



## Computing Vocabulary Progression – Whole School

Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	My story our world	Story telling	Under the sea	Dinosaurs	Growing	Space
	Vocab: iPad Screen App	Vocab: QR code Scan Record	Vocab: E-safety Internet Search information	Vocab: Instruction Beebot	Vocab: Select Text Drag	Vocab: Research Search engine (google)

Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<b>Computing systems and networks – Technology around us</b> Vocab: Enter technology computer mouse keyboard cursor left click right click mouse pad	<b>Creating media – Digital painting</b> Vocab: Program tools create save document	<b>Programming A – Moving a robot</b> Vocab: Digital command outcome predict debug instructions	<b>Data and information – Grouping data</b> Vocab: Data record object label group	<b>Creating media – Digital writing</b> Vocab: Keyboard space key copy and paste word processor back space tool bar font double click undo	<b>Programming B - Programming animations</b> Vocab: Scratch coding sprite design

Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p><b>Computing systems and networks – IT around us</b> Vocab: Information technology computers barcodes scanners tills bank cards traffic lights (previous years' vocabulary should be embedded)</p>	<p><b>Creating media – Digital photography</b> Vocab: Device capture photograph digital photo landscape portrait format compose retake light autofocus lighting adjust tool effect (previous years' vocabulary should be embedded)</p>	<p><b>Programming A – Robot algorithms</b> Vocab: instructions sequence algorithm floor robot outcomes logic reasoning prediction programme debugging decomposition debugging fix (previous years' vocabulary should be embedded)</p>	<p><b>Data and information – Pictograms</b> Vocab: tally data chart questions objects more/less than most/least conclusions pictograms information (previous years' vocabulary should be embedded)</p>	<p><b>Creating media - Digital music</b> Vocab: digital music sounds pitch pattern sequence notes rhythm (previous years' vocabulary should be embedded)</p>	<p><b>Programming B - Programming quizzes</b> Vocab: sequence commands programme run predict outcome sprite blocks backgrounds character design algorithm debug (previous years' vocabulary should be embedded)</p>

Year 3	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p><b>Computing systems and networks – Connecting computers</b> Vocab: input output digital devices process Wi-Fi tablets mobile phones messages connections networks server wireless access point infrastructure (previous years' vocabulary should be embedded)</p>	<p><b>Creating media - Stop-frame animation</b> Vocab: animation flip book sequence of images story-board frame onion skinning evaluate improve media effects (previous years' vocabulary should be embedded)</p>	<p><b>Programming A - Sequencing sounds</b> Vocab: scratch sprites backdrops attributes blocks commands motion blocks actions costumes (previous years' vocabulary should be embedded)</p>	<p><b>Data and information – Branching databases</b> Vocab: questions investigate groups attributes branching database compare (previous years' vocabulary should be embedded)</p>	<p><b>Creating media – Desktop publishing</b> Vocab: font style size colour edit return backspace shift typing page orientation placeholders template paste layout (previous years' vocabulary should be embedded)</p>	<p><b>Programming B - Events and actions in programs</b> Vocab: sprite event action programme extension commands debugging pen blocks character (previous years' vocabulary should be embedded)</p>

Year4	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p><b>Unit:</b> <b>Computing systems and networks – The Internet</b></p> <p>Vocab: internet world wide web protecting websites web-pages upload share access media content (previous years' vocabulary should be embedded) create ownership copyright</p>	<p><b>Unit:</b> <b>Creating media - Audio production</b></p> <p>Vocab: microphone speaker headphone podcast Audacity ownership copyright audio soundwave editable voice recording trim align sound effects layers background music (previous years' vocabulary should be embedded)</p>	<p><b>Unit:</b> <b>Programming A – Repetition in shapes</b></p> <p>Vocab: repetition shapes loops accuracy logo text-based code snippet count controlled loop patterns predict debugging (previous years' vocabulary should be embedded)</p>	<p><b>Unit:</b> <b>Data and information – Data logging</b></p> <p>Vocab: data logging gather collect identify sensors intervals capture analyse sort conclusions (previous years' vocabulary should be embedded)</p>	<p><b>Unit:</b> <b>Creating media – Photo editing</b></p> <p>Vocab: composition digital image rotate crop colour effects cloning select and copy tools combine (previous years' vocabulary should be embedded)</p>	<p><b>Unit:</b> <b>Programming B – Repetition in games</b></p> <p>Vocab: repetition loops instructions snippet of code programming languages count controlled loops repeated action (previous years' vocabulary should be embedded)</p>

Year 5	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<p><b>Unit:</b> <b>Computing systems and networks - Systems and searching</b></p> <p>Vocab: search engines select rank results system components electronic connections connected systems digital system communicate with</p>	<p><b>Unit:</b> <b>Creating media - Video production</b></p> <p>Vocab: media format videos digital device camera angles microphone filming techniques capture scene script storyboard reshooting shooting importing (previous years' vocabulary should be embedded)</p>	<p><b>Unit:</b> <b>Programming A – Selection in physical computing</b></p> <p>Vocab: simple circuit microcontroller infinite loop LED switch Sparkle Crumble motor components connect output input conditional loop Crumble controller</p>	<p><b>Unit:</b> <b>Data and information – Flat-file databases</b></p> <p>Vocab: database information order sort fields record flat file database grouping sorting values criteria chart (previous years' vocabulary should be embedded)</p>	<p><b>Unit:</b> <b>Creating media – Introduction to vector graphics</b></p> <p>Vocab: drawing tools vector-drawings move resize rotate duplicate zoom tool alignment grids modify layer grouping ungrouping (previous years' vocabulary should be embedded)</p>	<p><b>Unit:</b> <b>Programming B – Selection in quizzes</b></p> <p>Vocab: selection conditions identify modify conditional statement branch test set up code (previous years' vocabulary should be embedded)</p>

	devices address bar web crawlers index keywords (previous years' vocabulary should be embedded)		selection (previous years' vocabulary should be embedded)			
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Year 6	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	<b>Unit: Computing systems and networks - Communication and collaboration</b>  Vocab: IP addresses protocols Domain Name Servers (DNS) data transfer data packet public and private collaboration communication (previous years' vocabulary should be embedded)	<b>Unit: Creating media – Web page creation</b>  Vocab: website HTML code webpage layout ownership copyright 'fair use' navigation paths content hyperlinks (previous years' vocabulary should be embedded)	<b>Unit: Programming A – Variables in games</b>  Vocab: variables games place holder value event programme algorithm abstraction design choices (previous years' vocabulary should be embedded)	<b>Unit: Data and information – Spreadsheets</b>  Vocab: formulas cells spreadsheet format inputs outputs calculations charts results present (previous years' vocabulary should be embedded)	<b>Unit: Creating media – 3D Modelling</b>  Vocab: Tinkercad 3D modelling 3 dimensions perspectives resize rotate duplicate place holders construct design model (previous years' vocabulary should be embedded)	<b>Unit: Programming B - Sensing movement</b>  Vocab: micro: bit input process output controllable device emulator variable selection condition operand (previous years' vocabulary should be embedded)