Computing Tier 2 and 3 Vocabulary Progression

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	**Computing Systems and Network- Technology around us** Computer, mouse, trackpad, keyboard, screen, double-click, typing, digital, electronic, laptop, pointer, text box	**Creating digital media- Paint** Fill tool, paintbrush, rubber, shape tool, pencil, undo, save icon, erase, line too, brush style,	**Programming A- Moving Forwards** Forwards, backwards, turn, commands, instructions, directions left, right, algorithm, program, route	**Data and information- Grouping Data** group, object, label image, property, size, shape, value, colour, data set	**Creating media- Digital Writing** keyboard, **B – bold**, *I* – italics, <u>U</u> – underline, font, undo, redo, text cursor, space bar, back space, word processor	**Programming B- Introduction to Animation** Bee-Bot, ScratchJr, command, sprite, programming, area, block, run, algorithm, instructions
Y2	**Computing Systems and Networks – IT Around Us** Information technology, computing systems, networks, device, cursor, benefit, barcodes, safety, passwords, balanced digital diet	**Creating Media – Digital Photography** capture, portrait, landscape framing, subject, positioning, lighting, editing, filter, viewing window, lens	**Programming A – Robot Algorithms** instruction, sequence, unambiguous, algorithm, program, sequence, prediction, commands, artwork, route, debugging,	**Data and Information – Pictograms** more than, less than, data, object, tally chart, pictogram, block diagram, attributes, enter, count, compare	**Creating Media – Making Music** emotions, pattern, rhythm, pulse/ beat, pitch, tempo, rhythm, notes, pattern, tempo	**Programming B – An Introduction to Quizzes** sequence, command, program, run, outcome, blocks, sprite, algorithm, modify, debug

Computing Tier 2 and 3 Vocabulary Progression

Y3	Computer Systems and Networks- Connecting Computers	Creating media- Stop-frame animation	Programming A – Sequencing in Music	Data and Information- Branching Databases	Creating media- Desktop Publishing	Programming B- Events and actions in programmes
	Digital device, input, process, output, network, streaming service, connection, network switch, server, message carrier, wireless access point	fixed position, decompose, stop frame animation, onion skinning, consistent, transitions, frames, motion, composition, capture area	motion, run the code, sequence, note, cord, algorithm, bug/ debug, scratch, blocks, commands, code, sprite	attribute, value, questions, table, objects, branching database, J2data, separate, structure, order, organise	text, images, fonts, Desktop publishing, template, tools, placeholders, layout, orientation	action, debugging, errors, code, events, motion, sprite, algorithm, logic, extension, block,resize
Y4	Computing systems and networks- the internet	Creating media- audio editing	Programming A – Repetition in shapes	Data and Information- Data logging	Creating media- Photo editing	Programming B- Repetitions and games
	network switch, server, wireless access point (WAP), data centre,	microphone, speakers, audacity, waveforms, podcast, jingles, sound effects, background	pattern, repeat, repetition, count-controlled loop, value, trace, decompose,	importing data, collection, table, layout, data, data logger, input	retouch, clone stamp, recolour, adjustment, sharpen, brighten, magic wand, image editor,	infinite loop, count-controlled loop, animate, event block, duplicate,

Computing Tier 2 and 3 Vocabulary Progression

	router, routing, web browser, content World Wide Web (www), website, webpage, pixabay	music, sound recording, playback, headphone, Spotify, arrangement	procedure, program, command, code snippet, algorithm, design, debug, logo, code	device, sensor, manual, automatic, interval	pixabay, composition, publication,	modify, design, algorithm, debug, refine, scratch, sprite, blocks, code, loop, value
Y5	**Computing systems and networks- sharing information** systems, digital system, smart locker, communicating, IP addresses, shared bank of information, scratch	**Creating media-video editing** zoom, pan and tilt, import, reshoot, split, export, storyboard, static camera Framing: close up, mid-range, long shot, side by side, high angle, low angle, normal angle, moving subject	**Programming A – Selection in physical computing** crumble controller, components, switch, motor, LED, Sparkle, crocodile clips, connect, battery box, program, condition, Microcontroller, connection, infinite loop, output, repetition, count-controlled loop	**Data and Information- Flat-file databases** criteria, axis, compare, filter, presentation, database, data, information, record, field, input device, sensor, data logger	**Creating media- Vector drawing** ControlC, Control V, ControlZ, rotate, resize, gradient fill, vector drawing, fill tool, line colour, rotate undo, layering, grouping, copying	**Programming B- Selection in quizzes** selection, condition (al) statement, count-controlled loop, scratch, outcome, program, implement, evaluate, constructive, debug, test run
Y6	**Computing systems and networks-internet for communication** communication, ranking, searcher, content, creator, web crawler, search engine, index, internet protocol (IP address, domain name server (DNS)	**Creating media-webpage creation** copyright, navigation path, breadcrumb trail, embedding content, webpage, inspect, audience, purpose, preview	**Programming A – Variables in games** design, algorithm, code, program, project, test, debug, variable, change, name, value, set, event, task	**Data and Information-Introduction to spreadsheets** spreadsheet, data heading/set, formula, cells columns and rows, application/software, format, common attribute, input/output/ cell reference, range, duplicate, sigma	**Creating Media- 3D Modelling** modifying, dimensions, resizing, 3D- faces, edges, vertices, lifting (of 3D objects), moved, overlapping, rotating (of 3D objects), placeholders	**Programming B- Sensing** micro: bit, make Code, input, process, output, USB, variable, accelerometer, preparation, compass, navigation, algorithm, step counter, plan, create, code, test, debug