



Aims

Computing encourages pupils to use logical reasoning to predict the behaviour of simple programs.

Computing develops pupils' skills in using technology to create, organise, store, manipulate and retrieve digital content. Through computing, pupils are more able to actively participate in a rapidly changing technological world.

Computing teaches pupils how to flourish in a connected world, developing their sensitivity to others online, treating them with respect, and showing respect for their privacy.

Computing gives pupils rapid access to ideas and experiences from a wide range of people, communities and cultures, for example through the use of the internet and email.

Computing helps pupils to 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.

Computing makes it possible for pupils to explore real-world situations that would be too difficult, too expensive or too dangerous to create in real life.

Computing teaches pupils how to keep safe online, and where to go for help and support.

Critical thinking and analytical skills are developed through computing.

Computing encourages pupils to develop a richer digital literacy experience, as they document what they know and learn for others through blog posts, audio recordings etc.

Computing builds pupils' confidence in, and enthusiasm for, using technology in the wider world, as they present to one another and upload their work for others to see.

Computing nurtures pupils' collaboration skills, as they work together and support one another in their learning.

