

# Year 1 – Computing Vocabulary



Autumn 1

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Unit	Computing Systems and Networks: Technology Around Us	Creating Media – Digital Painting	Programming A – Moving a Robot	Data and Information – Grouping Data	Creating Media – Digital Writing	Programming B: Animations
Vocabulary	<ul style="list-style-type: none"> <li>- technology</li> <li>- computer</li> <li>- mouse</li> <li>- trackpad</li> <li>- keyboard</li> <li>- screen</li> <li>- double-click</li> <li>- typing</li> </ul>	<ul style="list-style-type: none"> <li>- paint program</li> <li>- tool</li> <li>- paintbrush</li> <li>- erase</li> <li>- fill</li> <li>- undo</li> <li>- shape tools</li> <li>- line tool</li> <li>- fill tool</li> <li>- undo tool</li> <li>- colour</li> <li>- brush style</li> <li>- brush size</li> <li>- pictures</li> <li>- painting</li> <li>- computers</li> </ul>	<ul style="list-style-type: none"> <li>- Bee-Bot</li> <li>- forwards</li> <li>- backwards</li> <li>- turn</li> <li>- clear</li> <li>- go</li> <li>- commands</li> <li>- instructions</li> <li>- directions</li> <li>- left</li> <li>- right</li> <li>- route</li> <li>- plan</li> <li>- algorithm</li> <li>- program</li> </ul>	<ul style="list-style-type: none"> <li>- object</li> <li>- label</li> <li>- group</li> <li>- search</li> <li>- image</li> <li>- property</li> <li>- colour</li> <li>- size</li> <li>- shape</li> <li>- value</li> <li>- data set</li> <li>- more</li> <li>- less</li> <li>- most</li> <li>- fewest</li> <li>- least</li> <li>- the same</li> </ul>	<ul style="list-style-type: none"> <li>- word processor</li> <li>- keyboard</li> <li>- keys</li> <li>- letters</li> <li>- type</li> <li>- numbers</li> <li>- space</li> <li>- backspace</li> <li>- text cursor</li> <li>- capital letters</li> <li>- toolbar</li> <li>- bold</li> <li>- italic</li> <li>- underline</li> <li>- mouse</li> <li>- select</li> <li>- font</li> <li>- undo</li> <li>- redo</li> <li>- format</li> <li>- compare</li> <li>- typing</li> <li>- writing</li> </ul>	<ul style="list-style-type: none"> <li>- ScratchJr</li> <li>- command</li> <li>- sprite</li> <li>- compare</li> <li>- programming</li> <li>- area</li> <li>- block</li> <li>- joining</li> <li>- start</li> <li>- run</li> <li>- program</li> <li>- background</li> <li>- delete</li> <li>- reset</li> <li>- algorithm</li> <li>- predict</li> <li>- effect</li> <li>- change</li> <li>- value</li> <li>- instructions</li> <li>- design</li> </ul>

# Year 2 – Computing Vocabulary



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Unit	Computing Systems and Networks: IT around us	Creating Media: Digital Photography	Programming A: Robot Algorithms	Data and Information: Pictograms	Creating Media: Digital Music	Programming B: Programming Quizzes
Vocabulary	<ul style="list-style-type: none"> <li>- Information technology (IT)</li> <li>- computer</li> <li>- barcode</li> <li>- scanner/scan</li> </ul>	<ul style="list-style-type: none"> <li>- device</li> <li>- camera</li> <li>- photograph</li> <li>- capture</li> <li>- image</li> <li>- digital</li> <li>- landscape</li> <li>- portrait</li> <li>- framing</li> <li>- subject</li> <li>- compose</li> <li>- light sources</li> <li>- flash</li> <li>- focus</li> <li>- background</li> <li>- editing</li> <li>- filter</li> <li>- format</li> <li>- framing</li> <li>- lighting</li> </ul>	<ul style="list-style-type: none"> <li>- instruction</li> <li>- sequence</li> <li>- clear</li> <li>- unambiguous</li> <li>- algorithm</li> <li>- program</li> <li>- order</li> <li>- prediction</li> <li>- artwork</li> <li>- design</li> <li>- route</li> <li>- mat</li> <li>- debugging</li> <li>- decomposition</li> </ul>	<ul style="list-style-type: none"> <li>- more than</li> <li>- less than</li> <li>- most</li> <li>- least</li> <li>- common</li> <li>- popular</li> <li>- organise</li> <li>- data</li> <li>- object</li> <li>- tally chart</li> <li>- votes</li> <li>- total</li> <li>- pictogram</li> <li>- enter</li> <li>- data</li> <li>- compare</li> <li>- objects</li> <li>- count</li> <li>- explain</li> <li>- attribute</li> <li>- group</li> <li>- same</li> <li>- different</li> <li>- conclusion</li> <li>- block diagram</li> <li>- sharing</li> </ul>	<ul style="list-style-type: none"> <li>- music</li> <li>- quiet</li> <li>- loud</li> <li>- feelings</li> <li>- emotions</li> <li>- pattern</li> <li>- rhythm</li> <li>- pulse</li> <li>- pitch</li> <li>- tempo</li> <li>- rhythm</li> <li>- notes</li> <li>- create</li> <li>- emotion</li> <li>- beat</li> <li>- instrument</li> <li>- open</li> <li>- edit</li> </ul>	<ul style="list-style-type: none"> <li>- sequence</li> <li>- command</li> <li>- program</li> <li>- run</li> <li>- start</li> <li>- outcome</li> <li>- predict</li> <li>- blocks</li> <li>- design</li> <li>- actions</li> <li>- sprite</li> <li>- project</li> <li>- modify</li> <li>- change</li> <li>- algorithm</li> <li>- build</li> <li>- match</li> <li>- compare</li> <li>- debug</li> <li>- features</li> <li>- evaluate</li> <li>- decomposition</li> <li>- code</li> </ul>

# Year 3 – Computing Vocabulary



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Unit	Computing Systems and Networks – Connecting Computers	Creating Media – Stop Frame Animation	Programming A – Sequencing Sounds	Data and Information – Branching Databases	Creating Media – Desktop Publishing	Programming B – Events and actions in programs
Vocabulary	<ul style="list-style-type: none"> <li>- digital device</li> <li>- input</li> <li>- process</li> <li>- output</li> <li>- program</li> <li>- digital</li> <li>- non-digital</li> <li>- connection</li> <li>- network</li> <li>- switch</li> <li>- server</li> <li>- wireless access point</li> <li>- cables</li> <li>- sockets</li> </ul>	<ul style="list-style-type: none"> <li>- animation</li> <li>- flip book</li> <li>- stopframe</li> <li>- frame</li> <li>- sequence</li> <li>- image</li> <li>- photograph</li> <li>- setting</li> <li>- character</li> <li>- events</li> <li>- onion skinning</li> <li>- consistency</li> <li>- evaluation</li> <li>- delete</li> <li>- media</li> <li>- import</li> <li>- transition.</li> </ul>	<ul style="list-style-type: none"> <li>- Scratch</li> <li>- programming</li> <li>- blocks</li> <li>- commands</li> <li>- code</li> <li>- sprite</li> <li>- costume</li> <li>- stage</li> <li>- backdrop</li> <li>- motion</li> <li>- turn</li> <li>- point in direction</li> <li>- go to</li> <li>- glide</li> <li>- sequence</li> <li>- event</li> <li>- task</li> <li>- design</li> <li>- run the code</li> <li>- order</li> <li>- note</li> <li>- chord</li> <li>- algorithm</li> <li>- bug</li> <li>- debug</li> <li>- code</li> </ul>	<ul style="list-style-type: none"> <li>- attribute</li> <li>- value</li> <li>- questions</li> <li>- table</li> <li>- objects</li> <li>- branching</li> <li>- database</li> <li>- objects</li> <li>- equal</li> <li>- even</li> <li>- separate</li> <li>- structure</li> <li>- compare</li> <li>- order</li> <li>- organise</li> <li>- selecting</li> <li>- information</li> <li>- decision tree</li> </ul>	<ul style="list-style-type: none"> <li>- text</li> <li>- images</li> <li>- advantages</li> <li>- disadvantages</li> <li>- communicate</li> <li>- font</li> <li>- style</li> <li>- landscape</li> <li>- portrait</li> <li>- orientation</li> <li>- placeholder</li> <li>- template</li> <li>- layout</li> <li>- content</li> <li>- desktop publishing</li> <li>- copy</li> <li>- paste</li> <li>- purpose</li> <li>- benefits</li> </ul>	<ul style="list-style-type: none"> <li>- motion</li> <li>- event</li> <li>- sprite</li> <li>- algorithm</li> <li>- logic</li> <li>- move</li> <li>- resize</li> <li>- extension block</li> <li>- pen up</li> <li>- set up</li> <li>- pen</li> <li>- design</li> <li>- action</li> <li>- debugging</li> <li>- errors</li> <li>- setup</li> <li>- code</li> <li>- test</li> <li>- debug</li> <li>- actions</li> </ul>

# Year 4 – Computing Vocabulary



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Unit	Computing systems and networks – The Internet	Creating media - Audio production	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
Vocabulary	<ul style="list-style-type: none"> <li>- internet</li> <li>- network</li> <li>- router</li> <li>- security</li> <li>- switch</li> <li>- server</li> <li>- wireless access point (wap)</li> <li>- website</li> <li>- web page</li> <li>- web address</li> <li>- routing</li> <li>- web browser</li> <li>- world wide web</li> <li>- content</li> <li>- links</li> <li>- files</li> <li>- use</li> <li>- download</li> <li>- sharing</li> <li>- ownership</li> <li>- permission</li> <li>- information</li> <li>- accurate</li> <li>- honest</li> <li>- content</li> <li>- adverts</li> </ul>	<ul style="list-style-type: none"> <li>- audio</li> <li>- microphone</li> <li>- speaker</li> <li>- headphones</li> <li>- input device</li> <li>- output device</li> <li>- sound</li> <li>- podcast</li> <li>- edit</li> <li>- trim</li> <li>- align</li> <li>- layer</li> <li>- import</li> <li>- record</li> <li>- playback</li> <li>- selection</li> <li>- load</li> <li>- save</li> <li>- export</li> <li>- mp3</li> <li>- evaluate</li> <li>- feedback</li> </ul>	<ul style="list-style-type: none"> <li>- Logo (programming environment)</li> <li>- program</li> <li>- turtle</li> <li>- commands</li> <li>- code snippet</li> <li>- algorithm</li> <li>- design</li> <li>- debug</li> <li>- pattern</li> <li>- repeat</li> <li>- repetition</li> <li>- count-controlled loop</li> <li>- value</li> <li>- trace</li> <li>- decompose</li> <li>- procedure</li> </ul>	<ul style="list-style-type: none"> <li>- data</li> <li>- table</li> <li>- layout</li> <li>- input</li> <li>- device</li> <li>- sensor</li> <li>- logger</li> <li>- logging</li> <li>- data point</li> <li>- interval</li> <li>- analyse</li> <li>- dataset</li> <li>- import</li> <li>- export</li> <li>- logged</li> <li>- collection</li> <li>- review</li> <li>- conclusion</li> </ul>	<ul style="list-style-type: none"> <li>- image</li> <li>- edit</li> <li>- digital</li> <li>- crop</li> <li>- rotate</li> <li>- undo</li> <li>- save</li> <li>- adjustments</li> <li>- effects</li> <li>- colours</li> <li>- hue</li> <li>- saturation</li> <li>- sepia</li> <li>- vignette</li> <li>- image</li> <li>- retouch</li> <li>- clone</li> <li>- select</li> <li>- combine</li> <li>- made up</li> <li>- real</li> <li>- composite</li> <li>- cut</li> <li>- copy</li> <li>- paste</li> <li>- alter</li> <li>- background</li> <li>- foreground</li> <li>- zoom</li> </ul>	<ul style="list-style-type: none"> <li>- Scratch</li> <li>- programming</li> <li>- sprite</li> <li>- blocks</li> <li>- code</li> <li>- loop</li> <li>- repeat</li> <li>- value</li> <li>- infinite loop</li> <li>- count-controlled loop</li> <li>- costume</li> <li>- repetition</li> <li>- forever</li> <li>- animate</li> <li>- event block</li> <li>- duplicate</li> <li>- modify</li> <li>- design</li> <li>- algorithm</li> <li>- debug</li> <li>- refine</li> <li>- evaluate.</li> </ul>

# Year 5 – Computing Vocabulary



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Unit	Computing systems and networks - systems and searching	Creating media - Video production	Data and information – Flat-file databases	Programming A – Selection in physical computing	Creating media - Introduction to vector graphics	Programming B – Selection in quizzes
Vocabulary	<ul style="list-style-type: none"> <li>- system</li> <li>- connection</li> <li>- digital</li> <li>- input</li> <li>- process</li> <li>- storage</li> <li>- output</li> <li>- search</li> <li>- search engine</li> <li>- refine</li> <li>- index</li> <li>- bot</li> <li>- ordering</li> <li>- links</li> <li>- algorithm</li> <li>- search engine optimisation (seo)</li> <li>- web crawler</li> <li>- content creator</li> <li>- selection</li> <li>- ranking</li> </ul>	<ul style="list-style-type: none"> <li>- video</li> <li>- audio</li> <li>- camera</li> <li>- talking head</li> <li>- panning</li> <li>- close up</li> <li>- video camera</li> <li>- microphone</li> <li>- lens</li> <li>- mid-range</li> <li>- long shot</li> <li>- moving subject</li> <li>- side by side</li> <li>- angle (high, low, normal)</li> <li>- static</li> <li>- zoom</li> <li>- pan</li> <li>- tilt</li> <li>- storyboard</li> <li>- filming</li> <li>- review</li> <li>- import</li> <li>- split</li> <li>- trim</li> <li>- clip</li> <li>- edit</li> <li>- reshoot</li> <li>- delete</li> <li>- reorder</li> <li>- export</li> <li>- evaluate</li> <li>- share</li> </ul>	<ul style="list-style-type: none"> <li>- database</li> <li>- data</li> <li>- information</li> <li>- record</li> <li>- field</li> <li>- sort</li> <li>- order</li> <li>- group</li> <li>- search</li> <li>- value</li> <li>- criteria</li> <li>- graph</li> <li>- chart</li> <li>- axis</li> <li>- compare</li> <li>- filter</li> <li>- Presentation</li> </ul>	<ul style="list-style-type: none"> <li>microcontroller</li> <li>Micro:bit</li> <li>input</li> <li>output</li> <li>program</li> <li>condition</li> <li>loop</li> <li>debug</li> <li>circuit</li> <li>components</li> </ul>	<ul style="list-style-type: none"> <li>- vector</li> <li>- drawing tools</li> <li>- object</li> <li>- toolbar</li> <li>- vector drawing</li> <li>- move</li> <li>- resize</li> <li>- colour</li> <li>- rotate</li> <li>- duplicate/copy</li> <li>- zoom</li> <li>- select</li> <li>- align</li> <li>- modify</li> <li>- layers</li> <li>- order</li> <li>- copy</li> <li>- paste</li> <li>- group</li> <li>- ungroup</li> <li>- reuse</li> <li>- reflection</li> </ul>	<ul style="list-style-type: none"> <li>- Selection</li> <li>- condition</li> <li>- true</li> <li>- false</li> <li>- count-controlled loop</li> <li>- outcomes</li> <li>- conditional statement</li> <li>- algorithm</li> <li>- program</li> <li>- debug</li> <li>- question</li> <li>- answer</li> <li>- task</li> <li>- design</li> <li>- input</li> <li>- implement</li> <li>- test</li> <li>- run</li> <li>- setup</li> <li>- Operator</li> </ul>

# Year 6 – Computing Vocabulary



Autumn 1

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Unit	Computing Systems and Networks – Communication and Collaboration	Creating Media – Web Page Creation	Programming A – Variables in Games	Data and Information – Introduction to Spreadsheets	Creating Media – 3D Modelling	Programming B – Sensing Movement
Vocabulary	<ul style="list-style-type: none"> <li>- communication</li> <li>- protocol</li> <li>- data</li> <li>- address</li> <li>- internet protocol (ip)</li> <li>- domain name server (dns)</li> <li>- packet</li> <li>- header</li> <li>- data payload</li> <li>- chat</li> <li>- explore</li> <li>- slide deck</li> <li>- reuse</li> <li>- remix</li> <li>- collaboration</li> <li>- internet</li> <li>- public</li> <li>- private</li> <li>- one-way</li> <li>- two-way</li> </ul>	<ul style="list-style-type: none"> <li>- website</li> <li>- web page</li> <li>- browser</li> <li>- media</li> <li>- hypertext markup language (html)</li> <li>- logo</li> <li>- layout</li> <li>- header</li> <li>- media</li> <li>- purpose</li> <li>- copyright</li> <li>- fair use</li> <li>- home page</li> <li>- preview</li> <li>- evaluate</li> <li>- device</li> <li>- google sites</li> <li>- breadcrumb trail</li> <li>- navigation</li> <li>- hyperlink</li> <li>- subpage</li> <li>- evaluate</li> <li>- implication</li> <li>- external link</li> <li>- embed</li> </ul>	<ul style="list-style-type: none"> <li>- variable</li> <li>- change</li> <li>- name</li> <li>- value</li> <li>- set</li> <li>- design</li> <li>- event</li> <li>- algorithm</li> <li>- code</li> <li>- task</li> <li>- artwork</li> <li>- program</li> <li>- project</li> <li>- code</li> <li>- test</li> <li>- debug</li> <li>- improve</li> <li>- evaluate</li> <li>- share</li> <li>- assign</li> <li>- declare</li> </ul>	<ul style="list-style-type: none"> <li>- data</li> <li>- collecting</li> <li>- table</li> <li>- structure</li> <li>- spreadsheet</li> <li>- cell</li> <li>- cell reference</li> <li>- data item</li> <li>- format</li> <li>- formula</li> <li>- calculation</li> <li>- spreadsheet</li> <li>- input</li> <li>- output</li> <li>- operation</li> <li>- range</li> <li>- duplicate</li> <li>- sigma</li> <li>- propose</li> <li>- question</li> <li>- data set</li> <li>- organised</li> <li>- chart</li> <li>- evaluate</li> <li>- results</li> <li>- sum</li> <li>- comparison</li> <li>- software</li> <li>- tools</li> </ul>	<ul style="list-style-type: none"> <li>• TinkerCAD</li> <li>• 2D</li> <li>• 3D</li> <li>• shapes</li> <li>• select</li> <li>• move</li> <li>• perspective</li> <li>• view</li> <li>• handles</li> <li>• resize</li> <li>• lift</li> <li>• lower</li> <li>• recolour</li> <li>• rotate</li> <li>• duplicate</li> <li>• group</li> <li>• cylinder</li> <li>• cube</li> <li>• cuboid</li> <li>• sphere</li> <li>• cone</li> <li>• prism</li> <li>• pyramid</li> <li>• placeholder</li> <li>• hollow</li> <li>• choose</li> <li>• combine</li> <li>• construct</li> <li>• evaluate</li> <li>• modify</li> </ul>	<ul style="list-style-type: none"> <li>- Micro:bit</li> <li>- MakeCode</li> <li>- input</li> <li>- process</li> <li>- output</li> <li>- flashing</li> <li>- USB</li> <li>- trace</li> <li>- selection</li> <li>- condition</li> <li>- if then else</li> <li>- variable</li> <li>- random</li> <li>- sensing</li> <li>- accelerometer</li> <li>- value</li> <li>- compass</li> <li>- direction</li> <li>- navigation</li> <li>- design</li> <li>- task</li> <li>- algorithm</li> <li>- step counter</li> <li>- plan</li> <li>- create</li> <li>- code</li> <li>- test</li> <li>- debug</li> </ul>