

## Computing Vocabulary Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 (Cycle B)	<p>Digital Writing (Y1)</p> <p>word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing.</p>	<p>Grouping Data (Y1)</p> <p>object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same</p>	<p>Pictograms (Y2)</p> <p>more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing</p>	<p>Moving a robot (Y1)</p> <p>Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.</p>	<p>Robot algorithms (Y2)</p> <p>instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition</p>	<p>Digital photography (Y2)</p> <p>device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting,</p>
KS1 (Cycle A)	<p>Technology around us (Y1)</p> <p>technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.</p>	<p>Computing systems and networks – IT around us (Y2)</p> <p>Information technology (IT), computer, barcode, scanner/scan</p>	<p>Digital painting (Y1)</p> <p>paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers</p>	<p>Programming animations (Y1)</p> <p>ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.</p>	<p>Programming quizzes (Y2)</p> <p>sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.</p>	<p>Digital Music (Y2)</p> <p>music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit.</p>

LKS2 (Cycle B)	<p>Events and actions in programs (Y3)</p> <p>motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions</p>	<p>Repetition in shapes (Y4)</p> <p>Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.</p>	<p>Sequencing sounds (Y3)</p> <p>Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code.</p>	<p>Repetition in games (Y4)</p> <p>Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.</p>	<p>Stop-Frame Animation (Y3)</p> <p>animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.</p>	<p>Audio Production (Y4)</p> <p>audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.</p>
LKS2 (Cycle A)	<p>Connecting computers (Y3)</p> <p>digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets</p>	<p>The internet (Y4)</p> <p>internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission,</p>	<p>Branching databases (Y3)</p> <p>attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.</p>	<p>Data logging (Y4)</p> <p>data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion.</p>	<p>Desktop Publishing (Y3)</p> <p>text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits</p>	<p>Photo Editing (Y4)</p> <p>image, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background,</p>

		information, accurate, honest, content, adverts				foreground, zoom, undo, font.
UKS2 (Cycle B)	Flat-File databases (Y5)  database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation.	Spreadsheets (Y6)  data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.	Selection in physical computing (Y5)  microcontroller, USB, 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, debug, circuit, power, cell, buzzer	Variables in games (Y6)  variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare	Video Production (Y5)  video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.	Web Page Creation (Y6)  website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.
UKS2 (Cycle A)	Systems and searching (Y5)  system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot,	Communication and collaboration (Y6)  communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat,	Making quizzes (Y5)  Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm,	Sensing movement (Y6)  Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else,	Vector Drawing (Y5)  vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom,	3D modelling (Y6)  TinkerCAD, 2D, 3D, shapes, select, move, perspective, view, handles, resize, lift, lower, recolour, rotate,

	<p>ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.</p>	<p>explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.</p>	<p>program, debug, question, answer, task, design, input, implement, test, run, setup, operator</p>	<p>variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug</p>	<p>select, align, modify, layers, order, copy, paste, group, ungroup, reuse, reflection</p>	<p>duplicate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify.</p>
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