# What is Computing in KS2?

Computing is ………….

Computing can be divided into three sections: **Computer Science (programming)**, **Information Technology (Creating digital content and computer skills)** and **Digital Literacy (E-safety and understanding computer systems)**.

In KS2, programming is about writing code which takes complex problems and breaks them down into smaller parts. We learn what it's like to approach a problem the way a software engineer does, with logical, computational thinking. Information technology is about combining a number of skills taught and applying them to a range of programs which accomplish specific goals from 3D design to data handling. Digital literacy is about understanding computer networks and how we use technology safely and securely in a responsible and respectful way.
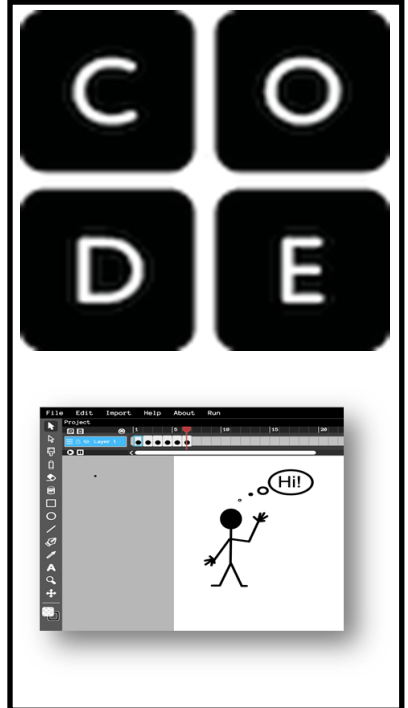
Someone who studies computing is a computer scientist. You could go on to become a games designer, robotics engineer, web designer or animator to name a few.

We will be learning about William Hanna, Matt Groening, Walt Disney, Nick Parks, Gottfried Leibniz, Bill Gates and Steve Jobs.

I will be learning these skills in Computing:

- Understand how computers work and how they have changed over time.

- Use technology safely and responsibly.

- Write and debug code which uses loops, variables and conditionals.

- Use a variety of software which accomplish specific goals such as 3D design, animation, book creation, music creation, data handling etc.

- Research information safely and present in a number of ways.