

# Key Computing Concepts

Teaching computing in a primary school is principally aimed at helping children to **think computationally** — by solving problems, spotting patterns, and understanding how technology works.

The curriculum is guided by the Primary National Curriculum for Computing and the National Centre for Computing Education. The concepts of computing are taught through 3 key strands: **Computer Science, Information Technology and Digital Literacy**



## Computer Science

This concept develops the understanding on how computers work. Our pupils learn progressively about algorithms, programming and debugging. Younger children start by giving instructions to Bee-Bots or online turtles. Older children will be able to create their own programmes, as well as predict what they can do and how to debug any errors



## Information Technology

This concept develops the understanding on how digital tools can be used to create content. Children will experience IT throughout their learning journey by creating documents and presentations, using and creating digital images, accessing data through databases and spreadsheets and through using other online tools.



## Digital Literacy

This concept is all about how to use technology safely and responsibly. Every year, our pupils have 7 to 8 online safety lessons which develop their understanding on how to keep their personal information safe, how to be respectful and kind online and what to do if something worries them.