

# Beit Shvidler Computing concepts

## Substantive Knowledge

Substantive Knowledge is the knowledge that we want the children to gain by the end of Year 6. Substantive knowledge is divided into key concepts:



**Computer science**



**Information technology**



**Digital literacy**

**Computer Science** = science involves learning how to code and learning about debugging, decomposition and digital data.

**Information technology**= 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.

**Digital literacy**= the ability and skill to find, evaluate, utilise, share, and create content using information technologies and the Internet.

## **Disciplinary Knowledge**

**Disciplinary knowledge is how the children apply their knowledge during computing. We aim for the children to leave BSPPS at the end of Year 6 with these key skills:**

- 1) Coding skills – to create and debug programs
- 2) Safety skills - to use to keep safe online including; passwords, sharing information, digital footprint etc.
- 3) Using systems and programs for presenting work – Word, PowerPoint, iMovie, Excel
- 4) To collect, organise, analyse, evaluate and present data - Excel
- 5) To use different digital devices and apps – iPad, laptop, Clevertouch boards including the apps.