

Computing – progressive vocabulary lists by year group (Year 1-6).

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Early Years	Early Years follow the non-statutory curriculum, Development Matters. Key vocabulary is linked to rich texts which are selected to engage and excite the learners and follow the children’s interests.					
Year 1	Unit 1.1: Online Safety and Exploring Purple Mash Avatar, Log in, Log out, My work, Notification, Password, Save, Topics, Tools, Username	Unit 1.2: Grouping and Sorting Sort, Criteria Unit 1.3: Pictograms Pictogram, Data, Collate	Unit 1.4: Lego Builders Algorithm, Computer, Debug, Instruction, Program Unit 1.5: Maze Explorers Algorithm, Arrow, Backwards, Challenge, Debug, Direction, Forward, Instruction, Left turn, Right turn, Rewind, Undo	Unit 1.6: Animated Story Books Animation, Display board, E-Book, File, Font, Sound Effect	Unit 1.7: Coding Action, Algorithm, Background, Code, Debug/Debugging, Event, Execute, Input, Instructions, Object, Output, Properties, Run, Scale, Scene, Sound, When clicked	Unit 1.8: Spreadsheets Arrow keys, Backspace key, Cell, Clipart, Columns, Count tool, Cursor, Delete key, Image toolbox, Lock tool, Move cell tool, Speak tool, Spreadsheet, Rows Unit 1.9: Technology Outside School Technology
Year 2	Unit 2.1: Coding Action, Algorithm, Background, Button, Collision Detection, Debug/Debugging, Design Mode, Event, Key Pressed, Nesting, Object, Predict, Properties, Run, Scale, Scene, Sound, Sequence, Test, Text, Timer, When clicked/swiped,	Unit 3.2: Online Safety Search, Display Board, Internet, Sharing, Email, Attachment, Digital Footprint Unit 2.3: Spreadsheets Backspace Key, Copy and Paste, Columns, Cells, Count Tool, Delete key, Equals tool, Image Toolbox, Lock tool, Move Cell tool, Rows, Speak tool, Spreadsheet	Unit 2.4: Questioning Pictogram, Question, Data, Collate, Binary Tree, Avatar, Database Unit 2.5: Effective Searching Internet, Search, Search Engine	Unit 2.6: Creating Pictures Impressionism, Palette, Pointillism, Share, Surrealism, Template	Unit 2.7: Making Music BPM, Composition, Digitally, Instrument, Music, Sound Effects (SFX), Soundtrack, Tempo, Volume	Unit 2.8: Presenting Ideas Animated, Audience , Concept Map (Mind Map), Quiz, Presentation, Narrative, Node, Non-fiction
Year 3	Unit 3.1: Coding	Unit 3.2: Online Safety	Unit 3.4: Touch Typing	Unit 3.5: Email <i>(continued)</i>	Unit 3.6 Branching Databases	Unit 3.8: Graphing

	Action, Alert, Algorithm, Background, Blocks of Command, Button, Collision Detection, Debug/Debugging, Develop, Execute, Event, Nesting, Object, Flowchart, Output, Plan, Predict, Procedure, Repeat, Properties, Timer, Sequence, Sound, Scene, Test, Values	Password, Internet, Blog, Concept Map, Username, Website, Webpage, Spoof Website, PEGI rating Unit 3.3: Spreadsheets <>=, Advance mode, Copy and Paste, Columns, Cells, Delete key, Equals tool, Spin tool, Move Cell tool, Rows, Spreadsheet	Posture, Top row keys, Home row keys, bottom row keys, Space bar Unit 3.5: Email Communication, Email, Compose, Send, CC, Attachment, Formatting, Report to the teacher, Password, Address book, Save to draft.	Communication, Email, Compose, Send, CC, Attachment, Formatting, Report to the teacher, Password, Address book, Save to draft.	Branching database, Data, Database, Question Unit 3.7 Simulations Simulation	Graph, Field, Data, Bar chart, Block graph, Line graph Unit 3.9 Presenting with Microsoft PowerPoint/Google Slides Animation, Audio, Design Templates, Entrance Animation, Font, Media, Presentation, Presentation Program, Slide, Slideshow, Stock Image, Text box, Text formatting, Transition
<u>Year 4</u>	Unit 4.1: Coding (as Year 3 and...) Code Block, Co-ordinates, If/Else, Number Variable, Prompt, Prompt for Input, Selection, Variable, Variable Value	Unit 4.2: Online Safety Computer Virus, Cookies, Copyright, Digital Footprint, E-mail, Identity Theft, Malware, Phishing, Plagiarism, Spam	Unit 4.3: Spreadsheets (as Year 3 and...) Average, Charts, Formula, Formula Wizard, Random Tool, Timer	Unit 4.4: Writing for Different Audiences Font, Bold, Italic, Underline	Unit 4.5: Logo LOGO, BK, FD, RT, LT, REPEAT, SETPC, SETPS, PU, PD Unit 4.6: Animation Animation, Background, Frame, Flipbook, Onion Skinning, Stop Motion, Play, Sound, Video Clip	Unit 4.7: Effective Searching Easter Egg, Internet, Internet browser, Search, Search Engine, Spoof website, Website Unit 4.8: Hardware Investigators Motherboard, CPU, RAM, Graphics card, Network card, Monitor, Speakers, Keyboard and Mouse
<u>Year 5</u>	Unit 5.1: Coding (as Years 3, 4 and...) Abstraction, Called, Decomposition, Function, Physical System, Run, Score,	Unit 5.2: Online Safety (as Year 4 and...) Online Safety, Smart rules, Reputable, Encryption, Shared image, Citations, Reference, Bibliography	Unit 5.3: Spreadsheets (continued) (as Years 3 and 4) Unit 5.4: Databases Avatar, Binary tree (branching database)	Unit 5.5: Game Creator Animation, Computer Game, Customise, Evaluation, Image, Instructions, Interactive, Screenshot,	Unit 5.6: 3D Modelling CAD, Modelling, 3D, Viewpoint, Polygon, 2D, Net, 3D Printing, Points, Template	Unit 5.6: Effective Searching Audience, Collaboratively, Concept, Concept Map, Connection, Idea, Node, Thought, Visual

	Simplify/Simplified, Simulation, Tab	Unit 5.3: Spreadsheets (as Years 3 and 4)	Charts, Collaborative, Data, Database, Find, Record, <i>Sort, Group and Arrange</i> , Statistics and Reports, Table	Texture, Perspective, Playability		
<u>Year 6</u>	Unit 6.1: Coding (as Years 3, 4, 5 and...) Get Input, Launch Command, Run, String, User Input	Unit 6.2: Online Safety Digital Footprint, Password, PEGI rating, Phishing, Screen time, Spoof Website Unit 6.3: Spreadsheets (as Years 3 and 4) Count (how many tool), Dice	Unit 6.4 Blogging Audience, Blog, Blog page, Blog post, Collaborative, Icon	Unit 6.5 Text Adventures Text-based adventure, Concept Map, Debug, Sprite, Function	Unit 6.6: Networks Internet, Local Area Network (LAN), Network, Network cables, Wide Area Network, Wireless, World Wide Web Unit 6.7 Quizzing Audience, Collaboration, Concept map, Database, Quiz	Unit 6.8: Binary Base 10, Base 2, Binary, Bit, Byte, Decimal, Denary, Digit, Gigabyte (GB), Integer, Kilobyte (KB), Machine code, Megabyte (MB) Nibble, Switch, Tetrabyte (TB), Transistor, Variable