Computing Vocabulary Progression

We want our children to be able to communicate their learning effectively, both orally and in writing, so our curriculum provides opportunities to gain a broad knowledge of ambitious and subject specific vocabulary.'

Whole School Curriculum Intent

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Computer Science		**Information Technology**		**Digital Literacy**	
Term 1 – Computing Systems and Networks	**Autumn term 1: (Computing systems and networks-Technology around us)** technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.	**Autumn term 1 (computing systems and networks-IT around us)** Information technology (IT), computer, barcode, scanner/scan	**Autumn term 1 (computing systems and networks-connecting computers)** digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	**Autumn 1 (computing systems and networks-The Internet)** internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts	**Autumn 1 (computing systems and networks—systems and searching)** system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.	**Autumn 1 (computing systems and networks-communication and collaboration)** communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.
Term 2 – Creating Media	**Autumn term 2 (creating media-digital painting)** paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers	**Autumn Term 2: (creating media-digital photography)** device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting,	**Autumn 2 (creating media-stop-frame animation)** animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.	**Autumn2 (creating media-Audio production)** audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.	**Autumn 2 (creating media-video production)** video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.	**Autumn 2 (creating media-webpage creation)** website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.
Term 3 – Programming A	**Spring term 1: (Programming A-moving a robot)** Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.	**Spring term 1 (programming A-robot algorithms)** instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition	**Spring 1 (programming A-sequencing sounds)** Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code.	**Spring 1 (programming A-repetition in shapes)** Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design,	**Spring 1 (programming A-selection in physical computing)** microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery	**Spring 1 (programming A-variables in games)** variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare

					algorithm, debug, refine, evaluate.	box, program, condition, Input, output, selection, action, debug, circuit, power, cell, buzzer	
Term 4 – Data and Information	**Spring term 2 (data and information-grouping data)** object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same	**Spring term 2 (data and information-Pictograms)** more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing	**Spring 2 (data and information-branching databases)** attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.	**Spring 2 (data and information-data logging)** data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion	**Spring 2 (data and information-flat-file databases)** database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation.	**Spring 2 (data and information-spreadsheets)** data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.
Term 5 – Creating Media	**Summer term 1: (creating media-digital writing)** word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing.	**Summer 1 (creating media-digital music)** music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit.	**Summer 1 (creating media-desktop publishing)** text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits.	**Summer 1 (creating media-photo editing)** image, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo, font.	**Summer 1 (creating media-introduction to vector graphics)** vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, layers, order, copy, paste, group, ungroup, reuse, reflection	**Summer 1 (creating media 3D modelling)** TinkerCAD, 2D, 3D, shapes, select, move, perspective, view, handles, resize, lift, lower, recolour, rotate, duplicate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify.
Term 6 – Programming B	**Summer term 2 (programming B-animations)** ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.	**Summer 2 (programming B-programming quizzes)** sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.	**Summer 2 (programming B-events and actions in programs)** motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.	**Summer 2 (programming B-repetition in games)** Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.	**Summer 2 (Programming B-selection in quizzes)** Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator	**Summer 2 (programming B –sensing movement)** Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug