Computing

Equipping pupils to use computational thinking and creativity to understand and change the world.

Component Knowledge

Children learn the component skills and knowledge in the following areas

Coding and Computational Thinking

DECOMPOSITION
Breaking down into parts

DEBUGGING
Finding and fixing errors

PATTERN SPOTTING
Spotting and using similarities

LOGICAL REASONING
Predicting and analysing

ABSTRACTION
Choosing what's important

EVALUATING
Making judgements

ALGORITHMS
The process for getting things done

TINKERING
Exploring possibilities and applying learning and patterns

Creating and communicating Digital Content

Saving and Retrieving
How to save and open our work

Typing and Mouse Skills
How to interact with devices efficiently and effectively

Research
How to search and retrieve from data sources effectively

Image
How to capture, edit and use photographs. How to design and create digital images.

Film
How to capture film, edit and use film effectively

Sound- Creating music and sound engineering
This stand teaches sound and audio skills.

Data
This strand teaches children how to use spreadsheets and tables to aid their calculations, models and

Computer systems

Pupils learn how IT systems work.

Online Safety

Privacy and security

Digital Footprint and Reputation

Creative Credit, Copyright and Quality

Online Bullying, Relationships and Well-Being

Composite Knowledge and Skills

Children apply the composite skills to create digital artifacts in the follow areas, including combinations of areas.

Coding and Computational Thinking

Coding skills used to create code for a purpose using the the coding principles of:

- Sequencing
- Repeat loops (iteration)
- Event Handling
- Conditional Statements
- Variables

Creating and communicating

Children present information and creations, combining component knowledge and processes.

Online Safety

Children show their understanding of online safety when they come together to discuss ways to solve problems that may arise in their personal lives and how they react and behave when using digital devices.

Evaluating

Children need to evaluate their use of technology throughout and at the end of the creation process and when communicating their findings, messages, or final digital artifact to an audience