



# Computing Overview

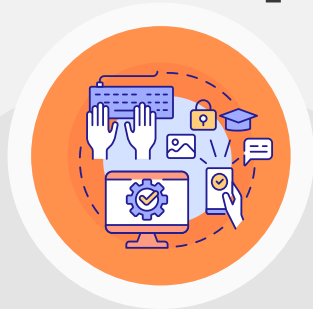


## Digital Citizenship

Digital citizenship is the ability to safely and responsibly access digital technologies, as well as being an active and respectful member of society, both online and offline.

Education for a Connected World's five key aspects are the focus:

- Self-image and identity
- Online relationships
- Online reputation
- Online bullying
- Health, wellbeing and lifestyle



## Digital Literacy

Digital Literacy: the skills and knowledge required to be an effective, safe, and discerning user of a range of computer systems. As citizens of the digital world, we need to be confident in our choice of software and the subsequent use of it.



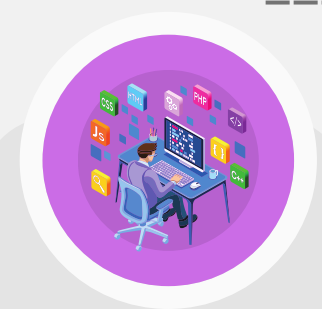
## Computer Science

Computer science is the study of the numerous processes that interact with different sources of data and information and that can be represented, as a result, in the form of apps, games, software or programs.



## Information Technology

Information technology: select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals and information.



## End of year project

Our children will take their knowledge and apply their skills to complete an end of year project, showcasing their learning.

EYFS  
Understanding of the World

### Project Evolve

Online Reputation Self-Image and Identity Online Relationships Online Bullying Health, Well-being and Life  
Managing Online Information Privacy and Security Copyright and Ownership