



Computing

Elements of Computing

Computing Systems and Networks

Identifying
 Recognising uses
 Explaining
 Input & Output
 How technology helps us
 World Wide Web
 Internet
 Evaluation

Creating Media

Create
 Manipulate
 Adapt
 Make Choices
 Images
 Animations & Film
 Text & Writing
 Music & Audio

Data & Information

Answer questions with computers
 Recognise Data
 Gather Data
 Select Data
 Present Data
 Group Data
 Compare Data
 Manipulate Data
 Evaluation

Programming

Sequencing
 Selection
 Repetitions
 Event Handling
 Conditional statements
 Variables
 Correcting and debugging
 Problem solving
 Evaluation

Knowledge and Understanding
 Knowledge in computing is how to use technology, how to be safe and knowing how to follow the processes and procedures involved in programming. This is developed through deliberate practice and by children applying their knowledge of how to be computational thinkers.

Computing Concepts
 Concepts Logic (predicting and analysing)
 Algorithms (making steps and rules)
 Decomposition (breaking down into parts)
 Patterns (spotting and using similarities)
 Abstraction (removing unnecessary detail)
 Evaluation (making judgements)

Computing Approaches
 Tinkering (experimenting and playing)
 Creating (designing and making)
 Debugging (fixing and finding errors)
 Persevering (keeping going)
 Collaborating (working together)

Cross Curricular Links
 Maths
 Science
 English
 Music
 Art
 DT
 PSHE
 RSE
 Education for a Connected World

Rights, Responsibilities and Safety
 Children are taught about their rights and responsibilities as well as how to keep safe in Computing. It is interwoven into the different elements and is aligned with DfE's Education For a Connected World. It is also part of the PHSE and RSE areas.

