



















Computing

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

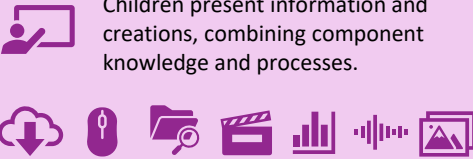

Component Knowledge

Children learn the component skills and knowledge in the following areas

Coding and Computational Thinking	Creating and communicating Digital Content	Computer systems Pupils learn how IT systems work.	Online Safety	
 DECOMPOSITION Breaking down into parts	 Saving and Retrieving How to save and open our work		 Privacy and security	
 DEBUGGING Finding and fixing errors	 Typing and Mouse Skills How to interact with devices efficiently and effectively			 Digital Footprint and Reputation
 PATTERN SPOTTING Spotting and using similarities	 Research How to search and retrieve from data sources effectively			
 LOGICAL REASONING Predicting and analysing	 Image How to capture, edit and use photographs. How to design and create digital images.			 Online Bullying, Relationships and Well-Being
 ABSTRACTION Choosing what's important	 Film How to capture film, edit and use film effectively			
 EVALUATING Making judgements	 Sound- Creating music and sound engineering This stand teaches sound and audio skills.			
 ALGORITHMS The process for getting things done	 Data This strand teaches children how to use spreadsheets and tables to aid their calculations, models and			
 TINKERING Exploring possibilities and applying learning and patterns				

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	Creating and communicating	Online Safety
Coding skills used to create code for a purpose using the the coding principles of: <ul style="list-style-type: none"> Sequencing Repeat loops (iteration) Event Handling Conditional Statements Variables 	Children present information and creations, combining component knowledge and processes. 	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		