

Vocabulary Progression

EYFS

| Autumn | Spring | Summer |
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| Programming 1: All about Instructions | Programming 2: Programming Bee-bots | Computing systems and networks 1: Using a computer |
| Debug, describe, first, follow, give, instructions, order, predict, sequence, shuffle, timer, turn, instructions. | arrow, back, backwards, Bee-Bot, circle, debug, direction, directions, forward, instructions, left, program, right, route, sequence, straight on, turn batteries, buttons. | camera, capture, computer, dial, digital clock, electricity, iPad, keyboard, keys, mobile phones, mouse, power, speaker, tablets, technology, tinker, walkie-talkies. |

KS1

| | Autumn | | Spring | | Summer | |
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| Cycle A | Computing systems and networks: Improving mouse skills (Y1) | Computing systems and networks 1: What is a computer (Y2) | Programming 1: Algorithms unplugged (Y1) | Programming 1: Algorithm and debugging (Y2) | Skills showcase: Rocket to the moon (Y1) | Computing systems and networks: Word processing (Y2) |
| | account click clipart computer drag drag and drop layers log off log on mouse password predict resize screen (monitor) software tool username | battery buttons computer desktop electricity input invention keyboard laptop mouse output robot screen (monitor) tablet technology wire | algorithm artificial intelligence bug debug decompose directions input instructions order output problem virtual assistant | abstraction algorithm artificial intelligence bug clear correct data debug decompose error key features loop predict unnecessary | algorithm cells components computer create data debug distance evaluate input instructions list materials measure order photo program save sequence share spreadsheet | back button backspace bold copy cut delete highlight image import italics keyboard keyboard shortcut paste redo search space bar text effects touch typing underline undo |
| Cycle B | Programming 2: Bee-bot | Programming 2: Scratch Jr | Creating Media: Digital imagery | Creating Media: Stop motion (option 2) | Data Handling: Introduction to data | Data Handling: International Space station |
| | algorithm artificial intelligence Bee-Bot code debug filming inputting instructions precise predict program tinker video | algorithm animation blocks bug computer code debug fluid instructions loop programming repeat sequence sound recording | clear crop delete device download drag and drop edit filter image import resize save as storage space visual effects | Animation Animator Background digital device drawing flipbook frames moving images opinion skinning still images | Bar chart block graph branching database categorise data collection representation edit input keyboard line graph pictogram pie chart record values | Algorithm interactive map digital content interpret monitor satellite sensor |

LKS2

| Autumn | Spring | Summer |
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| Cycle A | Computing systems and networks 2: E-mailing | Programming: Scratch | Creating Media: Video trailers | Creating Media: Website design | Programming 1: Further coding with Scratch | Programming 2: Computational thinking |
| | attachment bcc (blind carbon copy) cc (carbon copy) compose domain download icons inbox link log in log out positive language reply settings send spam email subject bar username wi-fi | algorithm animation application code code block debug decompose game interface loop predict program remixing code repetition code review Scratch sprite tinker | application camera angle edit film film editing software graphics import key events music photo plan recording sound effects storyboard time code trailer transition video voiceover | collaboration content contribution create design embed evaluate homepage hyperlinks images insert online plan progress published record review web page website world wide web | code block conditional statement coordinates decompose feature information negative number orientation position program project script sprite stage tinker variable | abstraction algorithm code computational thinking decomposition input logical reasoning output pattern recognition script sequence variable |
| Cycle B | Computing systems and networks: Networks and the internet | Data handling: Comparison cards database | Computing systems and networks 3: Journey in a computer | Computing systems and networks: Collaborative learning | Data handling: Investigating weather | Skills showcase: HTML |
| | component, connection, corrupted, data, desktop, device, DSL (digital subscriber line), file, internet, network map, network switch, radio waves, router, server, tablet, The Cloud, web server, website, WiFi, wireless, World Wide Web | category chart data database field filter graph information interpret questionnaire record representation sort spreadsheet | algorithm assemble CPU (central processing unit) data decompose desktop disassemble hard drive infinite loop input keyboard laptop memory output program RAM (random access memory) ROM (read only memory) technology touchscreen touchpad | average collaborate comment data edit e-document email insert (file) numerical data online presentation rating reply resolve reviewing comments spreadsheet suggestion survey transition | accurate climate zone condensation extreme weather filming forecast heat sensor measurement pinwheel presenter satellite script sensor data solar panel temperature thermometer forecast wind speed | code content copyright CSS end tag fake news hacker heading HTML HTML tags internet browser paragraph remixing start tag text unplugged URL web page web page elements |

UKS2

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| | Autumn | Spring | Summer |
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| Cycle A | Data Handling: Mars Rover | Programming: Intro to Python | Skills showcase: Mars Rover 2 | Computing systems and networks: Bletchley Park | Computing Systems and Networks: Exploring AI | Skills showcase: inventing a product |
| | 8-bit binary addition binary code byte CPU data data transmission decimal numbers discovery distance hexadecimal input Mars Rover Moon numerical data output planet radio signal RAM signal simulation space | algorithm code command design import indentation input instructions loop output patterns random remix repeat shape | 3D algorithm binary image CAD compression CPU data drag and drop execute ID card input JPEG memory operating system output pixels RAM responsible RGB ROM safe | acrostic code audio advert brute force hacking Caesar cipher chip and PIN system cipher combination date shift cipher discovery invention Nth letter cipher password pigpen cipher scrambled script secret secure technological advancement trial and error | AI AI-generated image AI-generated text algorithm applications authenticity code considerations debate ethical fake generate HTML implications instructions modify output prompt refine response trained | abstraction adapt advert algorithm bug code coding debug electronic evaluate information input loop product program repetition selection sequence software structure variable |
| Cycle B | Computing systems and networks: Search engines | Data Handling 1: Big Data | Programming 1: Music | Data Handling 1: Big Data 2 | Programming 2: Micro:bit | Creating media: stop motion animation |
| | algorithm, appropriate, copyright, correct, credit, data leak, deceive, fair, fake, inappropriate, incorrect, index, information, keywords, network, privacy, rank, real, search engine, TASK, web crawler, website | algorithms, barcode, binary, Boolean, brand, chips, commuter, contactless, data, encrypted, infrared, privacy, proximity, QR code, QR scanner, radio waves, RFID, signal, systems/data analyst, transmission, wireless | beat, coding, command, debug, decompose, error, instructions, loop, melody, mind map, music, output, performance, pitch, play, predict, programming, tinker, tutorials, typing, plan, repeat, scratch, soundtrack, spacing | big data bluetooth corrupted data energy GPS improve infrared privacy QR codes revolution simulation smart city smart school stop motion wireless | bug code debug decompose loop music output pitch program repeat rhythm Scratch soundtrack tempo timbre tinker | animation animator background decomposition digital device edit evaluate flipbook fluid movement frames moving images onion skinning still images stop motion storyboard thaumatrope zoetrope |