Computing Vocabulary Progression

	COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA	PROGRAMMING A	PROGRAMMING B
Year 1	**Technology around us** technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.	**Digital writing** 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.	**Moving a robot** Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.	**Programming animations** ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.
Year 2	**Information technology around us** Information technology (IT), computer, barcode, scanner/scan	**Digital photography** device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting	**Robot algorithms** instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition	**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.

	COMPUTING SYSTEMS AND NETWORKS	CREATING MEDIA	DATA AND INFORMATION	PROGRAMMING
Year 3	**Connecting Computers** digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	**Stop frame animation** attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree	**Branching databases** attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.	**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, code
Year 4	**The internet** 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	**Audio production** Audio, record, playback, microphone, speaker, headphones, input, output, start, stop, podcast, save, file, selection, edit, mixing, time shift, export, MP3, evaluate, feedback	**Data loggers** data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion	**Repetition in shapes** Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.
Year 5	**Sharing information** System, connection, digital, input, process, output, protocol, address, packet, chat, explore, slide deck, reuse, remix, collaboration	**Video production** 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	**Flat-file databases** Database, data, information, record, field, sort, order, group, search, criteria, value, graph, chart, axis, compare, filter, presentation	**Selection in physical computing** microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery box, program, condition, Input, output, selection, action, debug, circuit, power, cell, buzzer
Year 6	**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.	**Web page creation** 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	**Introduction to 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	**Variables in games** Variable, change, name, value, set, design, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share