

Computing Progression of Vocabulary (Teach Computing)

Computing Vocabulary suggested for EYFS – algorithm, backwards, camera, choice, computer, count, create, digital camera, email, equipment, forwards, information, instruction, interactive whiteboard, internet, iPad, keyboard, keys, laptop, left, monitor, mouse, moving, off, on, online, phone, photos, print, printer, remote, right, safety, screen, share, sound, switch, technology, typing, website.

		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Information Technology	Computing systems and networks	<u>Technology around us</u> Base unit, click, computer, device, drag, desktop, double-click, file, full stop, iPad, input device, keyboard, laptop, mouse, monitor, responsibly, open, password, program, save, safely, screen, spacebar, text, technology, typing, trackpad.	<u>IT around us</u> Barcode, computer, devices, games console, handles, information technology (IT), memory stick, password, projector, release, resize, safety, scan, scanner, social media, USB	<u>Connecting computers</u> Connection, digital device, digital, input, network cables, network sockets, network switch, network, non-digital, output, process, program, server, wireless access point (WAP).	<u>The Internet</u> Accurate, adverts, content, download, files, Information, internet, links, network, network security, network switch, ownership, permission, router, routing, server, sharing, use, web address router, web browser, web page, website, Wireless Access	<u>Systems and searching</u> Algorithm, connection, content creator, crawler, digital, index, input, links, ordering, output, process, ranking, refine, search, search engine, search engine optimisation (SEO), selection, system, web crawler.	<u>Communication and collaboration</u> Address, chat, communication, data payload, data, address, digital footprint, domain Name Server (DNS), explore, header, internet, Internet Protocol (IP), one-to-many, one-to-one, one-way, packet, private, protocol, public, slide deck, two-way.
	Data and information	<u>Grouping Data</u> Colour, data, fewest, group, image, label, least, less, more, most, object, property, same, search, shape, size, value.	<u>Pictograms</u> Attribute, block diagram, compare, conclusion, count, data, explain, least common, least popular, least, less than, more common, more than, most popular, most, object, organise, sharing, tally chart.	<u>Branching databases</u> Attribute, branching databases, compare, database, decision tree, equal, even, information, objects, order, organise, questions, selecting, separate, structure, table, value.	<u>Data logging</u> Analyse, collection, conclusion, data logger, data point, data set, data, export, import, input device, interval, layout, logged, logging, review, sensor, table.	<u>Flat-file databases</u> Axis, chart, compare, criteria, data, database, field, filter, graph, group, information, order, presentation, record, search, sort, value.	<u>Spreadsheets</u> Ascending, calculation, calculate, cell reference, cells, chart, collecting, columns, data, descending, Excel, formula, graph, input, labels, operation, output, results, rows, sigma, spreadsheet, structure, table, total.

Computing Progression of Vocabulary (Teach Computing)

Computer Science	Programming	<u>Moving a robot</u> Algorithm, backwards, Bee-bots, clear, commands, directions, forwards, go, instructions, left, plan, program, right, robot, route, turn.	<u>Robot algorithms</u> Algorithm, backwards, clear, debugging, decomposition, fixing, forwards, go, Instruction, left, mat, order, prediction, program, programmers, right, route, sequence, turn, unambiguous.	<u>Sequencing sounds</u> Algorithm, backdrop, blocks, bug, chord, code, code, commands, costume, debug, design, event, glide, go to, motion, note, order, point in direction, programming blocks, programming, run the code, Scratch, sequence, sprite, stage, task, turn.	<u>Repetition in shapes</u> Code snippet, commands, count-controlled loop, debug, decompose, design, logo, pattern, procedure, program, repeat, repetition, trace, turtle, value.	<u>Selection in physical computing</u> Action, components, condition, connect, connection, controller, count-controller, crocodile clips, crumble, debug, infinite, input, LED, loop, microcontroller, motor, output, repetition, selection, sparkle, switch.	<u>Variables in games</u> Algorithm, change, code, debug, design, evaluate, event, improve, name, output, program, project, set, share, test, value, variable.
		<u>Animation</u> Algorithm, appropriate, background, Bee-Bot, block, change, command, compare, delete, effect, instruction, joining, predict, program, programming area, programming blocks, programming, reset, run, Scratch Jn, sprite, start block, value.	<u>Programming quizzes</u> Actions, algorithm, blocks, build, change, command, compare, debug, design, evaluate, features, match, modify, outcome, predict, program, project, run, Sequence, sprite, start.	<u>Events and actions in programs</u> Action, algorithm, code , debugging, design, errors, event, extension block, logic, motion, move, pen up, pen, resize, set up, sprite, test.	<u>Repetition in games</u> Algorithm, animate, block, code, costume, count-controlled loop, debug, design, duplicate, evaluate, event block, forever, infinite loop, loop, modify, programming, refine, repeat, repetition, Scratch, sprite, value.	<u>Selection in quizzes</u> Algorithm, answers, condition, conditional statement, count-control loop, debug, design, false, implement, input, outcomes, program, questions, run, selection, task, test, true.	<u>Sensing movement</u> Accelerometer, algorithms, code, compass, condition, create, debug, design, direction, else, flashing, if, input, Makecode, Micro:bit, navigation, output, plan, process, random, selection, sensing, step counter, task, test, then, trace, USB, value, variable.

Computing Progression of Vocabulary (Teach Computing)

Digital Literacy	Creating Media	<u>Digital painting</u> Brush style, colour, computers, erase, fill tool, fill line tool, paint program, paintbrush, painting, pictures, shape tools, tool, undo.	<u>Digital photography</u> Background, camera, capture, compose, device, digital, editing, filter, flash, focal point, focus, foreground, format, framing, horizontal, image, landscape, light sources, lighting, photograph, pixel, portrait, subject, vertical.	<u>Stop-frame animation</u> Animation, animation, character, consistency, delete, evaluation, events, flip book, frame, frame, import, media, onion skinning, sequence, setting, stop frame, transition.	<u>Photo editing</u> Adjustments, alter, background, clone, combine, composite, copy, crop, cut, digital, edit, effects, font, foreground, hue, Image, made up, paste, retouch, rotate, saturation, save, select, sepia, undo, vignette, zoom.	<u>Video production</u> Audio, camera, clip, close, delete, edit, evaluate, export, filming, high angle, import, lens, long shot, low angle, microphone, mid-range, moving subject, normal angle, pan, panning, reorder, reshoot, share, side by side, split, static camera, talking head, trim, video camera, video, zoom.	<u>Webpage creation</u> Breadcrumb troll, browser, copyright, device, embed, evaluate, external, Google Sites, header, homepage, hyperlink, Hypertext Markup Language (HTML), layout, link, logo, media, navigate, preview, purpose, subpage, web page, website.
		<u>Digital writing</u> Backspace, bold, capital letters, compare, font, format, italic, keyboard, keys, letters, letters, Microsoft Word, mouse, numbers, redo, select, space, text cursor, toolbar, toolbar, type, underline, undo, word processor.	<u>Digital music</u> music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit.	<u>Desktop publishing</u> Advantages, benefits, communicate, content, copy, desktop publishing, disadvantages, font style, font, images, landscape, layout, layout, orientation, paste, placeholder, portrait, purpose, template, template, Text.	<u>Audio production</u> Align, audio, edit, export, headphones, import, input device, layer, load, microphone, MP3, output device, playback, podcast, record, save, selection, sound, speaker, trim.	<u>Introduction to vector graphics</u> Align, colour, copy, duplicate, group, layers, modify, move, object, order, paste, reflection, resize, reuse, rotate, select, toolbar, tools, ungroup, vector drawing, zoom.	<u>3D modelling</u> 2D, 3D, combine, construct, cylinder, duplicate, evaluate, group, handle, hollow, lift, lower, modify, move, perspective, placeholder, recolour, resize, rotate, select, shapes, view.