

Barriers to and solutions for Engagement, Progress and Achievement in Computing

- This is often very motivating for children with SEN and they may need warnings and the use of timers to finish
- Some with SEN will take time to log on and it may be quicker to do this for them, or give log in details on a card

	Hearing Impairment	Visual Impairment	Dyspraxia (fine/ gross motor)	Memory/ processing	ASC/ADHD	Speech and language	Cognition and Learning	SEMH
Barriers identified by SENCo/Class teacher	 Difficulty in hearing instructions from teacher/peers Filtering noise to hear what is important Low self esteem Difficulty with vocabulary. Being able to hear videos etc and need headphones 	 Size of screen May struggle with contrasting colours on the screen Size of font 	 Mouse control Keyboard precision Seating and positioning Logging on Learning the QWERTY keyboard 	 Remembering log in details Following instructions Remembering tasks 	 Following instructions – may be on own agenda Logging off when asked Concentration Motor skills 	• Key words and terms unfamilar	 Retaining information Remembering log in details Following instructions Remembering tasks Not being able to access the task Not being able to type well enough/ spell well enough to enter data or to read the content. 	 Following instructions – may be on own agenda Logging off when asked Concentration

Computing



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Solutions Identified by subject co-ordinator, SENCO, Class teacher	 Vocab lists and explanations/dicti onaries so words can be revised Position within the class Simplify instructions Check hearing aids daily Use of headphones to cut out background noise Quiet space to work in the classroom 	 Enabling accessibility features Changing resolution Reduce glare Speak directly to child Peer support (vary the peer) Increased font and clear font used Clear contrast between background and text 	Help managing equipment Use of ipad if easier to hold Mouse available if cannot use tracker or key- board short cut instead of mouse Individual pupils may have a touch typing target on their SEN plan	 Keep tasks short Visual instructions Have log in details available 	 Support or large keyboard for motor skills Ear defenders if needed Movement breaks Clear rules and timetable Use of timer Sound off on games to reduce sensory overload 	• Supportive pairs	 Log on for child, or offer support Supportive pairs Personalised expectations of what to achieve 	 Rest/movement breaks if appropriate Ensure supportive pairs are appropriate role model. Vary pair