Computing Policy

Children at Ravenscroft should expect to be offered an extensive range of opportunities to explore and use computing. A high-quality computing education equips pupils to use computational thinking and creativity. Computing has deep links with mathematics, science and design and technology. 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. Buildings 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 able express themselves and develop their ideas through, information and communication technology.

<u>Aims</u>

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology