



Tier 2 Vocabulary Planner

Subject: Computing

	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Please see EYFS Knowledge Content Document		<b>Programming A – Moving a robot</b> commands instructions directions route algorithm program	<b>computing systems and networks – IT around us</b> IT computer barcode scanner/scan	<b>Computing Systems and Networks</b> <b>Connecting Computers</b> input process output program digital network	<b>Computing systems and networks – The Internet</b> ownership server routing browser content accurate	<b>Computing systems and networks - Systems and searching</b> system input process output, index refine	<b>Programming A</b> Variables in Games- variable value assign declare, program code
Autumn 2			<b>Computing systems and networks – Technology around us</b> technology computer mouse trackpad keyboard screen	<b>Creating media - Digital music</b> advantages disadvantages orientation template purpose benefits	<b>Creating Media Stop Frame Animation</b> animation frame setting consistency transition import	<b>Creating media - Audio production</b> lens static pan import reshoot tilt	<b>Creating media - Video production</b> lens static pan import reshoot tilt	<b>Creating Media</b> 3D Modelling- perspective duplicate hollow combine modify construct
Spring 1			<b>Creating media – Digital painting</b> erase tool undo fill line shape	<b>Creating media – Digital photography</b> device capture compose lighting editing background	<b>Data and information</b> <b>Branching databases</b> attribute value order organise branching database	<b>Programming A – Repetition in shapes</b> snippet trace decompose procedure program logo	<b>Programming A – Selection in physical computing</b> components condition cell infinite loop output selection	<b>Creating Media</b> Web page creation- purpose navigation implication embed preview layout





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Spring 2		<b>Data and information – Grouping data</b> object most newest least property label	<b>Programming A – Robot algorithms</b> instruction prediction design route clear order	<b>Creating media Desktop publishing</b> advantages disadvantages orientation template purpose benefits	<b>Data and information – Data logging</b> layout interval analyse import export review	<b>Data and information – Flat-file databases</b> record field criteria filter value data	<b>Computer systems and networks</b> Communication and collaboration-protocol explore collaboration one-way two-way remix
Summer 1		<b>Programming B - Programming animations</b> delete reset block area background predict	<b>Programming B - Programming quizzes</b> outcome sequence predict compare match evaluate	<b>Programming A Sequencing sounds</b> motion glide sequence chord commands code	<b>Creating media – Photo editing</b> adjustments combine edit saturation background foreground	<b>Creating media – Introduction to vector graphics</b> duplicate align vector modify rotate resize	<b>Programming B</b> Sensing movement – Microbit-trace condition variable random navigation sensing
Summer 2		<b>Creating media – Digital writing</b> bold underline select undo redo compare	<b>Data and information – Pictograms</b> advantages popular purpose benefits choose organise	<b>Programming B Events and Actions</b> motion logic errors setup design code	<b>Programming B – Repetition in games</b> duplicate modify refine animate value repetition	<b>Programming B – Selection in quizzes</b> outcomes input implement conditional setup operator	<b>Data and Information</b> Introduction to Spreadsheets- operation range propose formula calculation comparison

Nb. All year groups cover 'E-Safety' objectives throughout

