

Content



Information Technology	Computer Science	Digital Literacy
Word Processing/ Typing	Computational Thinking	Self Image
Data Handling	Coding Programming	Online Relationships
Presentations, Web Design and eBook Creation	Computer Networks (KS2 only)	Online Reputation
Animation		Online Bullying
Video Creation		Managing Online Information
Photography and Digital Art		Health, Well-being and Lifestyle
Sound		Privacy and Security
		Copyright and Ownership

Computing should provide opportunities for children to develop computational thinking and creativity in order to become active participants in a digital world

INFORMATION TECHNOLOGY

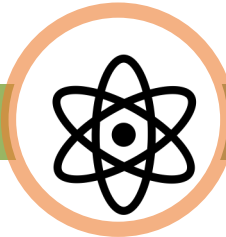
Select, use and combine a variety of software to design and create a range of programs, systems and content that accomplishes given goals.

DIGITAL LITERACY

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



Transition to Year 7



COMPUTER SCIENCE

Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. Use logical reasoning to detect and correct errors in algorithms and programs.

INFORMATION TECHNOLOGY

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

DIGITAL LITERACY

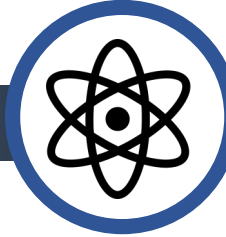
Use technology safely and respectfully, keeping personal information private. Identify where to go for help and support.

KS2

Computing

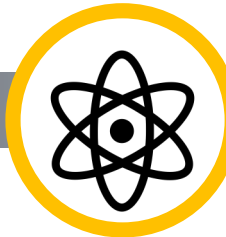
EYFS – YEAR 6
Elmhurst School

KS1



COMPUTER SCIENCE

Understand how algorithms are implemented as programs on digital devices. Create and debug simple programs



EYFS

INFORMATION TECHNOLOGY

Children recognise that a range of technology is used in places such as homes and schools.

COMPUTER SCIENCE

Children select and use technology for particular purposes.

DIGITAL LITERACY

Recognise some of the ways in which the internet can be used to communicate.

