There are 3 elements to the Computing Program of Study, these include; computer science (CS), information technology (IT) and digital literacy (DL) which have been broken down into 6 key areas.

The 6 areas of learning are as follows:

Information Technology (IT)
Data and Data Representation (IT)
Algorithms (CS)
Programming and Development (CS)
Hardware and Processing (DL)
Communication and Networks (DL)

At Pear Tree School we will teach the key areas of computing as part of a Computing Skills lesson each week. Pupils will then be given opportunities to apply and develop these skills through the use of ICT to support their learning in other subjects.

Teachers should use their own judgment to decide where it is appropriate across the subjects.

Half Term	Area of Learning
Autumn 1	Information Technology (information technology)
Autumn 2	Algorithms (computer science)
Spring 1	Hardware and Processing/ E-Safety (digital literacy)
Spring 2	Data and Data Representation (information technology)
Summer 1	Programming and Development (computer science)
Summer 2	Communication and Networks (digital literacy)

To coincide with the Computing Scheme of Work, pupils who use switches will also progress through the switch progression workbook used throughout the school. The pupils can access these specific switch skills during the computing lessons in addition to the computing activities that are being worked on. Switch skills can also be transferred across the range of subjects as appropriate.