

## Stocksbridge Junior School Computing Concepts

"Computers are incredibly fast, accurate, and stupid. Human beings are incredibly slow, inaccurate, and brilliant. Together they are powerful beyond imagination."

Albert Einstein

SJS Computing Concepts	
Concept 1:	<b>Computer systems and networks</b> - Identifying hardware and using software, while exploring how computers communicate and connect to one another.
Concept 2:	<b>Programming</b> - Understanding that a computer operates on algorithms, and learning how to write, adapt and debug code to instruct a computer to perform set tasks.
Concept 3:	<b>Creating Media</b> - Learning how to use various devices — record, capture and edit content such as videos, music, pictures and photographs.
Concept 4:	Data Handling - Ensuring that information is collected, recorded, stored, presented and analysed in a manner that is useful and can help to solve problems.
Concept 5:	<b>Online Safety</b> - Understanding the benefits and risks of being online — how to remain safe, keep personal information secure and recognising when to seek help in difficult situations.