



Computing

Progression in Key Vocabulary at Fawkham CEP School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
KS1 A	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Technology around us Online Safety</p> <p>Technology, computer, mouse, trackpad, keyboard, screen, click, drag, input device, shift, spacebar, capital letter, full stop, safely, responsibly</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Information technology around us</p> <p>Information technology (IT), computer, barcode, scanner/scan</p>	<p>CREATING MEDIA</p> <p>Digital Painting</p> <p>Paint program, tool, paintbrush, erase, fill, undo, Piet Mondrian, primary colours, shape tools, line tool, fill tool, undo tool, Henri Matisse, Wassily Kandinsky, feelings, colour, brush style, George Seurat, Pointillism, prefer, dislike, like</p>	<p>CREATING MEDIA</p> <p>Digital writing</p> <p>Word processor, keyboard, keys, letters, Microsoft Word, letters, numbers, space, backspace, text cursor, toolbar, bold, italic, underline, undo, font, toolbar</p>	<p>CREATING MEDIA</p> <p>Digital photography</p> <p>Device, camera, photograph, capture, image, digital, landscape, portrait, horizontal, vertical, field of view, narrow, wide, format, framing, focal point, subject, matter, flash, focus, background, foreground, editing, filter, Pixl, changed, real</p>	<p>CREATING MEDIA</p> <p>Making music</p> <p>Music, planets, Mars, Venus, war, peace, quiet, loud, feelings, emotions, pattern, rhythm, pulse, Neptune, pitch, tempo, notes, instrument, create, open, edit</p>
KS1 B	<p>PROGRAMMING A</p> <p>Moving a robot</p> <p>Forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, plan, algorithm, route, program</p>	<p>PROGRAMMING B</p> <p>Introduction to animation</p> <p>ScratchJr, Bee-Bot, command, sprite, compare, programming, programming area, block, joining, start, program, background, delete, reset, algorithm, predict, effect, change, value, block, instructions, appropriate, design</p>	<p>PROGRAMMING A</p> <p>Robot algorithms</p> <p>Instruction, sequence, clear, unambiguous, algorithm, program, order, commands, prediction, artwork, design, route, mat, debugging</p>	<p>PROGRAMMING B</p> <p>Introduction to quizzes</p> <p>Sequence, command, program, run, program, start, predict, blocks, actions, sprite, modify, match, debug, features, evaluate</p>	<p>DATA AND INFORMATION</p> <p>Grouping data</p> <p>Object, label, group, search, image, colour, shape, property, value, data set, less, most, fewest, the same</p>	<p>DATA AND INFORMATION</p> <p>Pictograms</p> <p>More than, less than, most, least, organise, data, object, tally chart, votes, total, pictogram, enter, data, tally chart, compare, count, explain, attribute, group, same, different, most popular, least popular</p>
LKS2 A	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Connecting Computers</p> <p>Digital device, input, output, process, program, connection, network, network switch, server, wireless access point (WAP)</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>The internet</p> <p>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</p>	<p>CREATING MEDIA</p> <p>Stop frame animation</p> <p>Animation, flip book, stop frame, animation, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, media, import, transition</p>	<p>CREATING MEDIA</p> <p>Desktop publishing</p> <p>Text, images, advantages, disadvantages, communicate, font, style, template, desktop publishing, copy, paste, layout, purpose, benefits</p>	<p>CREATING MEDIA</p> <p>Audio editing</p> <p>Audio, record, playback, microphone, speaker, headphones, input, output, start, stop, podcast, save, file, selection, edit, mixing, time shift, export, MP3, evaluate, feedback</p>	<p>CREATING MEDIA</p> <p>Photo editing</p> <p>Image, edit, arrange, select, digital, crop, undo, save, search, copyright, composition, save, pixels, rotate, flip, adjustments, effects, colours, hue/saturation, sepia, version, illustrator, clone, recolour, magic wand, sharpen, brighten, fake, real, composite, background, foreground, retouch, paste, alter, publication, elements, original, font style, border, layer</p>



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LKS2 B	<p>PROGRAMMING A</p> <p>Sequence in music</p> <p>Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, event, task, design, code, run the code, order, note, chord, algorithm, bug, debug</p>	<p>PROGRAMMING B</p> <p>Events and actions</p> <p>Motion, event, sprite, algorithm, logic, move, resize, algorithm, extension block, pen up, set up, design, action, debugging, errors, setup, test</p>	<p>PROGRAMMING A</p> <p>Repetition in shapes</p> <p>Program, turtle, commands, code, snippet, algorithm, design, debug, logo commands, pattern, repeat, repetition, count-controlled loop, value, decompose, procedure</p>	<p>PROGRAMMING B</p> <p>Repetition in games</p> <p>Scratch, programming, sprite, blocks, code, loop, repeat, value, forever, infinite loop, count- controlled loop, animate, costume, event block, duplicate, modify, debug, refine, evaluate, algorithm</p>	<p>DATA AND INFORMATION</p> <p>Branching databases</p> <p>Attribute, value, questions, table, objects, branching databases, objects, equal, even, separate, order, organise, j2data, selecting, pictogram, information, decision tree, questions</p>	<p>DATA AND INFORMATION</p> <p>Data logging</p> <p>Data, table (layout), input device, sensor, data logger, logging, data point, interval, analyse, import, export, logged, collection, analyse, review, conclusion</p>
UKS2 A	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Sharing information</p> <p>System, connection, digital, input, process, output, protocol, address, packet, chat, explore, slide deck, reuse, remix, collaboration</p>	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>Communication</p> <p>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, BBC Newsround</p>	<p>CREATING MEDIA</p> <p>Video editing</p> <p>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</p>	<p>CREATING MEDIA</p> <p>Vector drawing</p> <p>Vector, drawing tools, shapes, object, icons, toolbar, move, resize, colour, rotate, duplicate/copy, zoom, select, alignment grid, handles, consistency, modify, layers, front, back, copy, paste, group, ungroup, reuse, improvement, evaluate, alternatives</p>	<p>CREATING MEDIA</p> <p>Web page creation</p> <p>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</p>	<p>CREATING MEDIA</p> <p>3D modelling</p> <p>2D, 3D, 3D object, 3D space, view, resize, colour, lift, rotate, position, select, duplicate, dimensions, placeholder, hole, group, ungroup, modify, evaluate, improve</p>
UKS2 B	<p>PROGRAMMING A</p> <p>Selection in physical computing</p> <p>Microcontroller, crumble controller, components, LED, Sparkle, crocodile clips, connect, battery box, program, repetition, infinite loop, count- controlled loop, condition, true, false, input, action, selection, motor, switch, algorithm, debug, evaluate</p>	<p>PROGRAMMING B</p> <p>Selection in quizzes</p> <p>Selection, condition, true, false, count-controlled loop, outcomes, conditional statement – the linking together of a condition and outcomes, algorithm, program, debug, implement, question, answer, task, input, outcomes, test, run, setup, share, evaluate, constructive</p>	<p>PROGRAMMING A</p> <p>Variables in games</p> <p>Variable, change, name, value, set, design, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share</p>	<p>PROGRAMMING B</p> <p>Sensing</p> <p>Micro-bit, MakeCode, input, process, output, flashing, USB, selection, condition, if... then... else, variable, random, navigation, design, task, step counter, plan, create, code, test, debug</p>	<p>DATA AND INFORMATION</p> <p>Flat-file databases</p> <p>Database, data, information, record, field, sort, order, group, search, criteria, value, graph, chart, axis, compare, filter, presentation</p>	<p>DATA AND INFORMATION</p> <p>Spreadsheets</p> <p>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</p>