



Luston and Shobdon Federation Computing Key Vocabulary Progression

Computing Vocabulary Progression				
	Computing Systems and Networks	Creating Media	Data and Information	Programming
Reception				
Year 1	<p>Technology around us technology, man-made, digital, screen, mouse, keyboard, program, click/drag, cursor, e-safety, spacebar,</p>	<p>Digital painting paint program, tool, paint brush, erase, fill, undo, click, drag, save, icon Digital writing word processor, text, font, keyboard, text cursor, enter, spacebar, toolbar, font, icon</p>	<p>Grouping data Information, data, search, label, group, describe, program, properties, similar, different</p>	<p>Moving a robot Programmed, robot, algorithm, button, direction, forward, backward, left, right, route Introduction to animation Programming, Scratch Jr, sprite, home, command, block, stage, background, algorithm</p>
Year 2	<p>Information technology around us Information technology, computer, device, barcode, scanner, communication, entertainment, appliances, signal, E-Safety</p>	<p>Digital photography Photography, editing, software, digital, portrait, landscape, scene, subject, lighting, colour Making music Music, emotions, pulse, rhythm, patterns, pitch, tempo, instrument, sound, note</p>	<p>Pictograms Information, data, pictogram, group, tally, tally chart, program, properties, present, problem</p>	<p>Robot algorithms program, robot, algorithm, direction, route, obstacle, design, error, chunking, debugging Introduction to quizzes Programming, Scratch Jr, sprite, quiz, command, block, debugging, sequence, algorithm, outcome</p>
Year 3	<p>Connecting computers Digital device, input, process, output, connection, network, network switch, server, WAP, E-Safety</p>	<p>Stop-frame animation Animation, frame, illusion, sequence, onion skinning, playback, storyboard, audio, consistency, text Desktop publishing Publishing, text, images, font, templates, orientation, placeholders, software, purpose, audience</p>	<p>Branching databases Information, data, attributes, group, branching, database, multiple, classify, structure, present</p>	<p>Sequence in music Programming, scratch, blocks, commands, code, sprite, stage, costume, backdrop, debugging Events and actions Programming, scratch, blocks, commands, code, events, motion, sequence, trialing, debugging</p>



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Year 4	The internet Network, internet, world wide web, router, security, website, webpage, browser, domain, reliable	Audio editing Audio, input, output, microphone, speaker, speaker, podcast, waveform, jingle, track, presenter Photo editing Photography, editing, software, crop, rotate/flip, copy, brightness, contrast, enlarge, reduce	Data logging Information, data, collection, sensor, logging, analysis, data logger, software, interpret, conclusion	Repetition in shapes Programming, logo, turtle, commands, code, cursor, algorithm, pattern, sequence, debugging
Year 5	Sharing Information System, input, process, output, protocol, IP address, packet, reuse, explore, collaboration	Vector Drawing Vector, object, handles, rotate, enlarge/reduce, layering, gradient, zoom, alignment, grouping Video Editing Video, audio, themes, message, dialogue, plot, props, zoom, angle, pan/tilt	Flat File Databases Information, data, collection, database, search, sort, filter, software, fields, records,	Selection in Physical Computing Programming, circuit, electricity, microcontroller, code, LED, algorithm, motor, modify, debugging Selection in Quizes Programming, scratch, logical, commands, algorithm, condition, selection, sequence, trialling, debugging
Year 6	Communication Internet, world wide web, search engine, browser, keyword, google, Tim Berners Lee, Ranking, Crawlers, Algorithm	3D Modelling Modelling, three-dimensional, workspace, faces, vertices, edges, handles, duplicate, holes Web Page Creation Web page, website, domain, hypertext, purpose/audience, browser, copyright, homepage, navigation pathways,	Spreadsheets Information, data, spreadsheet, format, formula, accounting, filter, software, tax, business	Variables in Games Programming, variable, scratch, events, code, LED, algorithm, motor, modify, debugging Sensing Programming, variable, scratch, events, code,