

Vocabulary Progression Year 1 - 6

Skill	Information technology Computing systems and networks	Information Technology & Digital Literacy Creating Media	Computer science Programming A	Information technology Data and Information	Information technology Creating Media	Computer science Programming B
Year 1	<p><i>Technology around us</i></p> <p>Technology, computer, mouse, trackpad, keyboard, screen, click, drag, input device, shift, spacebar, capital letter, full stop, safely, responsibly</p>	<p><i>Digital painting</i></p> <p>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</p>	<p><i>Moving a robot</i></p> <p>Forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, plan, algorithm, route, program</p>	<p><i>Grouping Data</i></p> <p>Object, label, group, search, image, colour, shape, property, value, data set, less, most, fewest, the same</p>	<p><i>Digital writing</i></p> <p>Word processor, keyboard, keys, letters, Microsoft Word, letters, numbers, space, backspace, text cursor, toolbar, bold, italic, underline, undo, font, toolbar</p>	<p><i>Programming animations</i></p> <p>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</p>
Year 2	<p><i>Information around us</i></p> <p>Information technology Device <i>Examples of IT- Barcode scanner, printer, tablet, chip and pin machine, card reader, computer</i></p>	<p><i>Digital Photography</i></p> <p>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</p>	<p><i>Robot algorithms</i></p> <p>Instruction, sequence, clear, unambiguous, algorithm, program, order, commands, prediction, artwork, design, route, mat, debugging</p>	<p><i>Pictograms</i></p> <p>More than, less than, most, least, organise, data, object, tally chart, votes, total, pictogram, enter, data, tally chart, compare, count, explain, attribute, group, same, different, most popular, least popular</p>	<p><i>Digital Music</i></p> <p>Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions, pattern, rhythm, pulse, Neptune, pitch, tempo, notes, instrument, create, open, edit</p>	<p><i>Programming quizzes</i></p> <p>Sequence, command, program, run, program, start, predict, blocks, actions, sprite, modify, match, debug, features, evaluate</p>
Year 3	<p><i>Connecting computers</i></p> <p>Digital device, input, output, process, program, connection, network, network switch, server, wireless access point (WAP)</p>	<p><i>Stop frame animation</i></p> <p>Animation, flip book, stop frame, animation, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, media, import, transition</p>	<p><i>Sequencing sounds</i></p> <p>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</p>	<p><i>Branching databases</i></p> <p>Attribute, value, questions, table, objects, branching databases, objects, equal, even, separate, order, organise, j2data, selecting, pictogram, information, decision tree, questions</p>	<p><i>Desktop publishing</i></p> <p>Text, images, advantages, disadvantages, communicate, font, style, template, desktop publishing, copy, paste, layout, purpose, benefits</p>	<p><i>Events and actions in programs</i></p> <p>Motion, event, sprite, algorithm, logic, move, resize, algorithm, extension block, pen up, set up, design, action, debugging, errors, setup, test</p>

Year 4	<p><i>The internet</i></p> <p>Internet, network, router, network security, network switch, wireless access point (WAP), router, website, web page, web address, router, routing, route tracing, browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, accurate, honest, adverts</p>	<p><i>Audio production</i></p> <p>Audio, record, playback, microphone, speaker, headphones, input, output, start, stop, podcast, save, file, selection, edit, mixing, time shift, export, MP3, evaluate, feedback</p>	<p><i>Repetition in shapes</i></p> <p>Program, turtle, commands, code, snippet, algorithm, design, debug, logo commands, pattern, repeat, repetition, count-controlled loop, value, decompose, procedure</p>	<p><i>Data logging</i></p> <p>Data, table (layout), input device, sensor, data logger, logging, data point, interval, analyse, import, export, logged, collection, analyse, review, conclusion</p>	<p><i>Photo editing</i></p> <p>Image, edit, arrange, digital, crop, copyright, composition, save, pixels, rotate, adjustments, effects, colours, hue/saturation, sepia, version, illustrator, clone, recolour, magic wand, sharpen, brighten, composite, foreground, retouch, alter, publication, elements, original, font style, border, layer</p>	<p><i>Repetition in games</i></p> <p>Scratch, programming, sprite, blocks, code, loop, repeat, value, forever, infinite loop, count-controlled loop, animate, costume, event block, duplicate, modify, debug, refine, evaluate, algorithm</p>
Year 5	<p><i>Systems and searching</i></p> <p>System, connection, digital, input, process, output, protocol, address, packet, chat, explore, slide deck, reuse, remix, collaboration</p>	<p><i>Video production</i></p> <p>Audio, script, soundtrack, dialogue, capture, storage, digital, tape, AV (audiovisual), videographer, video techniques, pan, tilt, angle, content, export, trim/clip, titles, end credits, timeline, transitions, soundtrack, retake/reshoot, special effects, constructive feedback</p>	<p><i>Selection in physical computing</i></p> <p>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</p>	<p><i>Flat file database</i></p> <p>Database, data, information, record, field, sort, order, group, search, criteria, value, graph, chart, axis, compare, filter, presentation</p>	<p><i>Introduction to vector graphics</i></p> <p>Vector, drawing tools, object, icons, toolbar, resize, rotate, duplicate/copy, zoom, select, alignment grid, handles, consistency, modify, layers, ungroup, reuse, improvement, evaluate, alternatives</p>	<p><i>Selection in quizzes</i></p> <p>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</p>
Year 6	<p><i>Communication and collaboration</i></p> <p>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</p>	<p><i>Web page creation</i></p> <p>Website, web page, browser, media, Hypertext Markup Language (HTML), layout, header, media, purpose, copyright, fair use, evaluate, preview, device, breadcrumb, trail, navigation, hyperlink, subpage, implication, external link, embed</p>	<p><i>Variables in games</i></p> <p>Variable, change, name, value, set, design, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share</p>	<p><i>Introduction to databases</i></p> <p>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</p>	<p><i>3D modelling</i></p> <p>2D, 3D, 3D object, 3D space, view, resize, colour, lift, rotate, position, select, duplicate, dimensions, placeholder, hole, group, ungroup, modify, evaluate, improve</p>	<p><i>Sensing movement</i></p> <p>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</p>