range of recording methods whether written, recorded, drawn etc.
- Memory aids are used**- dual coding, writing frames, word banks, learning walls etc.