**The National Curriculum for Computing aims to ensure that all pupils:**

* 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.

**The purpose of study of the National Curriculum for Computing:**

A high-quality computing education equips pupils to understand and change the world through **logical thinking** and **creativity**, including by making **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**, and **how digital systems work**. Computing equips pupils to use information technology to **create programs**, **systems** and a **range of media**. It 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.

**Attainment targets:**

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.