Thomas Bullock Vocabulary Map for Computing

	Autumn		Spring		Summer	
Year 1	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 Scratch Jr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.
Year 2	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	3.1 Computing Systems and Networks - Connecting Computers digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	3.2 Creating Media – Stop Frame Animation animation, flip book, stop frame, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.	3.3 Programming A – 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,	3.4 Data Information - Branching Databases attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.	3.5 Creating Media - Desktop Publishing text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits.	3.6 Programming B – Events and Actions in Programs motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.

			algorithm, bug, debug, code.			
Year 4	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	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
Year 6	6.1 Computing Systems and Networks - Communication and Collaboration communication, protocol, data, address, Internet Protocol (IP), Domain Name Server	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,	6.3 Programming A - Variables in Games variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve,	6.4 Data and Information – introduction to Spreadsheets data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet,	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,	6.6 Programming – Sensing Movement Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer,

	(DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.	preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.	evaluate, share, assign, declare	input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.	sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify.	value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.