



Computing- progression of vocab-

Curriculum area	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing systems	Technology Desktop Laptop Computer Mouse Trackpad Login Username Password Keyboard Edit Spacebar	Information technology Device <i>Examples of IT- Barcode scanner, printer, tablet, chip and pin machine, card reader</i>	Input Process Output Network Network components Server Wireless Access Point Network switch	Router World Wide Web Online content	Digital system Physical connection Electronic connection Computer system Search engine Rank Web search Web crawler Search engine index Content creator	Web address IP address Domain Name Server (DNS) Data packet Header Data payload Copyright Internet communication Internet collaboration Security Privacy

Programming	Sprite Programming Start block Algorithm Value Programming area Programming block Animation	Outcome Algorithm Execute (run)	Event Action Code Programming extension Pen extension Pen down block Bugs Debugging Outcome Pen trail Set up block	Logo (website used) Logo command Code snippet Repeat Loop Count controlled loop Decompose/ decomposition Procedures	Crumble controller Programming environment Circuit Microcontroller Crumble Sparkle Component Infinite loop Count-controlled loop Condition Conditional loop Selection Action	Variable Program variable Value
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Creating media 1	Paint tools- fill, brush, shape, line undo Save Retrieve	Rhythm Rhythm pattern Pitch Musical pattern Sequence of notes	Animation Frame Stop-frame animation Story board Sequence of frames Onion skinning	Rotate Crop Filter Colour effect Cloning Photo retouch Duplicate Combined image	Visual media Store Retrieve Export Reshoot	HTML code Web layout Copyright Copyright-free Fair use Navigation path Hyperlink User experience
Creating media 2	Word processor Keys Space Backspace Caps Lock Bold Italic Underline Double click Font Undo	Capture Digital photograph Portrait Landscape Format Photography composition Retake Artificial light Natural light Camera focus Effects Edit Adjust	Scratch Backdrop Code Motion block Event block Motion Stage	Input device Output device Microphone Copyright Recording Podcast Soundwave view 'Trim' recording Import Align Layers (in recording) Sound effect Background music Audio file	Vector Vector drawing Alignment grid Resize handle Zoom tool Layers Duplicate (images) Group and ungroup (images)	3D model Three dimensions Lift Lower Workplane Recolour Placeholders

Databases	Object Label Group Data Properties Classify	Pictogram Tally Count Compare Attributes Block diagram	Tree structure Branching database	Data logger Data set Data collection Sensors Data points Data file Logged data	Record Field Database Sorting Grouping	Data input Spreadsheet Cell Cell format Produce calculated data Formula Cell references Duplicate
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