

Computing Vocabulary

Class	Autumn		Spring		Summer	
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Class 1	Teach Computing: Computing Systems and Networks – Technology Around us (Y1) technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.		Teach Computing: Creating Media – Digital Painting (Y1) paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers		Teach Computing: Programming Moving a Robot (Y1) Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.	
Class 2 CYCLE A	Teach Computing: Computing Systems and Networks – IT Around Us (Y2) Information technology (IT), computer, barcode, scanner/scan		Teach Computing: Creating Media – Digital Photography (Y2) device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting,		Teach Computing: Programming – Introduction to Animation (Y1) ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.	
Class 2 CYCLE B	Teach Computing: Data and Information – Pictograms (Y2) more than, less than, most, least, common, popular, organise, data, object, tally chart,		Teach Computing: Creating Media – Digital Writing (Y1) word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor,		Teach Computing: Programming – Robot Algorithms (Y2)	

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	votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing	capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing	instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition
Class 3 CYCLE A	Teach Computing: Computing Systems and Networks – The Internet (Y4) 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, information, accurate, honest, content, adverts	Teach Computing: Creating Media – Stop-frame animation (Y3) animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.	Teach Computing: Programming – Repetition in games (Y4) 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.
Class 3 CYCLE B	Teach Computing: Data and information – Branching databases (Y3) attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.	Teach Computing: Creating media – Photo editing (Y4) 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, foreground, zoom, undo, font.	Teach Computing: Programming - Sequencing sounds (Y3) 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.
Class 4 CYCLE A	Teach Computing: Computing systems and networks - systems and searching (Y5) system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search	Teach Computing: Creating media – Web page creation (Y6) website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page,	Teach Computing: Programming – Selection in quizzes (Y5) Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug,



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	engine optimisation (SEO), web crawler, content creator, selection, ranking.	preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.	question, answer, task, design, input, implement, test, run, setup, operator
Class 4 CYCLE B	Teach Computing: Data and information - Introduction to 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	Teach Computing: Creating media - Introduction to vector graphics (Y5) vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, layers, order, copy, paste, group, ungroup, reuse, reflection	Teach Computing: Programming - Using the microbit for primary to secondary transition (Y6) Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.