

Computing – Computing Vocabulary Overview

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
Year 1	COMPUTING SYSTEMS AND NETWORK Technology around us Technology, computer, mouse, trackpad, keyboard, screen, click, drag, input device, shift, spacebar, capital letter, full stop, safely, responsibly	CREATING MEDIA Digital Painting Paint program, tool, paintbrush, erase, fill, undo, Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool, Henri Matisse, Wassily Kandinsky, feelings, colour, brush style, George Seurat, Pointillism, prefer, dislike, like	PROGRAMMING A Moving a robot Forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, plan, algorithm, route, program	DATA AND INFORMATION Grouping data Object, label, group, search, image, colour, shape, property, value, data set, less, most, fewest, the same	PROGRAMMING B Introduction to animation ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area, block, joining, start, program, background, delete, reset, algorithm, predict, effect, change, value, block, instructions, appropriate, design
E-safety	Cybersecurity, Online Privacy, Digital Footprint, Phishing, Malware, Social Engineering, Identity Theft, Password Security, Digital Citizenship, Online Bullying, Personal Information, Online Safety, Internet Privacy, Online Communication, Username and Password, Acceptable Use Policy, Online Safety Rules, Online Etiquette				
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Year 2	COMPUTING SYSTEMS AND NETWORKS Information technology around us Information technology (IT), computer, barcode, scanner/scan	CREATING MEDIA Digital photography Device, camera, photograph, capture, image, digital, landscape, portrait, horizontal, vertical, field of view, narrow, wide, format, framing, focal point, subject, matter, flash, focus, background, foreground, editing, filter, Pixl, changed, real	PROGRAMMING A Robot algorithms Instruction, sequence, clear, unambiguous, algorithm, program, order, commands, prediction, artwork, design, route, mat, debugging	CREATING MEDIA Making music Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions, pattern, rhythm, pulse, Neptune, pitch, tempo, notes, instrument, create, open, edit	PROGRAMMING B Introduction to quizzes Sequence, command, program, run, program, start, predict, blocks, actions, sprite, modify, match, debug, features, evaluate
E-safety	Cybersecurity, Online Privacy, Digital Footprint, Phishing, Malware, Social Engineering, Identity Theft, Password Security, Digital Citizenship, Online Bullying, Parental Controls, Digital Literacy, Geolocation, Firewall. Cyberbullying, Social Media, Online Friends, Digital Literacy, Online Gaming, Device Safety, Digital Communication, Online Reputation, Online Safety Policies, Information Security				
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Year 3	COMPUTING SYSTEMS AND NETWORKS Connecting Computers Digital device, input, output, process, program, connection, network, network switch, server, wireless access point (WAP)	CREATING MEDIA Stop frame animation Animation, flip book, stop frame, animation, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, media, import, transition	PROGRAMMING A Sequence in music Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, event, task, design, code, run the code, order, note, chord, algorithm, bug, debug	DATA AND INFORMATION Branching databases Attribute, value, questions, table, objects, branching databases, objects, equal, even, separate, order, organise, j2data, selecting, pictogram, information, decision tree, questions	PROGRAMMING B Events and actions Motion, event, sprite, algorithm, logic, move, resize, algorithm, extension block, pen up, set up, design, action, debugging, errors, setup, test
E-safety	Cybersecurity, Online Privacy, Digital Footprint, Phishing, Malware, Social Engineering, Identity Theft, Password Security, Digital Citizenship, Online Bullying, Parental Controls, Digital Literacy, Geolocation, Firewall, Data Protection, Two-Factor Authentication, Responsible Social Media Use, Online Reputation, Online Gaming Safety, Device Security.				
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Year 4	CREATING MEDIA Audio editing Audio, record, playback, microphone, speaker, headphones, input, output, start, stop, podcast, save, file, selection, edit, mixing, time shift, export, MP3, evaluate, feedback	PROGRAMMING A Repetition in shapes Program, turtle, commands, code, snippet, algorithm, design, debug, logo commands, pattern, repeat, repetition, count-controlled loop, value, decompose, procedure	DATA AND INFORMATION Data logging Data, table (layout), input device, sensor, data logger, logging, data point, interval, analyse, import, export, logged, collection, analyse, review, conclusion	CREATING MEDIA Photo editing Image, edit, arrange, select, digital, crop, undo, save, search, copyright, composition, save, pixels, rotate, flip, adjustments, effects, colours, hue/saturation, sepia, version, illustrator, clone, recolour, magic wand, sharpen, brighten, fake, real, composite, background, foreground, retouch, paste, alter, publication, elements, original, font style, border, layer	PROGRAMMING B Repetition in games Scratch, programming, sprite, blocks, code, loop, repeat, value, forever, infinite loop, count-controlled loop, animate, costume, event block, duplicate, modify, debug, refine, evaluate, algorithm
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Year 5	COMPUTING SYSTEMS AND NETWORKS Sharing information System, connection, digital, input, process, output, protocol, address, packet, chat, explore, slide deck, reuse, remix, collaboration	CREATING MEDIA Video editing Video, audio, recording, storyboard, script, soundtrack, dialogue, capture, zoom, storage, digital, tape, AV (audiovisual), videographer, video techniques, zoom, pan, tilt, angle, YouTuber, content, camera, colour, export, trim/clip, titles, end credits, timeline, transitions, soundtrack, retake/reshoot, special effects, constructive feedback	PROGRAMMING A Selection in physical computing Microcontroller, crumble controller, components, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, infinite loop, count-controlled loop, condition, true, false, input, action, selection, motor, switch, algorithm, debug, evaluate	CREATING MEDIA Vector drawing Vector, drawing tools, shapes, object, icons, toolbar, move, resize, colour, rotate, duplicate/copy, zoom, select, alignment grid, handles, consistency, modify, layers, front, back, copy, paste, group, ungroup, reuse, improvement, evaluate, alternatives	PROGRAMMING B Selection in quizzes Selection, condition, true, false, count-controlled loop, outcomes, conditional statement – the linking together of a condition and outcomes, algorithm, program, debug, implement, question, answer, task, input, outcomes, test, run, setup, share, evaluate, constructive
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Year 6	COMPUTING SYSTEMS AND NETWORKS Communication Search, search engine, Google, Bing, Yahoo, Swisscows, DuckDuckGo, refine. index, crawler, bot, optimisation, links, web crawlers, content creator, ranking, communication, internet, public, private, one-way, two-way, one-to-one, one-to-many, SMS, email, WhatsApp, blog, YouTube, Twitter, BBC Newsround	PROGRAMMING A Variables in games Variable, change, name, value, set, design, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share	DATA AND INFORMATION Spreadsheets Spreadsheet, data, data heading, data set, cells, columns and rows, data item, format, common attribute, formula, calculation, call reference, sigma, graph, evaluate, results, comparisons, questions, software, tools, data, propose	CREATING MEDIA 3D modelling 2D, 3D, 3D object, 3D space, view, resize, colour, lift, rotate, position, select, duplicate, dimensions, placeholder, hole, group, ungroup, modify, evaluate, improve	PROGRAMMING B Sensing Micro-bit, MakeCode, input, process, output, flashing, USB, selection, condition, if... then... else, variable, random, navigation, design, task, step counter, plan, create, code, test, debug
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