

# COMPUTING VOCABULARY PROGRESSION



This is the Braishfield agreed progression of vocabulary in Computing.  
New words for each year group are in red. Vocabulary to be used and understood by all children.  
This vocabulary should be included on unit overview sheets in red/blue, to indicate recapped and new vocabulary.

## EYFS

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### COMPUTING SYSTEMS AND NETWORKS- TECHNOLOGY AROUND US

computer  
laptop  
mouse  
keyboard

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### CREATING MEDIA

keyboard  
letters  
type  
numbers

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### PROGRAMMING- MOVING A ROBOT

Bee-Bot  
forwards  
backwards  
turn  
go  
instructions  
left  
right

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### DATA AND INFORMATION- GROUPING

label  
group  
colour  
size

shape  
more  
less  
the same

## YEAR 1&2

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### COMPUTING SYSTEMS AND NETWORKS- TECHNOLOGY AROUND US

computer  
laptop  
mouse  
keyboard  
technology  
trackpad  
screen  
double-click  
typing  
Information Technology (IT)  
barcode  
scanner/scan

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### CREATING MEDIA- DIGITAL WRITING

keyboard  
letters  
type  
numbers  
word processor  
keys  
space  
backspace  
text cursor  
capital letters  
toolbar  
bold  
italic  
underline  
select  
font  
undo/redo  
format  
compare  
typing/writing

### CREATING MEDIA- DIGITAL PAINTING

# COMPUTING VOCABULARY PROGRESSION



paint program  
tool  
paintbrush  
erase  
fill  
undo  
shape tools  
line tool  
colour  
brush style  
pictures  
painting  
computers

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## CREATING MEDIA- DIGITAL MUSIC (music vocabulary- see progression)

notes  
create  
open  
emotion  
beat  
instrument  
edit

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## CREATING MEDIA- DIGITAL PHOTOGRAPHY

device  
camera  
photograph  
capture  
image  
digital  
landscape  
portrait  
framing  
subject  
compose  
light sources  
flash  
focus  
background  
editing  
filter  
format

framing  
lighting

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## DATA AND INFORMATION- GROUPING

object  
label  
group  
search  
image  
property  
colour  
size  
shape  
value  
data set  
more  
less  
most  
fewest  
least  
the same

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## DATA AND INFORMATION- PICTOGRAMS

more than/less than  
most/least  
common  
popular  
organise  
tally  
data  
object  
chart  
votes  
total  
pictogram  
enter  
compare  
count  
explain  
attribute  
group  
same/different  
conclusion  
block diagram  
sharing

# COMPUTING VOCABULARY PROGRESSION



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## PROGRAMMING A- MOVING A ROBOT

Bee-Bot  
forwards  
backwards  
turn  
go  
instructions  
left  
right  
clear  
commands  
directions  
route  
plan  
algorithm  
program

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## PROGRAMMING A- ROBOT ALGORITHMS

instruction  
sequence  
clear  
unambiguous  
algorithm  
program  
order  
prediction  
artwork  
design  
route  
debugging  
decomposition

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## PROGRAMMING B- PROGRAMMING ANIMATIONS

Scratch Jr  
sommand  
sprite  
compare  
programming  
area  
block  
joining  
start

run  
program  
background  
delete  
reset  
algorithm  
predict  
effect  
change  
value  
instructions  
design

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## PROGRAMMING B- PROGRAMMING QUIZZES

sequence  
command  
program  
run  
start  
outcome  
predict  
blocks  
design  
actions  
sprite  
project  
modify  
change  
algorithm  
build  
match  
compare  
debug  
features  
evaluate  
decomposition  
code

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## YEAR 3&4

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## COMPUTING SYSTEMS AND NETWORKS- CONNECTING COMPUTERS/THE INTERNET

computer

# COMPUTING VOCABULARY PROGRESSION



laptop  
mouse  
keyboard  
technology  
trackpad  
screen  
double-click  
typing  
Information Technology (IT)  
barcode  
scanner/scan  
digital device  
input process  
output  
program  
digital  
non-digital  
connection  
network  
switch  
server  
wireless access point (WAP)  
cables  
sockets  
internet  
router  
security  
website  
web page  
web address  
routing  
web browser  
World Wide Web  
content  
links  
files  
use  
download  
sharing  
ownership  
permission  
information  
accurate  
honest  
content  
adverts

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## CREATING MEDIA- DESKTOP PUBLISHING

text  
images  
font  
style  
landscape  
portrait  
advantages/disadvantages  
communicate  
orientation  
placeholder  
template  
layout  
content  
desktop publishing  
copy  
paste  
purpose  
benefits

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## CREATING MEDIA- STOP-FRAME ANIMATION

image  
photograph  
animation  
flip book  
stop-frame  
sequence  
setting  
character  
events  
onion skinning  
consistency  
evaluation  
delete  
media  
import  
transition

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## DATA AND INFORMATION- BRANCHING DATABASES

objects  
compare

# COMPUTING VOCABULARY PROGRESSION



organise  
information  
order  
attribute  
value  
questions  
table  
branching database  
equal  
even  
separate  
structure  
selecting  
decision tree

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## PROGRAMMING A- SEQUENCING SOUNDS

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

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## PROGRAMMING A- REPETITION IN SHAPES

Logo (programming environment)  
program  
turtle  
commands  
code  
snippet  
algorithm  
design  
debug  
pattern  
repeat/repetition  
count-controlled  
loop  
value  
trace  
decompose  
procedure

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## PROGRAMMING B- EVENTS AND ACTIONS IN PROGRAMS

motion  
event  
sprite  
algorithm  
logic  
move  
resize  
extension block  
pen up  
set up  
design  
action  
debugging  
errors  
setup  
code  
test  
debug

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## PROGRAMMING B- REPETITION IN GAMES

Scratch  
programming  
sprite  
blocks

# COMPUTING VOCABULARY PROGRESSION



code  
loop  
repeat  
value  
infinite loop  
count-controlled loop  
costume  
repetition  
forever  
animate  
event block  
duplicate  
modify  
design  
algorithm  
debug  
refine  
evaluate

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## CREATING MEDIA- AUDIO PRODUCTION

audio  
microphone  
speaker  
headphones  
input device  
output device  
sound  
podcast  
edit  
trim  
align  
layer  
import  
record  
playback  
selection  
load  
save  
export  
MP3  
evaluate  
feedback

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## CREATING MEDIA- PHOTO EDITING

image

edit  
digital  
crop  
rotate  
undo  
save  
adjustments  
effects  
colours  
hue  
saturation  
sepia  
vignette  
retouch  
clone  
select  
combine  
cut  
copy  
paste  
alter  
background  
foreground  
zoom  
undo  
font

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## DATA AND INFORMATION- DATA

### LOGGING

data  
table  
layout  
input device  
sensor  
logger  
logging  
data point  
interval  
analyse  
dataset  
import/export  
logged  
collection  
review  
conclusion

# COMPUTING VOCABULARY PROGRESSION



## YEAR 5&6

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### COMPUTING SYSTEMS AND NETWORKS- CONNECTING COMPUTERS/THE INTERNET/SEARCHING/ COMMUNICATION & COLLABORATION

computer  
laptop  
mouse  
keyboard  
technology  
trackpad  
screen  
double-click  
typing  
Information Technology (IT)  
barcode  
scanner/scan  
digital device  
input process  
output  
program  
digital  
non-digital  
connection  
network  
switch  
server  
wireless access point (WAP)  
cables  
sockets  
internet  
router  
security  
website  
web page  
web address  
routing  
web browser  
World Wide Web  
content  
links  
files  
use  
download  
sharing

ownership  
permission  
information  
accurate  
honest  
content  
adverts  
system  
storage  
search  
search engine  
refine  
index  
bot  
ordering  
algorithm  
search engine optimisation (SEO)  
web crawler  
content creator  
selection  
ranking  
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  
one-way/two-way  
one-to-one/one-to-many

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### CREATING MEDIA- INTRODUCTION TO VECTOR GRAPHICS

vector  
drawing tools

# COMPUTING VOCABULARY PROGRESSION



object  
toolbar  
vector drawing  
move  
resize  
colour  
rotate  
duplicate/copy  
zoom  
select  
align  
modify  
layers  
order  
paste  
group  
ungroup  
reuse  
reflection

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## CREATING MEDIA- VIDEO PRODUCTION

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

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## DATA AND INFORMATION- FLAT-FILE DATABASES

database  
data  
information  
record  
field  
sort  
order  
group  
search  
value  
criteria  
graph  
chart  
axis  
compare  
filter  
presentation

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## PROGRAMMING A- SELECTION IN PHYSICAL COMPUTING

microcontroller  
USB  
components  
connection  
infinite loop  
output  
motor  
repetition  
count-controlled loop  
Crumble controller  
Switch  
LED  
Sparkle  
crocodile clips

# COMPUTING VOCABULARY PROGRESSION



connect  
battery box  
program  
condition  
input  
output  
selection  
action  
debug  
circuit  
power  
cell  
buzzer

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## PROGRAMMING B- MAKING QUIZZES

selection  
condition  
true  
false  
count-controlled loop  
outcomes  
conditional statement  
algorithm  
program  
debug  
question  
answer  
task  
design  
input  
implement  
test  
run  
setup  
operator

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## CREATING MEDIA- WEBPAGE CREATION

website  
web page  
browser  
media  
Hypertext Markup Language (HTML)  
logo  
layout  
header

purpose  
copyright  
fair use  
home page  
preview  
evaluate  
device  
Google Sites  
breadcrumb trail  
navigation  
hyperlink  
subpage  
evaluate  
implication  
external link  
embed

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## CREATING MEDIA- 3D MODELLING

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

# COMPUTING VOCABULARY PROGRESSION



modify

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## DATA AND INFORMATION- INTRODUCTION TO SPREADSHEETS

data  
collecting  
table  
structure  
spreadsheet  
cell  
cell reference  
data item  
format  
formula  
calculation  
input  
output  
operation  
range  
duplicate  
sigma  
propose  
question  
data set  
organised  
chart  
evaluate  
results  
sum  
comparison  
software  
tools

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## PROGRAMMING- VARIABLES IN GAMES

variable  
change  
name  
value  
set  
design  
event  
algorithm  
code  
task  
artwork

program  
project  
code  
test  
debug  
improve  
evaluate  
share  
assign  
declare

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## PROGRAMMING- SENSING MOVEMENT

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