The Vision for the Computing Curriculum at The Willows School

The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts 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
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

The New Subject and strands

Old Strands	New Strands
• Communicating • Data handling • Modelling • Sequences, control	• **Digital Literacy including the Safe and Responsible Use** • **Computer Science** • **Information Technology**

Digital Literacy

The ability to be creative and solve problems by using technology, but not by programming.

- This is just the same as what we did when we taught ICT. This means that we haven't thrown away our existing activities. Check that they are creative problem solving activities and leave them in.

E-safeguarding.

- As a School we try to cover risk, but not intellectual property and copyright.

Computer Science

- This is mostly about programming. We already use programmable toys such as beebots in KS2, and Scratch in KS3. We try to use new technologies to cover key concepts in particular repetition, decision, modularity and the use of variables.

Information Technology

- We cover how digital devices work. At the simplest level it is about how digital devices handle text, images, and sound, and progresses through more complicated digitisation such as how the internet works.