

**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
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| **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
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