



Computing Key Vocabulary

Year Group	Module	Vocabulary
EYFS	Whole phase	mouse, computer, iPad, move, create, on, off, close
Year 1	<i>1.1 Basic Computer Skills</i>	Keyboard, keys, letters, Caps lock, Shift, Enter, Backspace. Log In, Shut Down, Password, Security
	<i>1.2 Presenting Information</i>	image, photograph, import, text, font, colour, delete
	<i>1.3 Data Collection & Representation using Pictograms</i>	Pictogram, graph, chart, tally, collect, count, data
	<i>1.4 Unplugged Algorithms: Understanding & building a basic algorithm</i>	algorithm, program, instruction, code
	<i>1.5 Programming, Coding & Robotics</i>	Beebot, forward, backwards, right, left, turn, program, algorithm, clear
	<i>1.6 Problem Solving & Real World Technology</i>	Simulation, drag, drop, select, physical, virtual
Year 2	<i>2.1 Staying Safe online</i>	Sharing, online, personal information
	<i>2.2 Basic Computer Skills</i>	Text, Bold, Italic, Keyboard
	<i>2.3 Graphs</i>	Graph, chart, tally, data, input
	<i>2.4 Build on knowledge of an algorithm</i>	Sequence, Code, Blocks, Sprites, Repeat, Bug, Debugging
	<i>2.5 Programming, Coding & Robotics</i>	Sprite, background, animation, repeat, loop, sound, program, algorithm, clear
	<i>2.6 Exploring Simulations</i>	Sprite, design, icon, time, lives, rule, algorithm
Year 3	<i>3.1 Digital Citizenship</i>	Public, private, online, viral, messaging, text, bribery, threat, flattery, sharing
	<i>3.2 Creating a multimedia slides presentation</i>	Insert, Text, Format, Font, Slide, Transitions, Effects
	<i>3.3 Databases</i>	Data, information, field, record, sort, and, or, search
	<i>3.4 Logo</i>	Logo, draw, pen up, pen down, turtle, right, left, forwards, backwards, execute, program, algorithm
	<i>3.5 Programming using Scratch</i>	Sequence, selection, repetition, input, output, algorithm, programming, debugging, computational thinking, costumes, tinker
	<i>3.6 Producing Digital Media</i>	Camera, image, pixel, portfolio, theme, consent.

Year 4	<i>4.1 Digital Citizenship</i>	email, source, website, keyword, search, reliable, attachment, virus, clickbait
	<i>4.2 Investigating QR Codes</i>	QR code, reader, generate
	<i>4.3 Branching Databases</i>	Data, information, field, record, sort, and, or, search
	<i>4.4 Repetition and forever loops</i>	Repeat, forever, loop, code, debug, algorithm, sequence, selection
	<i>4.5 Use Scratch to design, plan and create a program</i>	Sequence, variable, algorithm, code, repeat, loop, input, output, device
	<i>4.6 Stop Motion Animation</i>	Animation, Frame, Pivot Stick Figure Animator, Image, Stop Frame Animator, editing
Year 5	<i>5.1 Online Safety and Computer Networks</i>	WAN, LAN, network, router, wifi, wireless, Local, cable, connection, binary, modem, switch, server
	<i>5.2 Create music using computer code</i>	Samples, composition, rhythm
	<i>5.3 Introduction to Spreadsheets</i>	Data, cell, formula, column, row, calculate
	<i>5.4 3d Modelling using Sketchup</i>	CAD (Computer aided design), Template, Select, Draw, Push /Pull, Orbit, Pan, Zoom, Zoom Extents, extrude, Paint bucket
	<i>5.5 Creating a programmable world using Kodu</i>	Kodu, computational, algorithm, programming, debugging, sequence, sprite, artificial intelligence, NPC (non-player character), pathway
	<i>5.6 Creating a podcast</i>	Podcast, record, sound, audio, edit, refine
Year 6	<i>6.1 Understanding Computer Networks</i>	Network, wireless access points, server, router, wired device, wireless device, Ethernet cable
	<i>6.2 Movie Creation</i>	Video, Special effects, CGI, Greenscreen, Audio, Image, Text
	<i>6.3 Advanced Spreadsheets</i>	Data, cell, formula, column, row, calculate
	<i>6.4 Creating a programmable world using Kodu</i>	Kodu, computational, algorithm, programming, debugging, sequence, sprite, artificial intelligence, NPC (non-player character), pathway
	<i>6.5 HTML</i>	HTML, Tags, Elements, Body, Head, Line breaks, Paragraph, Links, Images
	<i>6.6 Learn how to plan and compose music</i>	Timeline, crop, split, layer