









Computing programmes of study: key stages 1 and 2

National curriculum in England

Purpose of study

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. 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, and 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.

Computer Science <i>How computers work</i>	Information Technology <i>How computers are used purposefully</i>	Digital Literacy <i>How to use technology in an effective, responsible and safe manner</i>
 Algorithms & Computing	 Digital Artefacts	 Mechanics
 Data	 Computing contexts	 Searching for and selecting information
 Systems		 E-safety