Computing

Substantive and Disciplinary Knowledge

Substantive knowledge - knowledge of hardware, software, programmes and applications

Substantive knowledge in computing is understanding how to use technology, how to be safe and knowing how to program.

In the 3 areas of Computing, substantive knowledge is:

· **Computer Science** - The technical design. The design of new software, the solution to computing problems and the development of different ways to use technology

· **Information Technology** - The technical knowledge. The design, use and understanding of hardware and software; computers and electronic systems for storing and using information

· **Digital Literacy** - The technical skills. The ability to use information and communication technologies to find, create, evaluate, and communicate information

Disciplinary knowledge - knowledge of the practices of computing (how to…)

Disciplinary knowledge in computing is the use and interpretation of substantive knowledge in order to develop original digital content

Code - Using and writing codes to produce instructions and algorithms; to solve problems; to test and use logic and sequences against inputs and outputs.
Connect - Being able to safely, efficiently and confidently digitally connect with others.
Communicate - Being able to safely, efficiently and confidently use apps and information technology to communicate ideas.
Collect - Being able to safely, efficiently and confidently find, evaluate, store, sort and use appropriate data.