Computing
 Key Vocabulary

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| Y1 | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|  | Technology around us | Digital painting | Moving a robot | Grouping Data | Digital writing | Programming animations |
| L1 | Technology | paint program, tool, paintbrush, erase, fill, undo  | Forwards, backwards, turn, clear, go, commands  | Object, label, group, search, image  | Word processor, keyboard, keys, letters, Microsoft Word, Google Docs  | ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area  |
| L2 | Computer, mouse/trackpad, keyboard, screen, click, drag  | Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool  | Instructions, directions  | Group, object, label, image  | Word processor, keyboard, keys, letters, numbers, space, backspace, text cursor, Microsoft Word, Google Docs  | Block, joining, command, start block, run, program, programming area, background, delete, reset, algorithm, predict  |
| L3 | Computer mouse/trackpad, draw, click, double-click, click and drag  | Henri Matisse, shape tool, fill tool  | Forwards, backwards, commands  | Group, object, property, label, colour, size, shape  | Word processor, keyboard, keys, capital letters, toolbar, bold, italic, underline, Microsoft Word, Google Docs   | Effect, change, value, block  |
| L4 | Input device, computer, keyboard, mouse  | Wassily Kandinsky, tools, feelings, colour, brush style  | Left, right, turn, commands  | Group, object, property, value, label, colour, data set  | Word processor, keyboard, mouse, cursor, select, font, toolbar, bold, italic, underline, Microsoft Word, Google Docs  | Instructions, sprite, delete, program, algorithm  |
| L5 | Shift, space bar, capital letter, full stop  | Georges Seurat, Pointillism, brush size  | Plan, algorithm, program  | Group, object, property, value, label, colour, size, shape, more, less, most, fewest  | Word processor, keyboard, keys, cursor, undo, font, toolbar, bold, italic, underline, Microsoft Word, Google Docs  | Sprite, background, appropriate, algorithm  |
| L6 | Safely, responsibly, computer, technology  | Pictures, painting, computers, like, prefer, dislike  | Route, plan, program  | Group, object, property, value, label, colour, data set, more, less, most, least, fewest, the same  | Word processor, keyboard, keys, undo, backspace, toolbar, bold, italic, underline, Microsoft Word, Google Docs  | Sprite, design, programming blocks, algorithm, programs  |

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| Y2 | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|  | Information Technology Around us | Digital Photography | Robot Algorithms | Pictograms | Making Music | An Introduction to Quizzes |
| L1 | Information technology (IT), computer  | Device, camera, photograph, capture, image, digital  | Instruction, sequence, clear, unambiguous, algorithm, program  | More than, less than, most, least, organise, data, object, tally chart, votes, total   | Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions  | Sequence, command, program, run, program, start  |
| L2 | Information technology  | Landscape, portrait, horizontal, vertical, field of view, narrow, wide, format  | Sequence, order, algorithm, commands  | Pictogram, enter, data, tally chart, compare, more than, less than, objects, count  | Pattern, rhythm, pulse | Sequence, command, outcome, predict, program, blocks  |
| L3 | Information technology (IT), computer  | Framing, focal point, subject matter, field of view, format, compose  | Sequence, prediction, program  | Tally chart, data, pictogram, explain, more, less, most, least, more common, least common  | Neptune, pitch, tempo, rhythm, notes | Sprite, algorithm, blocks, design, sequence, predict  |
| L4 | Information technology (IT), computer, barcode, scanner/scan  | Natural lighting, artificial lighting, flash, focus, background, foreground  | Artwork, design, route, mat  | Attribute, group, same, different, object, more than/less than, most/least  | Pattern, notes, instrument, tempo  | Actions, sprite, project, blocks, design, sequence, modify, change  |
| L5 | Information technology  | Editing, tools, colour, filter, images, Pixlr  | Algorithm  | Attribute, compare, tally chart, pictogram, more than, less than, most popular, least popular, conclusion  | Create, emotion, pitch, pulse/beat, tempo, instrument, rhythm, notes  | Design, algorithm, build, sequence, blocks, match  |
| L6 | Information technology  | Format, framing, lighting, focus, filter, changed, real  | Debugging, algorithm, program  | Tally chart, pictogram, block diagram, most, least, common, sharing, data  | Open, edit  | Compare, design, debug, program, features, evaluate  |

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| Y3 | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|  | Connecting computers | Stop frame animation | Desktop publishing | Branching databases | Sequencing sounds | Events and actions in programs |
| L1 | Digital device, input, output, process  | Animation, flip book | Text, images, advantages, disadvantages, communicate  | Attribute, value, questions, table, objects  | Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop  | Motion, event, sprite, algorithm, logic  |
| L2 | Digital device, input, output, process  | Stop frame animation, frame, sequence, image, photograph  | Font, font style, communicate, template  | Branching database, database, attribute, value, questions, objects, equal, even, separate  | Sprites, programming blocks, motion, turn, point in direction, go to, glide  | Move, resize, algorithm  |
| L3 | Program  | Setting, character, events, stop frame animation, onion skinning  | Landscape, portrait, orientation, placeholder, template  | Branching database, database, attribute, value, questions, objects  | Sequence, event, task, design, code, run the code  | Extension block, pen up, set up  |
| L4 | Connection, network, network switch  | Stop frame animation, onion skinning, consistency  | Desktop publishing, copy, paste  | Branching database, attribute, questions, structure, compare, order, organise  | Sequence, order, note, chord  | Pen, design, event, action, algorithm  |
| L5 | Network switch, server, wireless access point (WAP) | Evaluation, animation, onion skinning, delete, frame  | Layout, purpose  | Branching database, attribute, value, question, j2data, selecting  | Sprite, stage, costume, backdrop  | Debugging, errors, setup  |
| L6 | Network switch, server, wireless access point (WAP) | Animation, media, import, transition  | Desktop publishing, benefits  | Branching database, attribute, value, questions, j2data, pictogram, compare, information, decision tree  | Design, algorithm, bug, debug  | Design, code, setup, test, debug, actions, events  |

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| Y4 | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|  | The internet | Audio editing | Repetition in shapes | Data logging | Photo editing | Repetition in games |
| L1 | Internet, network, router, network security  | Audio, record, playback, microphone, speaker, headphones, input, output  | Program, turtle, commands, code snippet | Data, table (layout)  | Image, edit, arrange, select, digital, crop, undo, save  | Scratch, programming, sprite, blocks, code, loop, repeat, value  |
| L2 | Network switch, server, wireless access point (WAP), router | Audio, sound, record, playback, start, pause, stop, podcast  | Algorithm, design, debug, Logo commands (see Glossary handout) | Input device, sensor, data logger  | Image, search, save, copyright, composition, edit, save, pixels, crop, rotate, flip  | Block, repeat, forever, infinite loop, count-controlled loop, costume  |
| L3 | Website, web page, web address, router, routing, route tracing, browser  | Audio, sound, record, playback, start, pause, stop, podcast, save, file  | Pattern, repeat, repetition, count-controlled loop, algorithm, value  | Data logger, logging, data point, interval  | Image, adjustments, effects, colours, hue/saturation, sepia, save, version, illustrator, vignette  | Repetition, forever, infinite loop, count-controlled loop, animate, costume, event block, duplicate   |
| L4 | World Wide Web, internet, content, website, web page, links, files  | Audio, sound, record, playback, edit, selection, open, save, file  | Repeat, repetition, count-controlled loop, trace, value  | Analyse, data set, import, export  | Image, edit, retouch, clone, recolour, magic wand, select, adjust, sharpen, brighten  | Block, repeat, forever, infinite loop, modify, design |
| L5 | Website, use, content, download, sharing, ownership, permission | Audio, sound, edit, selection, open, save, mixing, time shift  | Repeat, count-controlled loop, decompose, procedure | Data, data logger, logged, collection  | Image, fake, real, composite, cut, copy, paste, alter, background, foreground  | Infinite loop, count-controlled loop, repetition, design, sprite, algorithm  |
| L6 | Information, sharing, accurate, honest, content, adverts  | Export, MP3, audio, editing, evaluate, feedback  | Count-controlled loop, procedure, debug, program | Analyse, review, conclusion  | Image, publication, elements, original, font style, shapes, border, layer | Repetition, design, algorithm, duplicate, debug, refine, evaluate  |

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| Y5 | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|  | Sharing information | Vector drawing | Video editing | Flat file databases | Selection in physical computing | Selection in quizzes |
| L1 | System, connection, digital, input, process, output | Vector, drawing tools, shapes, object, icons, toolbar  | Video, audio, recording, storyboard, script, soundtrack, dialogue  | Database, data, information, record, field, sort, order, group  | Microcontroller, Crumble controller, components, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, infinite loop  | Selection, condition, true, false, count controlled loop  |
| L2 | System, connection, digital, input, process, output   | Vector drawing, object, move, resize, colour, rotate, duplicate/copy  | Video, audio, recording, capture,  zoom, storage, digital, tape  | Database, data, field, record, sort, order  | Microcontroller, Crumble controller, output devices, motor, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, count-controlled loop   | Selection, condition, true, false, outcomes, conditional statement - the linking together of a condition and outcomes-  algorithm, program, debug |
| L3 | Protocol, address, packet  | Organise, zoom, select, rotate, object, alignment grid, resize, handles, consistency, modify   | Video, audio, AV (audiovisual), recording, save, videographer Video techniques: Zoom, pan, tilt, angle  | Database, record, field, group, search, sort, order  | Microcontroller, Crumble controller, components, switch, motor, LED, Sparkle, crocodile clips, connect, battery box, program, condition, true, false, input  | Selection, condition, true, false, outcomes, question, answer, algorithm, program, debug |
| L4 | Chat, explore, slide deck  | Layers, object, front, back, order  | Video, lighting, setting, YouTuber, content, light, audio/sound, camera angle, colour  | Database, record, field, value, search, criteria  | Microcontroller, output devices, selection, condition, action  | Task, design, algorithm, input, program, selection, condition, outcomes |
| L5 | Chat, explore  | Copy, paste, group, ungroup, duplicate, object, vector drawing, reuse  | Export, computer, Microsoft Movie Maker, split, trim/clip, edit, titles, end credits, timeline, transitions, audio, soundtrack, content, retake/reshoot (choose agreed language)  | Database, record, field, graph, chart, axis, compare, filter  | Task, design, selection, repetition, condition, action, microcontroller, Crumble controller, output devices, motor, LED, Sparkle, switch, crocodile clips, battery box  | Implement, design, algorithm, program, selection, condition, outcome, test, run |
| L6 | Reuse, remix, collaboration  | Improvement, evaluate, alternatives, vector drawing  | Video, special effects, title screen, end credits, export, constructive feedback  | Database, field, record, graph, chart, presentation  | Task, design, selection, repetition, condition, action, microcontroller, Crumble controller, output devices, motor, LED, Sparkle, switch, algorithm, program, debug, evaluate  | Implement, design, algorithm, program, debug, test, setup, selection, condition, outcome, share, evaluate, constructive  |

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| Y6 | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
|  | Internet communicating | 3D modelling | Webpage creation | Introduction to spreadsheets | Variables in games | sensing |
| L1 | Search, search engine, Google, Bing, Yahoo!, Swisscows, DuckDuckGo, refine   | 2D, 3D, 3D object, 3D space, view  | Website, web page, browser, media, Hypertext Markup Language (HTML)  | Spreadsheet, data, data heading, data set, cells, columns and rows | Variable, change, name, value  | Micro:bit, MakeCode, input, process, output, flashing, USB  |
| L2 | Index, crawler, bot, search engine  | 2D, 3D, 3D object, 3D space, resize, colour, lift  | Web page, website, logo, layout, header, media, purpose  | Data, data item, data set, object, spreadsheet application, format, common attribute  | Variable, name, value, set, change  | Selection, condition, if… then… else, variable, random  |
| L3 | Ranking, search engine, search engine optimisation, links, web crawlers  | Rotate, position, select, duplicate  | Copyright, fair use  | Formula, calculation, data, spreadsheet, input, output. cells, cell reference  | Variable, set, change, design, event  | Input, selection, condition, variable, sensing, accelerometer  |
| L4 | Searching, search engine, web crawler, content creator, selection, ranking  | Dimensions, placeholder, hole, group, ungroup  | Web page, home page, preview, evaluate, device, Google Sites  | Data, calculate, operation, formula, cell, range, duplicate, sigma  | Design, algorithm, code  | Compass, direction, variable, navigation  |
| L5 | Communication, internet  | Resize, group, ungroup, design  | Website, web page, breadcrumb trail, navigation, hyperlink, subpage  | Propose, question, data set, data, organised, formula  | Task, algorithm, design, artwork, program, project, code, test, debug  | Micro:bit, design, task, algorithm, variable, step counter  |
| L6 | Communication, public, private, one-way, two-way, one-to-one, one-to-many, SMS, email, WhatsApp, blog, YouTube, Twitter, BBC Newsround  | Modify, evaluate, improve  | Hyperlink, evaluate, website, web page, implication, external link, embed  | Graph, chart, evaluate, results, comparison, questions, software, tools, data  | Improve, evaluate, share  | Plan, create, code, test, debug  |