



# Computing Vocabulary Table

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<u>Year Group</u>	<u>Units</u>	<u>Vocabulary</u>
<b>Nursery</b>	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
<b>Reception</b>	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
<b>Year 1</b>	Super Space	Plan, create, test, sequence, order, first, next, then, material
	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
<b>Year 2</b>	Programming A - Moving a robot	Bee-Bot, commands, instructions, directions, route, plan, algorithm, program
	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

	Data and information – Pictograms	compare, object, tally chart, pictogram, data, attribute, same, different
	Programming A - Robot algorithms	instruction, sequence, algorithm, debugging, prediction, mat, design
<b>Year 3</b>	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
<b>Year 4</b>	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
<b>Year 5</b>	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

<b>Year 6</b>	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