

Threshold Concepts

Computer Science

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1. Know the 4 pillars of Computational Thinking and how to apply them when solving problems.
2. Know and be able to use Structured Programming Concepts (Sequence, Selection and Iteration) in 2 or more development environments
3. Know the main Components of a computer and how they work together.
4. Understand how computers store data.
5. Understand a range of ways to use technology safely, respectfully, responsibly and securely.