

**Vocabulary Progression**

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| Au1 Computing Systems & Networks | Au2 Creating media: | Sp1 Programming A | Sp2 Data and information | Su1 Creating media | Su2 Programming B |
| **Year 1** | | | | | |
| **Technology around us** | **Digital painting** | **Moving a robot** | **Grouping data** | **Digital writing** | **Programming animations** |
| 1. Technology 2. Screen 3. Keyboard 4. Mouse 5. Trackpad 6. Base-unit 7. Desktop 8. Laptop 9. Save 10. File | 1. Piet Mondrian 2. Erase 3. Undo 4. Brush 5. Fill 6. Horizontal 7. Vertical 8. Henri Matisse 9. Wassily Kandinsky 10. Georges Seurat | 1. Buttons 2. Direction 3. Instructions 4. Forward 5. Backward 6. Program 7. Repeat 8. Algorithm 9. Route 10. Command | 1. Object 2. Group 3. Category 4. Data 5. Property 6. Compare 7. More than 8. Less than 9. More 10. Least | 1. Word processor 2. Key 3. Text 4. Cursor 5. Caps lock 6. Bold 7. Italic 8. Underline 9. Font 10. Undo/redo | 1. Compare 2. Project 3. Block 4. Sprite 5. Background 6. Run 7. Algorithm 8. Value 9. Fewer 10. Difference |
| **Year 2** | | | | | |
| **IT around us** | **Digital Photography** | **Robot algorithms** | **Pictograms** | **Digital Music** | **Programming quizzes** |
| 1. Screen 2. Device 3. Computer 4. Resize 5. Benefit 6. Barcode 7. Scanner 8. Connect 9. Mindful 10. Active | 1. Photograph 2. Landscape 3. Portrait 4. Format 5. Positioning 6. Framing 7. Subject 8. Filters 9. Pixlr 10. Combine | 1. Instructions 2. Algorithm 3. Forward 4. Backward 5. Turn 6. Left/right 7. Prediction 8. Route 9. Obstacle 10. Debugging | 1. Counting 2. Tally 3. Most 4. Least 5. Data 6. Pictogram 7. Attribute 8. Comparing 9. Block chart 10. Presenting | 1. Difference 2. Rhythm 3. Gustav Holst 4. Pattern 5. Pulse 6. Pitch 7. Tempo 8. Sequence 9. Review 10. Edit | 1. Sprite 2. Project 3. Sequence 4. Outcomes 5. Blocks 6. Actions 7. Algorithm 8. Code snippet 9. Evaluate 10. Debug |

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| **Year 3** | | | | | |
| **Connecting computers** | **Stop frame animation** | **Sequencing sounds** | **Branching Databases** | **Desktop publishing** | **Events and actions in programs** |
| 1. Input 2. Process 3. Output 4. Device 5. Program 6. Digital/non-digital 7. Switch 8. Network 9. Server 10. Wi-fi | 1. Image 2. Storyboard 3. Frame 4. Onion skin 5. Sequence 6. Delete 7. Duplicate 8. Transition 9. Media 10. Evaluate | 1. Sprite 2. Command 3. Sequences 4. Movement 5. Backdrop 6. Order 7. Block 8. Chord 9. Costume 10. Algorithm | 1. Open-ended question 2. Yes/no question 3. Attributes 4. Separate 5. Organise 6. Branching 7. Identify 8. Ordering 9. Comparing 10. Review | 1. Text 2. Image 3. Font 4. Publish 5. Sort 6. Orientation 7. Landscape 8. Portrait 9. Content 10. Layout | 1. Sprite 2. Project 3. Movement 4. Event 5. Action 6. Resize 7. Block 8. Review 9. Debug 10. Code |
| **Year 4** | | | | | |
| **The Internet** | **Audio Production** | **Repetition in shapes** | **Data Logging** | **Photo Editing** | **Repetition in Games** |
| 1. Network 2. Router 3. Network switch 4. Internet 5. Webpage 6. Website 7. World Wide Web 8. Browser 9. Content 10. Source | 1. Input device 2. Output device 3. Edit 4. Waveform 5. Trim 6. Align 7. Podcast 8. Layering 9. Tracks 10. Enhance | 1. FD/BK 2. RT/LT 3. CS 4. PU/PD 5. Algorithm 6. home 7. repeat 8. setpc 9. Procedures 10. Angle | 1. Data 2. Sensor 3. Record 4. Simulation 5. Log 6. Import 7. Analyse 8. Review 9. Interpret 10. Evaluate | 1. Rotate 2. Crop 3. Composition 4. Recolour 5. Vignette 6. Sepia 7. Hue & Saturation 8. Brightness & contrast 9. Clone 10. Combine | 1. Loop 2. Block 3. Debug 4. Algorithm 5. Sprite 6. Modify 7. Design 8. Repeat 9. Remove 10. Process |

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| **Year 5** | | | | | |
| **Systems & Networks** | **Video Production** | **Selection in Physical Computing** | **Flat File Databases** | **Introduction to Vector Graphics** | **Selection in Quizzes** |
| 1. Digital systems 2. Search engine 3. Refine 4. Compare 5. Selecting 6. World Wide Web 7. Indexing 8. Ordering 9. Ranking 10. Narrowing | 1. Production 2. Trimming 3. Panning 4. Close-up 5. Framing 6. Pan and tilt 7. Static camera 8. Reshoot 9. Importing 10. Exporting | 1. Crumble/sparkle 2. Algorithm 3. Debugging 4. Component 5. Input/output 6. Count-controlled loop 7. ‘Do until’ loop 8. Conditions 9. Selection 10. If…then… | 1. Database 2. Record 3. Sort and order 4. Field 5. Grouping 6. Accuracy 7. Value 8. Data type 9. And/or search 10. Charts | 1. Vector drawing 2. Canvas 3. Grouping 4. Object 5. Copy/paste 6. Rotate 7. Border 8. Alignment 9. Layering 10. Duplicate | 1. Selection 2. Condition 3. Modify 4. Repetition 5. Forever loop 6. Outcomes 7. Algorithm 8. Debug 9. If…then…else 10. Evaluation |
| **Year 6** | | | | | |
| **Communication & Collaboration** | **Webpage Design** | **Variables in Games** | **Introduction to Spreadsheets** | **3D Modelling** | **Sensing Movement** |
| 1. Data transfer 2. Internet protocol 3. Data packet 4. Packet headers 5. Packet number 6. Communicate 7. Collaborate 8. Chat/explore 9. Slide deck 10. Public/private | 1. Webpage 2. Browser 3. Hypertext mark-up language 4. Purpose 5. Format 6. Copyright 7. Fair use 8. Content 9. Navigation 10. Hyperlink | 1. Variables 2. Program 3. Value 4. Analyse 5. Algorithm 6. Evaluate | 1. Data 2. Format 3. Cell reference 4. Data type 5. Formula 6. Function 7. Duplicate 8. Quantity 9. Subtotal 10. Graph/chart | 1. Tinkercad 2. Object 3. Angle 4. Zoom 5. Modify 6. Dimensions 7. Rotate 8. Workplane 9. Duplicate 10. Group | 1. Micro:bit 2. Code 3. Tracing 4. If…then...else… 5. Flow 6. Variable 7. Accelerometer 8. Initialisation 9. Comparison operators 10. Algorithm 11. Debug 12. Transfer |