Lyng Vocabulary Map for Computing

	Autumn		Spring		Summer	
Year 1/2						
A	1.1 Computing systems and networks – Technology Around Us technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.	1.2 Creating Media - Digital Painting paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers	1.3 Programming A- Moving a Robot Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.	1.4 Data and Information- Grouping Data object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same	1.5 Creating Media- 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.	1.6 Programming B- Programming Animations ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.
B	2.1 Computing Systems and Networks - IT Around Us Information technology (IT), computer, barcode, scanner/scan	2.2. Creating Media - Digital Photography device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting,	2.3 Programming A - Robot Algorithms instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition	2.4 Data and Information – Pictograms more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing	2.5 Creating Media - Digital Music music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit.	2.6 Programming B – 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.
Year 3/4						
A	3.1 Computing Systems and Networks - Connecting Computers digital device, input, process, output,	3.2 Creating Media – Stop Frame Animation animation, flip book, stopframe, frame, sequence, image,	3.3 Programming A – Sequencing Sounds Scratch, programming, blocks, commands, code, sprite, costume, stage,	3.4 Data Information - Branching Databases attribute, value, questions, table, objects, branching, database, objects, equal,	3.5 Creating Media - Desktop Publishing text, images, advantages, disadvantages, communicate, font, style,	3.6 Programming B – Events and Actions in Programs motion, event, sprite, algorithm, logic, move,

	program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.	backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code.	even, separate, structure, compare, order, organise, selecting, information, decision tree.	landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits.	resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.
B	4.1 Computing Systems and Networks - The Internet internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts	4.2 Creating Media – Audio Production audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.	4.3 Programming A - Repetition in Shapes Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.	4.4 Data and Information – Data Logging data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion	4.5 Creating Media – Photo Editing mage, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo, font.	Programming B – Repetition in Games Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.
Year 5/6						
A	6.1 Computing Systems and Networks - Communication and Collaboration communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.	6.2- Creating Media – Web Page Creation website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.	6.3 Programming A - Variables in Games variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare	6.4 Data and Information – introduction to Spreadsheets data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.	6.5 Creating Media - 3D Modelling TinkerCAD, 2D, 3D, shapes, select, move, perspective, view, handles, resize, lift, lower, recolour, rotate, duplicate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify.	6.6 Programming – Sensing Movement Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.

B	5.1 Computing Systems and networks – Systems and Searching system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.	5.2- Creating Media - Video Production video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.	5.3 Programming A - 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	5.4 Data and Information – Flat File Databases database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation.	5.5 Creating Media - Introduction to Vector Graphics vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, layers, order, copy, paste, group, ungroup, reuse, reflection	5.6 Programming B - Selection in Quizzes Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator