

Estfeld Primary School - Computing - Vocabulary Progression 2023.2024

Year 1		
Lesson	Autumn 1 - Technology Around Us	Autumn 2 - Digital Painting
1	Technology, Desktop computer, Laptop computer, Mobile phone, ipad	paint program, tool, paintbrush, erase, fill, undo, digital painting, artist
2	mouse, trackpad, keyboard, screen, switch on, log in, click and drag	Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool
3	double-click, program	Henri Matisse, appropriate
4	type, save icon.	Wassily Kandinsky, feelings, colour, brush style
5	edit, file, textbox, arrow keys, cursor, delete	Georges Seurat, pointillism, brush size
6	Rules, responsibly, safe and healthy	pictures, painting, like, prefer, dislike, compare, differences
Spring 1 - Moving a Robot		
1	Forwards, backwards, turn, clear, go, commands, run, outcome	Object, label, group, search, image, data
2	Instructions, directions	Count
3	Movements, sequence	property, label, colour, size, shape
4	Move, Left, right, turn, commands	value, label, colour, data set
5	Debug, plan, algorithm, program	more, less, most, fewest
6	Solution, route	the same
Spring 2 - Grouping Data		
Summer 1 - Digital Writing		
1	Word processor, keyboard, keys, letters, type	ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area
2	Keys, numbers, space, backspace, text cursor	Block, joining, command, Start block, run, programming area, background, reset, predict
3	Capital letters, toolbar, bold, italic, underline	Effect, change, value, block
4	double-clicking, clicking and dragging, select, font	Instructions
5	Undo, redo, font, format, improve	background, appropriate
6	typing, writing	design, programming blocks
Summer 2 Programming Animations		

Year 2

Lesson	Autumn 1 - IT Around Us	Autumn 2 - Digital Photography
1	Information technology (IT), computer, scanners, barcode scanners, printers, smart speakers, mind map, popplet (program)	Device, camera, photograph, capture, image, digital
2	resize, image, sort	Landscape, portrait, format
3	Barcode scanner, till, Bank card, chip and PIN card reader, Traffic light, crossing button, crossing signal	Framing, subject, compose
4	scan	Light sources, flash, focus, background
5	Rules, safe	Editing, filter, pixlr.com/x/
6	Digital 5 a day, Connect, Get Physical (Go Noodle), Be creative (paintz.appz), Give to others (record), Be mindful (time on devices)	real, changed
	Spring 1 - Robot Algorithms	Spring 2 - Pictograms
1	Instruction, sequence, clear, unambiguous, algorithm, program	More than, less than, most, least, organise, data, object, tally chart, votes, total
2	order, floor robot	Pictogram, enter, data, compare, objects, count, 'Just 2 Easy: Pictogram' or 'Purple Mash: 2Count'
3	prediction, outcome	explain, more, less, most, least, more common, least common
4	Artwork, design, route, mat, goal	Attribute, group, same, different
5	Run a program, debugging	most popular, least popular, conclusion
6	decomposition	block diagram, sharing
	Summer 1 - Making Music	Summer 2 Programming Quizzes
1	Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions	Sequence, command, program, run, start, ScratchJr
2	Pattern, rhythm, pulse, Chrome Music Lab	outcome, predict, blocks
3	Neptune, pitch, tempo, rhythm, notes	Sprite, algorithm, design, sequence, predict
4	notes, instrument, Song Maker tool in Chrome Music Labs	Actions, project, design, modify, change
5	Create, emotion, beat, save in Chrome Music Labs	build, match
6	Open, edit, refine in Chrome Music Labs	Compare, design, features, evaluate

Year 3

Lesson	Autumn 1 - Connecting Computers	Autumn 2 - Stop Frame Animation
1	Digital device, input, process, output	Animation, flip book, sequence, effective
2	Classify, input device, output device, Venn diagram, integrated webcams	Stop-frame animation, frame, sequence, image, photograph,
3	Program, non-digital, 'brush', 'fill', 'undo', 'redo', functions	Setting, character, events, onion skinning, storyboard
4	Connection, network, network switch	consistency
5	Server, wireless access points (WAPs)	Evaluation, delete
6	Network (Ethernet) cables, network (Ethernet) sockets	media, import, transition
	Spring 1 - Sequencing Sounds	Spring 2 - Branching Databases
1	Scratch, programming, programming environment, blocks, commands, code, sprite, attributes, costume, stage, backdrop	Attribute, value, questions, table, objects
2	programming blocks, motion, turn, point in direction, go to, glide, on-screen action	Branching database, database, attribute, value, questions, objects, equal, even, separate
3	Sequence, event, task, design, code, run the code, start, respond	well structured, yes/no questions
4	order, note, chord	structure, compare, order, organise
5	design choices, artwork	Selecting, uniquely identified
6	Design, algorithm, bug, debug, code, implement	Information, decision tree, real-world uses
	Summer 1 - Desktop Publishing	Summer 2 Events and Actions in Programs
1	Text, images, advantages, disadvantages, communicate	Motion, event, action, logic
2	Font, font style, font size, font colour, layout, template	Move, resize, four directions
3	Landscape, portrait, orientation, placeholder, template, content, purpose	Extension block, pen up, set up, adapt, context, programming extension
4	Desktop publishing, copy, paste, content, magazine cover	Pen, build
5	Match, Suitable,	Debugging, errors, setup
6	benefits	setup, test, justify

Year 4

Year 4		
Lesson	Autumn 1 - The Internet	Autumn 2 - Audio Editing
1	Internet, network, router, network security	Audio, microphone, speaker, headphones, input device, output device, Audacity
2	Network switch, server, wireless access point (WAP), router, internet, the World Wide Web, website, web page	sound, podcast, edit, trim, align, soundwave
3	web address, routing, web browser, (WWW), access	layer, import, engaging, editable, appropriate, content
4	content, links, files, internet services, online	record, playback, selection
5	use, download, sharing, ownership, permission, rules to protect content	load, import, save, export, MP3, enhance my podcast project
6	Information, sharing, accurate, honest, adverts, unreliable, reshare	editing, evaluate, feedback
Spring 1 - Repetition in Shapes		
Spring 2 - Data Logging		
1	Program, Turtle, Commands, Code snippet, value, logo	Data, table, layout, data set
2	Algorithm Design, Debug, code, Logo command, text-based language	Input device, sensor, data logger, record
3	Pattern, repeat, repetition, count-controlled loop	logging, data point, interval, capture
4	trace	Analyse, import, export, sort
5	Decompose, Procedure, call	Logged data, collection, propose
6	Debug, implementation	Analyse, interpret, review, conclusion, benefit
Summer 1 - Photo Editing		
Summer 2 Repetition in Games		
1	Image, edit, digital, crop, rotate, undo, save, editing software	Scratch, programming, sprite, blocks, code, loop, repeat, value
2	adjustments, effects, colours, hue, saturation, sepia, vignette	forever, infinite loop, count-controlled loop, costume, process
3	retouch, clone	animate, event block, duplicate, sequence
4	select, copy, paste, combine, tools	modify, design, code snippet
5	made up, real, composite, cut, alter, background, foreground	algorithm
6	zoom, undo, font	debug, refine, evaluate

Year 5

Lesson	Autumn 1 - Computer Systems	Autumn 2 - Vector Drawing
1	System, connection, digital, input, process, output, communicate	Vector, drawing tools, object, toolbar, shape and line tools, paper-based drawings
2	computer system, tasks, managed, human element	Vector drawing, move, resize, colour, rotate, duplicate/copy, element, object
3	Search, search engine, refine, web search, compare	Zoom, select, rotate, object, align, resize, modify, alignment grid, resize handle, consistency
4	Index, crawler, bot, search engine	Layers, order, layering
5	Ordering, ranking, links, algorithm, search engine optimisation (SEO), Rules, criteria	Copy, paste, group, ungroup, reuse
6	content creator, selection, influenced, limitations	Reflection, freehand paint program drawings
	Spring 1 - Selection in Physical Computing	Spring 2 - Flat File Databases
1	Microcontroller, (Crumble), components, connection, circuit, LED, infinite loop	Database, data, information, record, field, sort, order, group, data cards
2	output component, motor, repetition, count-controlled loop, sequence	flat-file database
3	switch, Sparkle, crocodile clips, connect, battery box, program, condition, conditional loop, input, condition is met	search
4	output, selection, condition, action, 'if...then...' statement), flow of a program	value, criteria, AND, OR, refine
5	Repetition, physical project	graph, chart, axis, compare, filter, charts
6	Debug, physical computing project, algorithm	Presentation, real-world context
	Summer 1 - Video Production	Summer 2 Selection in Quizzes
1	Video, audio, camera, talking head, panning, close up, visual media	Selection, condition, true, false, count-controlled loop, modify
2	Video camera, microphone, lens, mid range, long shot, moving subject, side by side, high angle, low angle, normal angle	outcomes, conditional statement, algorithm, program, debug infinite loop, 'if... then... else...' statement
3	Static camera, zoom, pan, tilt, storyboard	question, answer, program, debug, flow
4	Scenes, filming techniques, filming, review	Task, design, input, program, design format, outcome of user input
5	Import, split, trim, clip, edit, reshoot, retrieve, export	Implement, test, run
6	Impact, delete, trim, reorder, evaluate, share	debug, setup, setup code

Year 6

Lesson	Autumn 1 -	Autumn 2 - Web Page Creation
1	Communication, protocol, data, address, Internet Protocol (IP) address, Domain Name Server (DNS)	Website, web page, browser, media, Hypertext Markup Language (HTML), structure
2	Packet, header, data payload	logo, layout, header, media, purpose, common features
3	Chat, explore, slide deck	Copyright, fair use, copyright-free images
4	Reuse, remix, collaboration, public, private	home page, preview, evaluate, device, Google Sites
5	Internet, purpose	breadcrumb trail, navigation, hyperlink, subpage, navigation path
6	public, private, one-way, two-way, one-to-one, one-to-many	evaluate, implication, external link, embed, user- experience
	Spring 1 - 3D Modelling	Spring 2 Variables in Games
1	2D, 3D, shapes, select, move, perspective, view	Variable, change, name, value
2	Handles, resize, lift, lower, recolour	set, placeholder in memory
3	Rotate, duplicate, group, combined	design, event
4	Cylinder, placeholder, hollow	algorithm, code
5	3D shapes, choose, combine, 3D model	Task, artwork, program, project, test, debug
6	Construct, evaluate, modify	Improve, evaluate, share
	Summer 1 - Introduction to Spreadsheets	Summer 2 - Sensing Movement
1	Data, collecting, table, structure, spreadsheet	controllable device, emulator, transfer, Micro:bit, MakeCode, input, process, output, flashing, USB, trace
2	Cell, cell reference, data item, format	Selection, condition, if then else, variable, random, flow
3	Formula, calculation, input, output	sensing, accelerometer, value, user input, physical inputs, checking, value
4	calculate, operation, range, duplicate, sigma	Compass, direction, navigation, conditional statement, comparison operator (e.g. <=>), if... then statement, else... if statement
5	Propose, question, data set, organised	design, task, step counter
6	Chart, evaluate, results, comparison, questions, software, tools	Plan, create, code, test, debug