

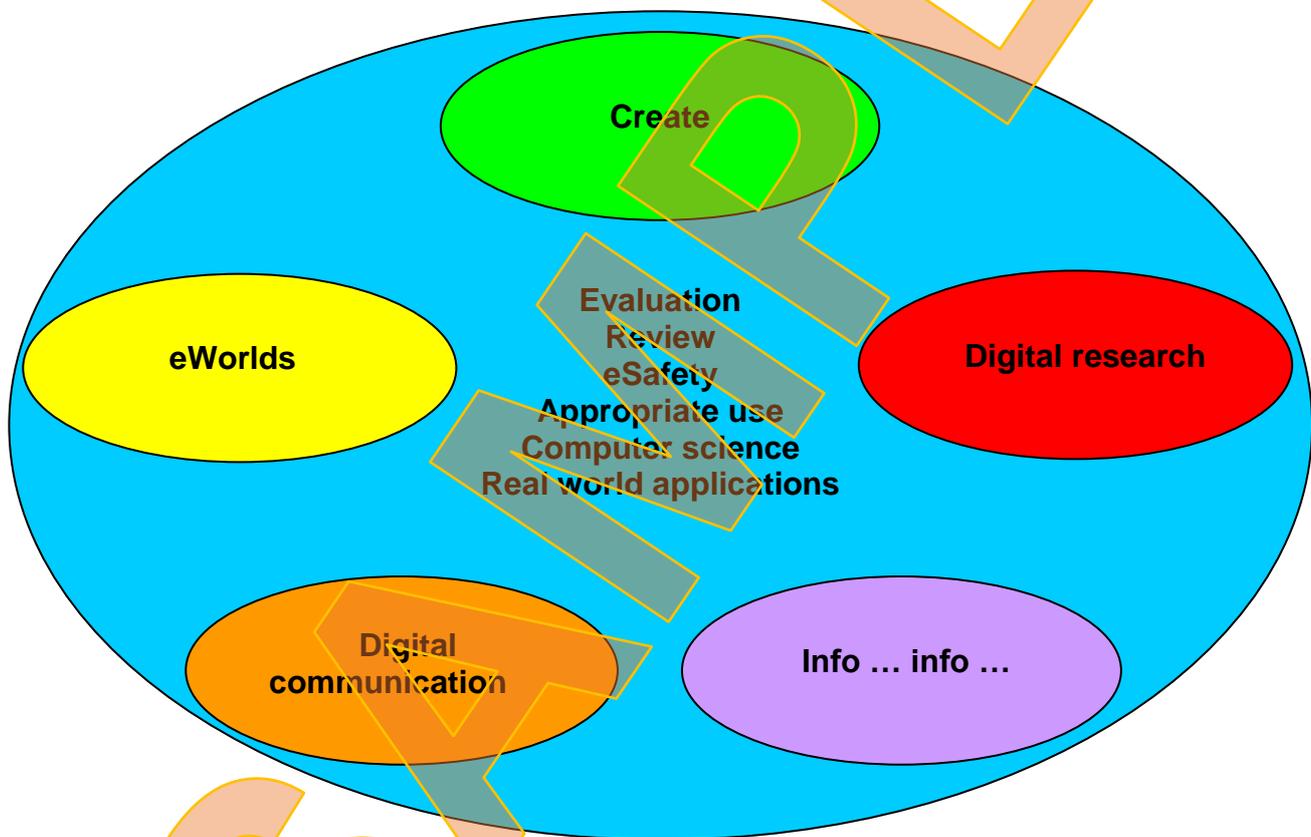
Introduction

This scheme has been created by the Herts for Learning Computing Curriculum Team to support the teaching of Computing, including Computer Science, Information Technology, Digital Literacy, and the safe and appropriate use of technology. It fully meets the requirements of the 2014 Computing Curriculum and is mapped to the [2014 Computing Programmes of Study](#) (Page 13).

This sixth version has been updated and includes additional resources as described above. The scheme is designed to evolve to embrace new technologies and the latest thinking, as well as to meet statutory curriculum requirements. It is provided on an annual subscription basis and is open to any school or educational setting.

Digital literacy, Information technology and Computer science

The scheme covers digital literacy, information technology and computer science through five strands:



This approach enables the scheme to have a strong dual emphasis:

- to support a high level of digital literacy in children so that they are safe, competent and creative users of technology. This is achieved by building essential understanding and skills through investigating, selecting and using a range of applications on different devices and platforms.
- to inspire children to become productive creators and designers of technology, by introducing the essential aspects of computer science in a way which blends with the ethos and learning approaches of the primary phase.

The **eWorlds** and **Info...info** strands focus on aspects related to computer science, but elements are also embedded into other themes, so that this learning can be explored in varied contexts. There is a particular emphasis on unplugged approaches to help learners begin to understand how technologies and systems work, before using any computer-based applications.