Computing at River Beach

A new computing curriculum, has replaced ICT (Information Communication Technology), and was introduced into all schools in England from September 2014.

Technology is essential to everyday life and 'computational thinking' is a vital skill when it comes to participating in an increasingly digital world. With this in mind, the new curriculum has been developed to equip young people with the skills, knowledge and understanding of computing that they will need throughout the rest of their lives. Young people will learn how computers and computer systems work, how to design and build programmes, and how to develop their ideas using technology.

The curriculum teaches students from the beginning of primary education to the end of secondary school how to use computers, how computers work, and how to design and build programmes. There is a focus on computational thinking and creativity, as well as scope for innovative work in programming and digital media.

	KS1	KS2
CS	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection, and repetition in programs; work with variables and various forms of input and output Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web Appreciate how [search] results are selected and ranked
IT	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use search technologies effectively Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
DL	Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Understand the opportunities [networks] offer for communication and collaboration Be discerning in evaluating digital content Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Computing will be a core subject for pupils aged 5 to 16 and the curriculum comprises the following three strands:

Computer Science (CS)

Information Technology (IT)

Digital Literacy (DL)

If you would like more information, click the image

http://academy.bcs.org/sites/academy.bcs.org/files/CAS_Primary%20Guidance_0.pdf