

Margaret Wix



Primary School

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Progression in Computing Vocabulary

Progression in computing vocabulary – Key Stage One

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p align="center">COMPUTING SYSTEMS AND NETWORKS</p> <p align="center">Technology around us</p> <p align="center">Online Safety</p> <p>Technology, computer, mouse, trackpad, keyboard, screen, click, drag, input device, shift, spacebar, capital letter, full stop, safely, responsibly</p>	<p align="center">CREATING MEDIA</p> <p align="center">Digital Painting</p> <p>Paint program, tool, paintbrush, erase, fill, undo, Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool, Henri Matisse, Wassily Kandinsky, feelings, colour, brush style, George Seurat, Pointillism, prefer, dislike, like</p>	<p align="center">PROGRAMMING A</p> <p align="center">Moving a robot</p> <p>Forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, plan, algorithm, route, program</p>	<p align="center">DATA AND INFORMATION</p> <p align="center">Grouping data</p> <p align="center">Online Safety</p> <p>Object, label, group, search, image, colour, shape, property, value, data set, less, most, fewest, the same</p>	<p align="center">CREATING MEDIA</p> <p align="center">Digital writing</p> <p align="center">Online Safety</p> <p>Word processor, keyboard, keys, letters, Microsoft Word, letters, numbers, space, backspace, text cursor, toolbar, bold, italic, underline, undo, font, toolbar</p>	<p align="center">PROGRAMMING B</p> <p align="center">Introduction to animation</p> <p>ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area, block, joining, start, program, background, delete, reset, algorithm, predict, effect, change, value, block, instructions, appropriate, design</p>
Year 2	<p align="center">COMPUTING SYSTEMS AND NETWORKS</p> <p align="center">Information technology around us</p> <p align="center">Online safety</p> <p>Information technology (IT), computer, barcode, scanner/scan</p>	<p align="center">CREATING MEDIA</p> <p align="center">Digital photography</p> <p>Device, camera, photograph, capture, image, digital, landscape, portrait, horizontal, vertical, field of view, narrow, wide, format, framing, focal point, subject, matter, flash, focus, background, foreground, editing, filter, Pxl, changed, real</p>	<p align="center">PROGRAMMING A</p> <p align="center">Robot algorithms</p> <p>Instruction, sequence, clear, unambiguous, algorithm, program, order, commands, prediction, artwork, design, route, mat, debugging</p>	<p align="center">DATA AND INFORMATION</p> <p align="center">Pictograms</p> <p align="center">Online safety</p> <p>More than, less than, most, least, organise, data, object, tally chart, votes, total, pictogram, enter, data, tally chart, compare, count, explain, attribute, group, same, different, most popular, least popular</p>	<p align="center">CREATING MEDIA</p> <p align="center">Making music</p> <p align="center">Online safety</p> <p>Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions, pattern, rhythm, pulse, Neptune, pitch, tempo, notes, instrument, create, open, edit</p>	<p align="center">PROGRAMMING B</p> <p align="center">Introduction to quizzes</p> <p>Sequence, command, program, run, program, start, predict, blocks, actions, sprite, modify, match, debug, features, evaluate</p>

Progression in computing vocabulary – Lower Key Stage Two

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	<p align="center">COMPUTING SYSTEMS AND NETWORKS</p> <p align="center">Connecting Computers</p> <p>Digital device, input, output, process, program, connection, network, network switch, server, wireless access point (WAP)</p>	<p align="center">CREATING MEDIA</p> <p align="center">Stop frame animation Online safety</p> <p>Animation, flip book, stop frame, animation, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, media, import, transition</p>	<p align="center">PROGRAMMING A</p> <p align="center">Sequence in music</p> <p>Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, event, task, design, code, run the code, order, note, chord, algorithm, bug, debug</p>	<p align="center">DATA AND INFORMATION</p> <p align="center">Branching databases</p> <p>Attribute, value, questions, table, objects, branching databases, objects, equal, even, separate, order, organise, j2data, selecting, pictogram, information, decision tree, questions</p>	<p align="center">CREATING MEDIA</p> <p align="center">Desktop publishing Online safety</p> <p>Text, images, advantages, disadvantages, communicate, font, style, template, desktop publishing, copy, paste, layout, purpose, benefits</p>	<p align="center">PROGRAMMING B</p> <p align="center">Events and actions</p> <p>Motion, event, sprite, algorithm, logic, move, resize, algorithm, extension block, pen up, set up, design, action, debugging, errors, setup, test</p>
Year 4	<p align="center">COMPUTING SYSTEMS AND NETWORKS</p> <p align="center">The internet</p> <p>Internet, network, router, network security, network switch, wireless access point (WAP), router, website, web page, web address, router, routing, route tracing, browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, accurate, honest, adverts</p>	<p align="center">CREATING MEDIA</p> <p align="center">Audio editing Online safety</p> <p>Audio, record, playback, microphone, speaker, headphones, input, output, start, stop, podcast, save, file, selection, edit, mixing, time shift, export, MP3, evaluate, feedback</p>	<p align="center">PROGRAMMING A</p> <p align="center">Repetition in shapes</p> <p>Program, turtle, commands, code, snippet, algorithm, design, debug, logo commands, pattern, repeat, repetition, count-controlled loop, value, decompose, procedure</p>	<p align="center">DATA AND INFORMATION</p> <p align="center">Data logging</p> <p>Data, table (layout), input device, sensor, data logger, logging, data point, interval, analyse, import, export, logged, collection, analyse, review, conclusion</p>	<p align="center">CREATING MEDIA</p> <p align="center">Photo editing Online safety</p> <p>Image, edit, arrange, select, digital, crop, undo, save, search, copyright, composition, save, pixels, rotate, flip, adjustments, effects, colours, hue/saturation, sepia, version, illustrator, clone, recolour, magic wand, sharpen, brighten, fake, real, composite, background, foreground, retouch, paste, alter, publication, elements, original, font style, border, layer</p>	<p align="center">PROGRAMMING B</p> <p align="center">Repetition in games</p> <p>Scratch, programming, sprite, blocks, code, loop, repeat, value, forever, infinite loop, count-controlled loop, animate, costume, event block, duplicate, modify, debug, refine, evaluate, algorithm</p>

Progression in computing vocabulary – Upper Key Stage Two

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	<p align="center">COMPUTING SYSTEMS AND NETWORKS</p> <p align="center">Sharing information Online safety</p> <p>System, connection, digital, input, process, output, protocol, address, packet, chat, explore, slide deck, reuse, remix, collaboration</p>	<p align="center">CREATING MEDIA</p> <p align="center">Video editing Online safety</p> <p>Video, audio, recording, storyboard, script, soundtrack, dialogue, capture, zoom, storage, digital, tape, AV (audiovisual), videographer, video techniques, zoom, pan, tilt, angle, YouTuber, content, camera, colour, export, trim/clip, titles, end credits, timeline, transitions, soundtrack, retake/reshoot, special effects, constructive feedback</p>	<p align="center">PROGRAMMING A</p> <p align="center">Selection in physical computing</p> <p>Microcontroller, crumble controller, components, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, infinite loop, count-controlled loop, condition, true, false, input, action, selection, motor, switch, algorithm, debug, evaluate</p>	<p align="center">DATA AND INFORMATION</p> <p align="center">Flat-file databases</p> <p>Database, data, information, record, field, sort, order, group, search, criteria, value, graph, chart, axis, compare, filter, presentation</p>	<p align="center">CREATING MEDIA</p> <p align="center">Vector drawing Online safety</p> <p>Vector, drawing tools, shapes, object, icons, toolbar, move, resize, colour, rotate, duplicate/copy, zoom, select, alignment grid, handles, consistency, modify, layers, front, back, copy, paste, group, ungroup, reuse, improvement, evaluate, alternatives</p>	<p align="center">PROGRAMMING B</p> <p align="center">Selection in quizzes</p> <p>Selection, condition, true, false, count-controlled loop, outcomes, conditional statement – the linking together of a condition and outcomes, algorithm, program, debug, implement, question, answer, task, input, outcomes, test, run, setup, share, evaluate, constructive</p>
Year 6	<p align="center">COMPUTING SYSTEMS AND NETWORKS</p> <p align="center">Communication Online safety</p> <p>Search, search engine, Google, Bing, Yahoo, Swisscows, DuckDuckGo, refine. index, crawler, bot, optimisation, links, web crawlers, content creator, ranking, communication, internet, public, private, one-way, two-way, one-to-one, one-to-many, SMS, email, WhatsApp, blog, YouTube, Twitter, BBC Newsround</p>	<p align="center">CREATING MEDIA</p> <p align="center">Web page creation Online safety</p> <p>Website, web page, browser, media, Hypertext Markup Language (HTML), layout, header, media, purpose, copyright, fair use, evaluate, preview, device, breadcrumb, trail, navigation, hyperlink, subpage, implication, external link, embed</p>	<p align="center">PROGRAMMING A</p> <p align="center">Variables in games</p> <p>Variable, change, name, value, set, design, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share</p>	<p align="center">DATA AND INFORMATION</p> <p align="center">Spreadsheets</p> <p>Spreadsheet, data, data heading, data set, cells, columns and rows, data item, format, common attribute, formula, calculation, call reference, sigma, graph, evaluate, results, comparisons, questions, software, tools, data, propose</p>	<p align="center">CREATING MEDIA</p> <p align="center">3D modelling Online safety</p> <p>2D, 3D, 3D object, 3D space, view, resize, colour, lift, rotate, position, select, duplicate, dimensions, placeholder, hole, group, ungroup, modify, evaluate, improve</p>	<p align="center">PROGRAMMING B</p> <p align="center">Sensing</p> <p>Micro-bit, MakeCode, input, process, output, flashing, USB, selection, condition, if... then... else, variable, random, navigation, design, task, step counter, plan, create, code, test, debug</p>