

## Progression of Computing Vocabulary (linked to units)

Reception (not linked to NCCE / Teach Computing Units of Work)

<b>Computing Systems</b>	<b>Creating Media</b>	<b>Data and Information</b>	<b>Programming</b>
Computer, laptop, tablet, keyboard, camera.	Paint, colour, brush, pen, stamp, draw, shapes.	Picture, bar, number, data.	Robot, control, instructions, forward, backward, turn, stop, start.

### Year 1

<b>Computing systems and networks - Technology around us</b>	<b>Creating Media - Digital painting</b>	<b>Creating Media - Digital writing</b>	<b>Data and information - Grouping data</b>	<b>Programming A - Moving a robot</b>	<b>Programming B - Introduction to animation</b>
Technology, computer, mouse, trackpad, keyboard, screen, double-click, typing, screen	Paint program, tool, paintbrush, erase, fill, undo, primary colours, shape, tool, brush, style, size, pictures, painting, computers	Word processor, keyboard, keys, letters, type, numbers, space, backspace, text, cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, font, format, compare, writing	Object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, same	Forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, plan, algorithm, program, route	ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area, block, joining, command, start, run, background, delet, reset, algorithm, predict, effect, change, value, back, instructions, sprite, delete, appropriate.

### Year 2

<b>Computing Systems and networks - IT around us</b>	<b>Creating Media - Digital photography</b>	<b>Creating Media - Making music</b>	<b>Data and Information - Pictograms</b>	<b>Programming A - Robot algorithms</b>	<b>Programming B - An introduction to quizzes</b>
Information technology (IT), computer, barcode, scanner, scan, monitor.	Device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, lighting.	Music, pattern, rhythm, pulse, pitch, tempo, notes, instrument, create, pulse, beat, open, edit.	More than, less than, most, least, organise, data, object, tally chart, votes, total, pictogram, enter, compare, count, explain, more common, least common, attribute, group, same, different, popular, conclusion, block diagram, sharing.	Instruction, sequence, clear, unambiguous, algorithm, program, order, commands, prediction, sequence, artwork, design, route, mat, debugging	Sequence, command, program, run, start, outcome, predict, blocks, sprite, algorithm, blocks, design, actions, project, modify, change, build, match, compare, features, evaluate

## Progression of Computing Vocabulary (linked to units)

Year 3					
Computing systems and networks - Connecting computers	Creating Media - Animation	Creating Media - Desktop publishing	Data and information - Branching databases	Programming A - Sequence in Music	Programming B - Events and actions
Digital device, input, process, output, program, digital, non-digital, connection, network, network switch, server, wireless access point, network cables, network sockets.	Animation, flip book, stop-frame animation, frame, sequence, image, photograph, stop-frame animation, onion skinning, consistency, evaluation, delete, media, import, transition.	Text, images, advantages, disadvantages, communicate, font, font style, template, landscape, portrait, orientation, placeholder, layout, content, desktop publishing, copy, paste, purpose, benefits.	Attribute, value, question, table, objects, branching database, database, question, equal, even, separate, structure, compare, order, organise, selecting, j2data, pictogram, information, decision tree.	Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, programming blocks, motion, turn, point in direction, go to, glide, sequence, events, task, design, run the code, order, note chord, stage, algorithm, bug, debug.	Motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, code, test, actions.
Year 4					
Computing systems and networks - The Internet	Creating Media - Audio editing	Creating Media - Photo editing	Data and information - Data logging	Programming A - Repetition in shapes	Programming B - Repetition in games
Internet, network, router, network security, network switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web (WWW), content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, adverts	Audio, record, playback, microphone, speaker, headphones, input, output, sound, start, pause, stop, podcast, save, file, edit, selection, open, mixing, time shift, export, MP3, evaluate, feedback.	Image, edit, arrange, select, digital, crop, undo, save, search, copyright, composition, edit, pixels, rotate, flip, adjustments, effects, colours, hue/saturation, sepia, version, illustrator, vignette, clone, recolour, magic wand, sharpen, brighten, fake, real, cut, copy, paste, alter, background, foreground, publication, elements, original, font style, shapes, border, layer.	Data, table (layout), input devices, sensor, data logger, logging, data point, interval, analysis, analyse, data set, import, export, logged, collection, review, conclusion.	Program, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, repeat, trace, decompose, procedure,	Scratch, programming, sprite, blocks, code, loop, repeat, value, forever, infinite loop, count-controlled loop, repetition, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.

## Progression of Computing Vocabulary (linked to units)

Year 5

Computing systems and networks – sharing information	Creating Media – Vector drawing	Creating Media – Video editing	Data and information – Flat-file databases	Programming B – Selection in quizzes	Programming B – Sensing (Yr6)
System, connection, digital, input, process, output, protocol, address, packet, chat, explore, slide deck, reuse, remix, collaboration.	Vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, layers, order, paste, group, ungroup, reflection	Video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, high angle, low angle, normal angle, static camera, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.	Database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation	Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, questions, answer, task, design, input, outcomes, implement, test, run, setup, share, evaluate, constructive.	Micro:bit, MakeCode, input, process, output, flashing, USB, selection, condition, if then else, variable, random, variable, sensing, accelerometer, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.

## Progression of Computing Vocabulary (linked to units)

Year 6					
Computing systems and networks - Communication	Creating Media - 3D Modelling	Creating Media - Web page creation	Data and information - Spreadsheets	Programming A - Variables in games	Programming A - Selection in physical computing (Yr5)
Search, search engines, refine, index, crawler, bot, ranking, search engine optimisation, links, web crawler, searching, content creator, selection, communication, internet, public, private, one-way, two-way, one-to-one, one-to-many, SMS, email.	2D, 3D, 3D object, 3D space, view, resize, colour, lift, rotate, position, select, duplicate, dimensions, placeholder, hole, group, ungroup, design, modify, evaluate, improve.	Website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link embed.	Spreadsheets, data, data heading, data set, cells, columns and rows, data item, spreadsheet application, format, common attribute, formula, calculation, input, output, cells, cell reference, range, duplicate, sigma, propose, question, organised, graph, chart, evaluate, results, comparison, software, tools, data.	Variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, test, debug, improve, evaluate, share.	Microcontroller, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery box, program, condition, input, output, selection, action, repetition, debug