Burton Leonard Church of England (VC) Primary School

Computing - Progression in vocabulary

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year A **Year 1 and 2 sequences of learning**	Unit 1.1 Online safety Unit 2.5 Effective Searching	Unit 1.4 Lego Builders Unit 1.9 Technology outside school Unit 1.2 Grouping and sorting	Unit 2.6 Creating Pictures	Unit 1.8 Spreadsheets	Unit 1.7 Coding	Unit 2.1 Coding
Year A **Year 1 and 2 vocabulary**	avatar internet login logout my work notification password save search search engine stored tools topics username	algorithm code computer criteria debug group instruction program sort technology	background style fill tool impressionism open outline options palette pen thickness pointillism redo surrealism save share template undo zoom in zoom out	arrow key backspace key cursor columns cells clipart count tool delete key image toolbox lock tool move cell tool rows speak tool spreadsheet increase decrease	action background button character code block code design coding collision detection command design mode input object program properties scale stop command	event command input object properties repeat scale when clicked when key
Year B	Unit 1.1 Online Safety	Unit 2.4 Questioning	Unit 2.2 Online Safety	Unit 2.7 Making Music	Unit 1.3 Pictograms	Unit 2.8 Presenting Ideas

Year 1 and 2 sequences of learning	Unit 1.5 Maze Explorers		Unit 1.6 Animated storybooks	Unit 2.3 Spreadsheets		
Year B **Year 1 and 2 vocabulary**	algorithm arrow avatar backwards challenge debug direction forward instruction internet left turn login logout my work notification password rewind right turn save search search engine stored tools topics undo username	avatar binary tree collate data database pictogram question	animation attachment digital footprint display board e-book email file font internet search sharing sound effect	Bpm (beats per minute) composition digitally music sound effects (Sfx) soundtrack tempo volume	collate data pictogram	animated audience concept map presentation narrative node non-fiction quiz
Year A	Unit 3.1 Coding Unit 3.2 Online safety	Unit 3.3 Spreadsheets	Unit 3.5 Email and email safety	Unit 3.6 Branching databases	Unit 3.7 Simulations	Unit 3.8 Graphing

Year 3 and 4 sequences of learning						
Year A **Year 3 and 4 vocabulary**	action alert algorithm angle background block blog bug button change variable character code mode coder collision detection command concept map control create variable debug (debugging) event If If/Else input internet launch object output password PEGI rating print to screen	advance mode cells copy and paste columns delete key = equals tool > greater than < less than move cell tool spin tool spreadsheet	address book attachment CC/BCC communication compose email formatting password report to the teacher save to draft send	branching database data database question	simulations	bar graph block graph column data field graph line data pie chart row

	programmer properties repeat scale selection sequence sound speed spoof website stop timer username variable website webpage when clicked when key when swiped					
Year B **Year 3 and 4 sequences of learning**	Unit 4.1 Coding Unit 4.2 Online safety	Unit 4.3 Spreadsheets	Unit 4.4 Writing for different audiences	Unit 4.5 Logo	Unit 4.6 Animation Unit 4.7 Effective Search	Unit 4.8 Hardware investigators
Year B **Year 3 and 4 vocabulary**	action alert algorithm bug code design command debug/debugging design mode event	average advance mode cells charts copy and paste columns equals tool formula formula wizard	bold font italic underline	acronyms logo	animation background flipbook frame onion skinning play sound stop motion video clip	CPU graphics card keyboard monitor motherboard mouse network card RAM speakers

	get input If If/If Else input output object repeat selection simulation timer variable	move cell tool random tool rows spin tool spreadsheet timer				
Year A **Year 5 and 6 Sequences of Learning**	Unit 5.1 Coding Unit 5.2 Online Safety	Unit 5.3 Spreadsheets	Unit 5.4 Data Bases	Unit 5.5 Game Creator	Unit 5.6 3D Modelling	Unit 5.7 Concept Maps
Year A **Year 5 and 6 vocabulary**	bibliography citations encryption event get input identity theft If If/Else input output object online safety password plagiarism reference repeat	average advance mode copy and paste columns cells charts equals tool formula formula wizard move cell tool random tool rows spin tool spreadsheet	avatar binary tree branching database collaborative data database find record report search sort/group/arrange statistics table	animation computer game customise evaluation image instructions interactive screenshot texture perspective playability	CAD (computer aided design) modelling net points polygon template 3D 3D printing 2D viewpoint	audience collaboratively concept concept Map connection idea node thought visual

	reputable selection sequence shared image simulation SMART rules timer					
Year B **Year 5 and 6 sequences of learning**	Unit 6.1 Coding design Unit 6.2 Online safety	Unit 6.3 Spreadsheets	Unit 6.4 Blogging	Unit 6.5 Text Adventures	Unit 6.6 Networks	Unit 6.7 Quizzing
Year B **Year 5 and 6 vocabulary**	bibliography citations digital footprint encryption event get input identity theft If If/Else input output object online safety password PEGI rating phishing plagiarism reference repeat reputable screen time	advance mode average cells charts columns copy and paste count tool dice equals tool formula formula wizard move cell tool random tool rows spin tool spreadsheet timer	audience blog blog page blog post collaborative icon	concept map debug function sprite text-based adventure	internet Local Area Network router network network cables Wider Area Network wireless World Wide Web	audience collaboration concept map database multiple choice purpose quiz

	selection sequence shared image simulation SMART rules spoof website timer variable					