



# Wildmoor Heath

## Computing Vocabulary Progression Map

YEAR	AUTUMN	SPRING	SUMMER
<b>Reception</b>	Choices; Internet; Website; Equipment; Buttons; Movement; Screen; Mouse; Images; Keyboard; Paint; Technology; Share; Create; Collect; Set of photos; Count; Organise		
<b>Year 1</b>	<p><b>Computing systems and networks – Technology around us</b> technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.</p> <p><b>Creating media – Digital painting</b> paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers</p>	<p><b>Programming A – Moving a robot</b> Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.</p> <p><b>Data and information – Grouping</b> object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same</p>	<p><b>Creating media – Digital writing</b> word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing.</p> <p><b>Programming B – Programming animations</b> ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.</p>
<b>Year 2</b>	<p><b>Computing systems and networks – Information technology around us</b> Information technology (IT), computer, barcode, scanner/scan</p> <p><b>Creating media – Digital photography</b> device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting,</p>	<p><b>Programming A – Robot algorithms</b> instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition</p> <p><b>Data and information – Pictograms</b> more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing</p>	<p><b>Creating media – Digital music</b> music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit.</p> <p><b>Programming B – Programming quizzes</b> sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.</p>

<b>Year 3</b>	<p><b>Computing systems and networks – Connecting computers</b> digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets</p> <p><b>Creating Media – Stopframe animation</b> animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.</p>	<p><b>Programming A – Sequencing sounds</b> Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code.</p> <p><b>Data and Information – Branching databases</b> attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.</p>	<p><b>Creating Media – Desktop publishing</b> text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits.</p> <p><b>Programming B – Events and actions in programs</b> motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.</p>
<b>Year 4</b>	<p><b>Computing systems and networks – Connecting computers – The internet</b> internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts</p> <p><b>Creating Media – Audio production</b> audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.</p>	<p><b>Programming A – Repetition in shapes</b> Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.</p> <p><b>Data and Information – Data logging</b> data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion.</p>	<p><b>Creating Media – Photo editing</b> image, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo, font.</p> <p><b>Programming B – Repetition in games</b> Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.</p>
<b>Year 5</b>	<p><b>Computing systems and networks – systems and searching</b> system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.</p>	<p><b>Programming A – Selection in physical computing</b> microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips,</p>	<p><b>Creating Media – Introduction to vector graphics</b> vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, layers, order, copy, paste, group, ungroup, reuse, reflection</p>

	<p><b>Creating Media – Video production</b> video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.</p>	<p>connect, battery box, program, condition, Input, output, selection, action, debug, circuit, power, cell, buzzer</p> <p><b>Data and Information – Flat-file databases</b> database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation.</p>	<p><b>Programming B – Making Quizzes</b> Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator</p>
<b>Year 6</b>	<p><b>Computing systems and networks – Communication and collaboration</b> communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.</p> <p><b>Creating media – Webpage creation</b> website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.</p>	<p><b>Programming – Variables in games</b> variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare</p> <p><b>Data and Information – Introduction to spreadsheets</b> data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.</p>	<p><b>Creating Media 3D Modelling</b> TinkerCAD, 2D, 3D, shapes, select, move, perspective, view, handles, resize, lift, lower, recolour, rotate, duplicate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify.</p> <p><b>Programming – Sensing movement</b> Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.</p>