



## Computing Curriculum

Computing is concerned with how computers and their systems work (Computer Science). Pupils will be taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming.

Pupil will build on their knowledge and understanding of computer science to effectively use Information Technology to create programs, systems and a range of content. Pupils will be given the opportunity to apply their skills using a range of software. This way of thinking and application allows us to empower the pupils to become digitally literate.

Pupils will be able to use and express themselves and develop their ideas through, information and communication technology. St Wilfrid's ensures that pupils can build on their skills for the future and prepare themselves for an ever increasing digital world.

Based on the needs of our pupils and to ensure a broad and balanced computing curriculum we have identified six strands which all pupils will cover.

The six strands are:

- Programming
- Multimedia
- Publishing
- E-safety
- Data Handling
- Online