



Computing ~ Vocabulary Map



EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<u>Computing Systems and Networks -Technology Around Us</u> <u>Lesson 1</u> – Technology <u>Lesson 2</u> – Computer, mouse, trackpad, keyboard, screen <u>Lesson 3</u> – Computer, mouse, trackpad, double-click <u>Lesson 4</u> – Route, plan, program <u>Lesson 5</u> – Keyboard, computer <u>Lesson 6</u> – Computer, technology	<u>Computing Systems and Networks – IT Around Us</u> <u>Lesson 1</u> – Information technology (IT), computer <u>Lesson 2</u> – Information technology (IT) <u>Lesson 3</u> – Information technology (IT), computer <u>Lesson 4</u> – Information technology (IT), computer, barcode, scanner/scan <u>Lesson 5</u> – Information technology <u>Lesson 6</u> – Information technology	<u>Computing Systems and Networks – Connecting Computers</u> <u>Lesson 1</u> – Digital device, input, process, output <u>Lesson 2</u> – Digital device, input, process, output <u>Lesson 3</u> – Program, digital, non-digital <u>Lesson 4</u> – Connection, network, network switch <u>Lesson 5</u> – Server, wireless access point <u>Lesson 6</u> – Network cables, network sockets	<u>Computing Systems and Networks – The Internet</u> <u>Lesson 1</u> – Internet, network, router, network security <u>Lesson 2</u> – Network switch, server, wireless access point (WAP), router <u>Lesson 3</u> – Website, web page, web address, router, routing, web browser <u>Lesson 4</u> – World Wide Web, internet, content, website, web page, links, files <u>Lesson 5</u> – Website, use, content, download, sharing, ownership, permission <u>Lesson 6</u> – Information, sharing, accurate, honest, content, adverts	<u>Computing Systems and Networks – Systems and Searching</u> <u>Lesson 1</u> – System, connection, digital, input, process, output <u>Lesson 2</u> – System, connection, digital, input, process, output <u>Lesson 3</u> – Search, search engine, refine <u>Lesson 4</u> – Index, crawler, bot, search engine <u>Lesson 5</u> – Ordering, ranking, search engine, links, algorithm, search engine optimisation (SEO) <u>Lesson 6</u> – Searching, search engine, web crawler, content creator, selection, ranking	<u>Computing Systems and Networks – Communication and Collaboration</u> <u>Lesson 1</u> – Communication, protocol, data, address, Internet Protocol (IP) address, Domain Name Server (DNS) <u>Lesson 2</u> – Packet, header, data payload <u>Lesson 3</u> – Chat, explore, slide deck <u>Lesson 4</u> – Reuse, remix, collaboration <u>Lesson 5</u> – Communication, internet <u>Lesson 6</u> – Communication, public, private, one-way, two-way, one-to-one, one-to-many
	<u>Creating Media – Digital Painting</u> <u>Lesson 1</u> – Paint program, tool, paintbrush, erase, fill, undo	<u>Creating Media – Digital Photography</u> <u>Lesson 1</u> – Device, camera, photograph, capture, image, digital	<u>Creating Media – Stop Frame Animation</u> <u>Lesson 1</u> – Animation, flip book <u>Lesson 2</u> – Stop-frame animation, frame,	<u>Creating Media – Audio Production</u> <u>Lesson 1</u> – Audio, microphone, speaker, headphones, input device, output device	<u>Creating Media – Video Production</u> <u>Lesson 1</u> – Video, audio, camera, talking head, panning, close up <u>Lesson 2</u> – Video	<u>Creating Media – Webpage Creation</u> <u>Lesson 1</u> – Website, web page, browser, media, Hypertext Markup Language (HTML)

	<u>Lesson 2</u> – Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool <u>Lesson 3</u> – Henri Matisse, shape tool, fill tool <u>Lesson 4</u> – Wassily Kandinsky, tools, feelings, colour, brush style <u>Lesson 5</u> – Georges Seurat, pointillism, brush size <u>Lesson 6</u> – Pictures, painting, computers, like, prefer, dislike	<u>Lesson 2</u> – Landscape, portrait <u>Lesson 3</u> – Framing, subject, compose <u>Lesson 4</u> – Light sources, flash, focus, background <u>Lesson 5</u> – Editing, filter <u>Lesson 6</u> – Format, framing, lighting, focus, filter	sequence, image, photograph <u>Lesson 3</u> – Setting, character, events, stop-frame animation, onion skinning <u>Lesson 4</u> – Stop-frame animation, onion skinning, consistency <u>Lesson 5</u> – Evaluation, animation, onion skinning, delete, frame <u>Lesson 6</u> – Animation, media, import, transition	<u>Lesson 2</u> – Audio, sound, podcast, edit, trim, align <u>Lesson 3</u> – Audio, sound, layer, import <u>Lesson 4</u> – Audio, sound, layer, import <u>Lesson 5</u> – Audio, sound, load, import, save, export, MP3 <u>Lesson 6</u> – Export, MP3, audio, editing, evaluate, feedback	camera, microphone, lens, close up, mid range, long shot, moving subject, side by side, high angle, low angle, normal angle <u>Lesson 3</u> – Static camera, zoom, pan, tilt, storyboard <u>Lesson 4</u> – Storyboard, filming, review <u>Lesson 5</u> – Import, split, trim, clip, edit, reshoot <u>Lesson 6</u> – Delete, trim, reorder, export, evaluate, share	<u>Lesson 2</u> – Web page, website, logo, layout, header, media, purpose <u>Lesson 3</u> – Copyright, fair use <u>Lesson 4</u> – Web page, home page, preview, evaluate, device, Google Sites <u>Lesson 5</u> – Website, web page, breadcrumb trail, navigation, hyperlink, subpage <u>Lesson 6</u> – Hyperlink, evaluate, website, web page, implication, external link, embed
	<u>Programming A – Moving Robot</u> <u>Lesson 1</u> – Forwards, backwards, turn, clear, go, commands <u>Lesson 2</u> – Instructions, directions <u>Lesson 3</u> – Forwards, backwards, commands <u>Lesson 4</u> – Left, right, turn, commands <u>Lesson 5</u> – Plan, algorithm, program <u>Lesson 6</u> – Route, plan, program	<u>Programming A – Robot Algorithms</u> <u>Lesson 1</u> – Instruction, sequence, clear, unambiguous, algorithm, program <u>Lesson 2</u> – Sequence, order, algorithm, instructions <u>Lesson 3</u> – Sequence, prediction, program <u>Lesson 4</u> – Artwork, design, route, mat <u>Lesson 5</u> – Algorithm <u>Lesson 6</u> – Debugging, algorithm, program,	<u>Programming A – Sequencing Sounds</u> <u>Lesson 1</u> – Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop <u>Lesson 2</u> – Sprites, programming blocks, motion, turn, point in direction, go to, glide <u>Lesson 3</u> – Sequence, event, task, design, code, run the code <u>Lesson 4</u> – Sequence, order, note, chord <u>Lesson 5</u> – Sprite, stage, costume, backdrop	<u>Programming A – repetition In Shapes</u> <u>Lesson 1</u> – Program, Turtle – an arrow or turtle image on screen that draws a line as it is programmed, Commands, Code snippet – this could be the same as a program; it can have several sets of commands in one program <u>Lesson 2</u> – Algorithm – the part of the design of the program that is precise instructions to be implemented as code, Design, Debug – the process of	<u>Programming A – Selection In Physical Computing</u> <u>Lesson 1</u> – Microcontroller, components, connection, infinite loop <u>Lesson 2</u> – Microcontroller, output component, motor, repetition, count-controlled loop <u>Lesson 3</u> – Microcontroller, Crumble controller, components, switch, motor, LED, Sparkle, crocodile clips,	<u>Programming A – Variables In Games</u> <u>Lesson 1</u> – Variable, change, name, value <u>Lesson 2</u> – Variable, name, value, set, change <u>Lesson 3</u> – Variable, set, change, design, event <u>Lesson 4</u> – Design, algorithm, code <u>Lesson 5</u> – Task, algorithm, design, artwork, program, project, code, test, debug <u>Lesson 6</u> – Improve, evaluate, share

		decomposition	Lesson 6 - Design, algorithm, bug, debug	finding and correcting errors in your code, Logo commands as detailed in the 'Glossary' handout Lesson 3 - Pattern, repeat, repetition, count-controlled loop, algorithm, value Lesson 4 - Repeat, repetition, count-controlled loop, trace, value Lesson 5 - Repeat, Count-controlled loop, Decompose - break something down into smaller parts, Procedure - a named code snippet that can be run multiple times Lesson 6 - Count-controlled loop, Procedure - a named code snippet that can be run multiple times, Debug - the process of finding and correcting errors in your code, Program - the entire solution to the task, and an implementation of the algorithm as code	connect, battery box, program, condition Lesson 4 - Input, output, selection, condition, action Lesson 5 - Selection, condition, action, repetition Lesson 6 - Selection, condition, action, repetition, debug	
	<u>Data and Information – Grouping Data</u> Lesson 1 - Object, label, group, search, image Lesson 2 - Group, object,	<u>Data and Information – Pictograms</u> Lesson 1 - More than, less than, most, least, organise, data, object,	<u>Data and Information – Branching Data Bases</u> Lesson 1 - Attribute, value, questions, table, objects	<u>Data and Information – Data Logging</u> Lesson 1 - Data, table, layout Lesson 2 - Input device,	<u>Data and Information – Flat-File Data bases</u> Lesson 1 - Database, data, information, record, field, sort, order, group	<u>Data and Information – Introduction to Spreadsheets</u> Lesson 1 - Data, collecting, table, structure,

	label, image Lesson 3 – Group, object, property, label, colour, size, shape Lesson 4 – Group, object, property, value, label, colour, data set Lesson 5 – Group, object, property, value, label, colour, size, shape, more, less, most, fewest Lesson 6 – Group, object, property, value, label, colour, data set, more, less, most, least, fewest, the same	tally chart, votes, Lesson 2 – Pictogram, enter, data, tally chart, compare, more than, less than, objects, count Lesson 3 – Tally chart, data, pictogram, explain, more, less, most, least, more common, least common Lesson 4 – Attribute, group, same, different, object, more than/less than, most/least Lesson 5 – Attribute, compare, tally chart, pictogram, more than, less than, most popular, least popular, conclusion Lesson 6 – Tally chart, pictogram, block diagram, most, least, common, sharing, data	Lesson 2 – Branching database, database, attribute, value, questions, objects, equal, even, separate Lesson 3 – Branching database, database, attribute, value, questions, objects Lesson 4 – Branching database, attribute, questions, structure, compare, order, organise Lesson 5 – Branching database, attribute, value, question, selecting Lesson 6 – Branching database, attribute, value, questions, information, decision tree	sensor, data logger Lesson 3 – Data logger, logging, data point, interval Lesson 4 – Analyse, data set, import, export Lesson 5 – Data, data logger, logged, collection Lesson 6 – Analyse, review, conclusion	Lesson 2 – Database, data, field, record, sort, order Lesson 3 – Database, record, field, group, search, sort, order Lesson 4 – Database, record, field, value, search, criteria Lesson 5 – Database, record, field, graph, chart, axis, compare, filter Lesson 6 – Database, field, record, graph, chart, presentation	spreadsheet Lesson 2 – Cell, cell reference, data item, format Lesson 3 – Formula, calculation, data, spreadsheet, input, output, cells, cell reference Lesson 4 – Data, calculate, operation, formula, cell, range, duplicate, sigma Lesson 5 – Propose, question, data set, data, organised, formula Lesson 6 – Chart, evaluate, results, comparison, questions, software, tools, data
	Creating Media – Digital Writing Lesson 1 – Word processor, keyboard, keys, letters, type Lesson 2 – Numbers, space, backspace, text cursor Lesson 3 – Capital letters, toolbar, bold, italic, underline Lesson 4 – Mouse, select,	Creating Media – Digital Music Lesson 1 – Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions Lesson 2 – Pattern, rhythm, pulse Lesson 3 – Neptune, pitch, tempo, rhythm,	Creating Media – Desktop Publishing Lesson 1 – Text, images, advantages, disadvantages, communicate Lesson 2 – Font, font style, communicate, template Lesson 3 – Landscape, portrait, orientation,	Creating Media Lesson 1 – Image, edit, digital, crop, rotate, undo, save Lesson 2 – Image, adjustments, effects, colours, hue, saturation, sepia, vignette Lesson 3 – Image, edit, retouch, clone Lesson 4 – Image, edit,	Creating Media – Introduction to Vector Graphics Lesson 1 – Vector, drawing tools, object, toolbar Lesson 2 – Vector drawing, object, move, resize, colour, rotate, duplicate/copy Lesson 3 – Zoom, select,	Creating Media – Communication and Collaboration Lesson 1 – Communication, protocol, data, address, Internet Protocol (IP) address, Domain Name Server (DNS) Lesson 2 – Packet, header, data payload

	font Lesson 5 - Undo, redo, font, format Lesson 6 - Compare, typing, writing	notes Lesson 4 - Pattern, notes, instrument, tempo Lesson 5 - Create, emotion, pitch, pulse/beat, tempo, instrument, rhythm, notes Lesson 6 - Open, edit	placeholder, template, layout, content Lesson 4 - Desktop publishing, copy, paste Lesson 5 - Layout, purpose Lesson 6 - Desktop publishing, benefits	select, copy, paste, combine Lesson 5 - Image, made up, real, composite, cut, copy, paste, alter, background, foreground Lesson 6 - Rotate, crop, zoom, clone, select, copy, paste, undo, font	rotate, object, align, resize, modify Lesson 4 - Layers, object, order Lesson 5 - Copy, paste, group, ungroup, duplicate, object, vector drawing, reuse Lesson 6 - Reflection, vector drawing	Lesson 3 - Chat, explore, slide deck Lesson 4 - Reuse, remix, collaboration Lesson 5 - Communication, internet Lesson 6 - Communication, public, private, one-way, two-way, one-to-one, one-to-many
	Programming B – Programming Animations Lesson 1 - Scratch Jr, Bee-Bot, command , sprite, compare, programming, programming area Lesson 2 - Block, joining, command , Start block, run, program , programming area, background, delete, reset, algorithm , predict Lesson 3 - Effect, change, value, block Lesson 4 - Instructions, sprite, delete, program , algorithm Lesson 5 - Sprite, background, appropriate, algorithm Lesson 6 - Sprite, design, programming blocks, algorithm , programs	Programming B – Programming Quizzes Lesson 1 - Sequence, command , program , run, start Lesson 2 - Sequence, command , outcome, predict, program , blocks Lesson 3 - Sprite, algorithm , blocks, design, sequence, predict Lesson 4 - Actions, sprite, project, blocks, design, sequence, modify, change Lesson 5 - Design, algorithm , build, sequence, blocks, match Lesson 6 - Compare, design, debug , program , features, evaluate	Programming B – Events and Actions in Programs Lesson 1 - Motion, event, sprite, algorithm , logic Lesson 2 - Move, resize, algorithm Lesson 3 - Extension block, pen up, set up Lesson 4 - Pen, design, event, action, algorithm Lesson 5 - Debugging , errors, setup Lesson 6 - Design, code , setup, test, debug , actions, events	Programming B – Repetition in Games Lesson 1 - Scratch, programming, sprite, blocks, code , loop, repeat, value Lesson 2 - Block, repeat, forever, infinite loop , count-controlled loop , costume Lesson 3 - Repetition , forever, infinite loop , count-controlled loop , animate, costume, event block, duplicate Lesson 4 - Block, repeat, forever, infinite loop , modify, design Lesson 5 - Infinite loop , count-controlled loop , repetition , design, sprite, algorithm Lesson 6 - Repetition ,	Programming B – Selection In Quizzes Lesson 1 - Selection , condition , true, false, count-controlled loop Lesson 2 - Selection , condition , true, false, outcomes, conditional statement (the linking together of a condition and outcomes), algorithm , program , debug Lesson 3 - Selection , condition , true, false, outcomes, question, answer, algorithm , program , debug Lesson 4 - Task, design, algorithm , input, program , selection , condition , outcomes Lesson 5 - Implement, design, algorithm ,	Programming B – Sensing Movement Lesson 1 - Micro:bit, MakeCode, input , process , output , flashing, USB, trace Lesson 2 - Selection , condition , if then else, variable , random Lesson 3 - Input , selection , condition , variable , sensing, accelerometer, value Lesson 4 - Compass, direction, variable , navigation Lesson 5 - Micro:bit, design, task, algorithm , variable , step counter Lesson 6 - Plan, create, code , test, debug

				design, algorithm, duplicate, debug, refine, evaluate	program, selection, condition, outcome, test, run Lesson 6 – Design, algorithm, program, debug, test, setup, selection, condition, outcome	
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Read words – Disciplinary vocabulary

Black words – Substantive knowledge