



## Computing

To be online-safe, online-inspired and online-confident. To use computational thinking and creativity to understand and change the world. To recognise and use the links between computing and mathematics, science, and design and technology. To develop problem-solving and critical thinking skills through abstraction, logic, algorithms and data representation.

*Be the  
Best You  
Can Be.*

To be prepared for the challenges of a rapidly developing and changing technological world.

To access the internet and use the World Wide Web in a safe and respectful way, knowing where to go for help.

To develop the skills to understand digital systems and create programs to express themselves and develop their ideas.

To harness technology in a safe, purposeful and creative way, encouraging invention and resourcefulness.

### Integrity

To use on-line tools responsibly, thinking about issues of security and personal safety, confidentiality and accuracy.

### Curiosity

To explore and experiment with new and unfamiliar technologies.

### Courage

To speak up when something seen on-line is inappropriate.

### Perseverance

To code, test and debug programs, repeating as many times as necessary to problem-solve and ensure the program performs as intended.

### Collaboration

To work together so that class 'experts' support their peers, enabling everyone to be successful.

### Community

To use computing skills to communicate effectively and appropriately within their own community and as members of the wider global community.