



Computing Vocabulary Table

| Year Group | Units | Vocabulary |
|-------------------|---|--|
| Nursery | Computing systems | Keyboard, Tablet, Phone, Computer, CD player, Typewriter |
| | Programming | First, Next, Then |
| | Creating media | Photo, Camera, Video, Interactive Whiteboard |
| | Data & information | Internet, Sort, Label |
| Reception | Busy Bodies | Movement, growth, pattern, first, next, then |
| | Awesome Autumn | Movement, forwards, backwards, turn, left, right |
| | Winter Warmer | First, next, then, pattern |
| | Boats Ahoy | Predict, reason, |
| | Springtime | Plan, create, test, sequence, order, first, next, then |
| | Super Space | Plan, create, test, sequence, order, first, next, then, material |
| Year 1 | Computing systems and networks - Technology around us | technology, computer, mouse, trackpad, keyboard, screen, double-click, typing |
| | Creating media - Digital painting | paint program, tool, paintbrush, erase, fill, undo, shape tools, colour, brush style |
| | Creating media - Digital writing | word processor, keyboard, keys, space, backspace, font, bold, italic, select, typing |
| | Data and information – Grouping | object, label, group, image, colour, shape, value, data set, more, less |
| | Programming A - Moving a robot | Bee-Bot, commands, instructions, directions, route, plan, algorithm, program |
| Year 2 | Computing systems and networks - IT around us | Information technology (IT), computer, barcode, scanner/scan |
| | Creating media - Digital music | music, pattern, rhythm, pitch, tempo, instrument, emotion, create |
| | Creating media - Digital photography | device, photograph, image, light sources, flash, background, filter, lighting |

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| | Data and information – Pictograms | compare, object, tally chart, pictogram, data, attribute, same, different |
| | Programming A - Robot algorithms | instruction, sequence, algorithm, debugging, prediction, mat, design |
| Year 3 | Computing systems and networks - Connecting computers | input, process, output, digital device, switch, network, server |
| | Creating Media - Audio production | microphone, podcast, trim, playback, MP3, evaluate, edit, feedback |
| | Creating Media - Stop-frame animation | flip book, sequence, frame, setting, events, consistency, transition |
| | Data and Information - Branching databases | attribute, value, table, branching, order, decision tree |
| | Programming A - Sequencing sounds | Scratch, blocks, costume, backdrop, sequence, note, algorithm, debug |
| | Programming B - Events and actions | motion, event, sprite, logic, pen, resize, debugging, test |
| Year 4 | Computing systems and networks - The Internet | network, router, server, website, browser, content, accurate, adverts |
| | Creating Media - Desktop publishing | text, images, font, layout, template, placeholder, landscape, orientation |
| | Creating Media - Photo editing | crop, rotate, hue, sepia, vignette, retouch, background, foreground |
| | Data and Information - Data logging | input device, sensor, logger, dataset, review, conclusion |
| | Programming A - Repetition in shapes | Logo, turtle, snippet, repeat, pattern, loop, trace, procedure |
| | Programming B - Repetition in games | Scratch, sprite, loop, costume, repetition, event block, modify |
| Year 5 | Computing systems and networks - Systems & searching | system, input, output, search engine, SEO, crawler, ranking |
| | Creating Media - Vector graphics | vector, drawing tools, resize, layers, group, ungroup, reflect |
| | Creating Media – Video production | video, panning, microphone, storyboard, clip, reshoot, export |
| | Data and Information - Flat-file databases | database, record, field, sort, chart, compare, filter |
| | Programming A - Selection in physical computing | microcontroller, USB, LED, motor, selection, debug, Crumble controller |
| | Programming B - Making quizzes | condition, true/false, conditional statement, evaluate, input, implement |

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|---------------|---|---|
| Year 6 | Computing systems and networks - Communication & collaboration | protocol, IP, DNS, packet, chat, remix, collaboration, private/public |
| | Creating Media - Webpage creation | HTML, layout, header, copyright, hyperlink, subpage, embed |
| | Creating Media - 3D Modelling | TinkerCAD, 3D, resize, rotate, combine, construct, evaluate |
| | Data and Information - Spreadsheets | cell, formula, calculation, chart, sigma, evaluate, comparison |
| | Programming - Variables in games | variable, value, assign, declare, test, debug, share |
| | Programming - Sensing movement | Micro:bit, accelerometer, compass, condition, sensing, debug, navigation |