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 |