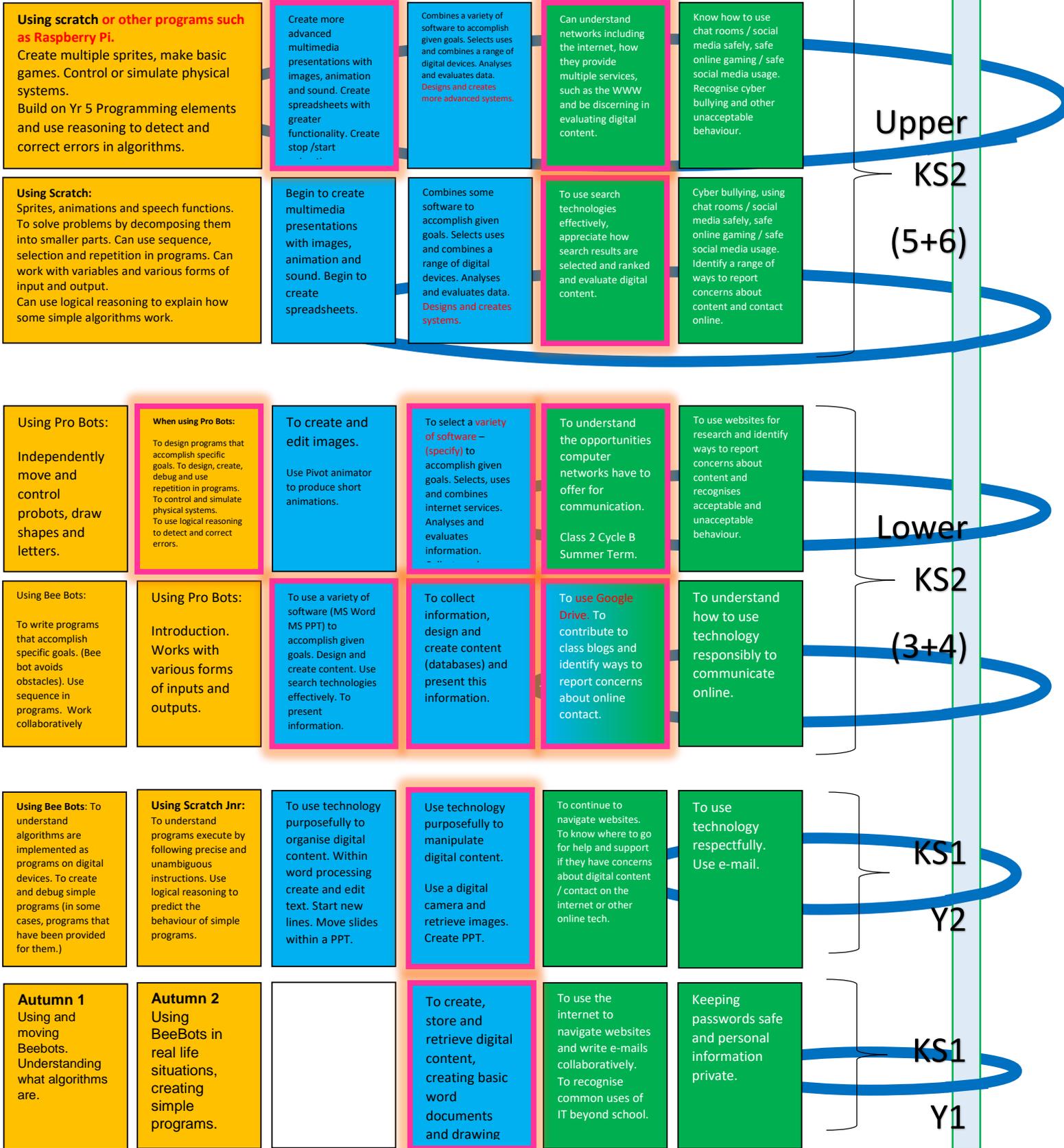




COMPUTING

For these units
use Teach
Computing
knowledge
organisers on
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BIG IDEAS Key:

Computer Science – Pupils can understand and apply the fundamental principles of computer science, including abstraction, logic, algorithms and data representation. Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems. **Information Technology** - Creating Digital Content - Can evaluate and apply information technology, including new or unfamiliar technologies analytically to solve problems. This element also includes some digital literacy, an awareness of audience and good design principles. **Digital Literacy and E safety** – Pupils are responsible, competent, confident and creative users of information and communication technology.