

### Computing

#### Mindsets

Exploration  
Questioning  
Thinking critically  
Thinking logically  
Creativity

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. 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, express themselves and develop their ideas through information and communication technology – at a level suitable for the future workplace and as active participants in an ever evolving digital world.

### Computing Skills and Expertise

- design and create content
- develop programming
- solve problems
- reason and explain
- analyse and compare

### Computing Proficiency

Computational exploration and creativity

#### Knowledge of:

- computing systems and networks
- data and information
- computer science (programming)
- creating media
- e-safety

### Systems

LTP map  
MTPs  
Teach Computing Scheme  
Support and challenge  
Building on prior learning