Key Concepts – Computing

Digital Literacy

Information Technology

Computer Science

Key Stage 1 Key Stage 2 Understand what algorithms are; how they are design, write and debug programs that accomplish specific implemented as programs on digital devices; and goals, including controlling or simulating physical systems; that programs execute by following precise and solve problems by decomposing them into smaller parts unambiguous instructions use sequence, selection, and repetition in programs; work create and debug simple programs with variables and various forms of input and output use logical reasoning to predict the behaviour of use logical reasoning to explain how some simple algorithms simple programs work and to detect and correct errors in algorithms and programs

Digital Literacy

Key Stage 1

 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Key Stage 2

- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Information Technology

| Key Stage 2 |
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| understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration |
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