



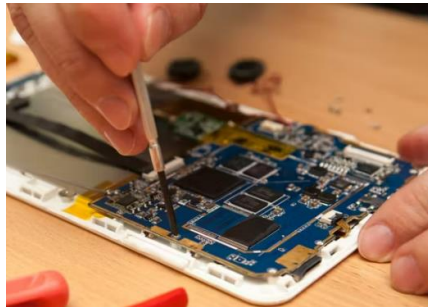
What makes an Eynesbury digital leader?



Information technology

An Eynesbury digital leader can:

- Use repeated practical experience of writing computer programs in order to solve a variety of problems.



```

d += "+";
(SAFECHARS.indexOf(ch) != -1) {
d += ch;

charCode = ch.charCodeAt(0);
charCode > 255) {
ert( "Unicode Character '" + ch +
| "(URL encoding only supports
| "A space (+) will be substit
oded += "+";

```

EYFS

An EYFS Eynesbury digital leader can:

- Engage with and utilise relevant technology with support and independently. Making links between these and the early stages of our computing curriculum.

Computer science

An Eynesbury digital leader can:

- Understand and apply the principles and concepts of computer science, including logic, algorithms and data representation.
- Analyse problems in computational terms (learning linking to or using computers).



Computing at Eynesbury

- Provides full coverage of the national curriculum.
- Focuses on teaching of computing through the three recognised areas of computer science, information technology and digital literacy.

Digital literacy

An Eynesbury digital leader can:

- Evaluate and apply information technology, including new or unfamiliar technologies, analytically (using analysis and logic to solve problems).
- Responsibly, competently, confidently and a creatively use information and communication technology.

How the computing curriculum is taught

Computing learning within each year group every half term focusses on at least one of the following key areas.

- Computing Systems and Networks
- Programming
- Creating Media
- Data Handling
- Online Safety

Our Computing learning is made cross-curricular when there are appropriate links.