

Vocabulary Progression

EYFS

Autumn	Spring	Summer
Programming 1: All about instructions Anti-bullying Week	Programming 2: Programming Bee-bots Safer Internet Day	Computing systems and networks 1: Using a computer Animal Explorers
<i>Debug, describe, first, follow, give, instructions, order, predict, sequence, shuffle, timer, turn, instructions. information, identity. Computer, camera, iPad, instructions, describe, instructions, technology, respectful, online, bullying, unkind.</i>	<i>Arrow, back, backwards, Bee-Bot, circle, debug, direction, directions, forward, instructions, left, program, right, route, sequence, straight on, turn Mobile phones, mouse, power, speaker, tablets, walkie-talkies, laptops, computers, sat-nav.</i>	<i>Batteries, buttons, camera, capture, computer, dial, digital clock, electricity, iPad, keyboard, keys. category, colour, collect, column, count, data, describe, graph, group, pattern, pictogram, record, row.</i>

KS1

	Autumn		Spring		Summer	
	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)
Cycle A	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
	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
Cycle B	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

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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

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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