Computing Curriculum Key Concepts and Disciplinary Knowledge

Key Concepts	Disciplinary Knowledge
• Digital systems • Devices/machines • Programming/program • Logic • Decomposition • Patterns • abstraction • Algorithm • Information/communication technology • Data • Digital literacy • Computer Networks • Internet services • Variables • Inputs/outputs • Debug • Sequence, selection, repetition • Software/hardware • Simulation • Search technologies	• Solve problems by breaking them down into smaller parts. • apply the fundamental principles and concepts of computer science, • including abstraction, sequence, selection and repetition, logic, algorithms and data representation • design, write and debug programs that accomplish specific goals • Use logical reasoning to explain how some simple algorithms work and to find and correct errors in algorithms and programs. • evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems • use technology safely, respectfully and responsibly • select, use and combine software on a range of digital devices to create a programs, that accomplish given goals, including collecting, analysing, evaluating and presenting data • use search technologies effectively, be discerning in evaluating digital content