EYFS.



Using a computer:

arrow, click, computer, computer safety, computer tower, cursor, drag, drop, keyboard, left click, letters, lock, log in, log out, lowercase, monitor, mouse, mouse control, move, numbers, paint, password, personal, protect, right click, secure, security, stamp, type, uppercase

All about instructions:

adjective, algorithm, bend down, blindfold, debug, describe, duck, first, follow, give, hop, instructions, last, left, next, order, predict, prediction, right, run, second, sequence, shuffle, skip, stand still, step over, stop, straight on, third, tiptoe, timer, turn, two-part instructions, under, walk around

Exploring hardware:

batteries, behind, blurred, blurry, buttons, camera, capture, clear, lick, computer, computer tower, crisp,digital camera, dial, digital clock, electricity, electric toothbrush, gallery, hard-drive, image, iPad, keyboard, keys, larger, lens, memory, mobile phones, monitor, motherboard, mouse, off, on, on top of, open, photograph, photographer, picture, point, power, pull, push, record, remote control, shoot, shut, smaller, speaker, still, system fan, tablets, technology, tinker, twist, under, USB stick, walkie-talkies

Programming Bee-Bots:

algorithm, arrow, back, backwards, Bee-Bot, circle, debug, direction, directions, forward, instructions, left, program, right, route, sequence, straight on, turn

Introduction to data:

altogether, bigger than, branch database, categorise, category, colour, collect, column, count, data, describe, divide, equal, graph, group, height, in total, least popular, length, less, more, most popular, pattern, pictogram, record, row, share, size, smaller than, sort, square, texture, thicker than, thinner than, weight

Year 1.



Computing systems and networks: Improving mouse skills:

account, clipart, computer, log on, log off, mouse, password, resize, screen (monitor), software, tool, username

Programming 1 – Algorithms unplugged:

algorithm, bug, computer, debug, decompose, device, input, instructions, output, solution

Skills showcase – Rocket to the moon:

computer, computer program, create, data, digital content, e-document, folder, list, save, sequence, share, spreadsheet

Programming 2 - Bee-Bots:

algorithm, Bee-Bot, computing code, computer program, explain, explore, instructions, predict, tinker, video, virtual

Creating media – Digital imagery:

camera, collage, crop, delete, download, drag and drop, editing software, image, image filter, import, online, photo, resize, save as, search engine, sequence, storage space, visual effects

Data handling – Introduction to data:

branching database, categorise, chart, computer, data, information, label, pictogram, record, sort, table

Online safety:

Camera, communicate, connect, console, devices, digital footprint, emotion, feelings, instructions, internet, internet safety, laptop, mood, online, personal information, phone, posting, predict, respect, sharing, smart device, smartphone, smart TV, smartwatch, strangers, tablet, trust, wired, wireless

Year 2.



Computing systems and networks 1: What is a computer:

battery, buttons, computer, desktop, device, electricity, input, invention, keyboard, laptop, screen (monitor), mouse, output, technology, wires

Programming 1 – Algorithms and debugging:

abstraction, algorithm, artificial intelligence, bug, correct, data, debug, decompose, error, key features, loop, predict, unnecessary

Computing systems and networks 2: Word processing:

backspace, bold, copy, copyright, cut, delete, highlight, image, import, italics, keyboard, keyboard character, paste, redo, space bar, touch typing, underline, undo, word processing

Programming 2 – Scratch Jr:

algorithm, animation, bug, computer code, code (verb), debug, icon, imitate, instructions, loop, repeat, Scratch JR, sequence

Creating media – Stop motion:

animation, animator, contraption, debugging, decompose, design, device, download, film review, filming, frame, import image, plan, onion skinning, sketch, software, stop motion, storyboard, upload

Data handling – International space station:

approximate, astronaut, data, digital content, experiment, interactive map, International space station (I.S.S), interpret, laboratory, monitor (verb), satellite, sensor, space, survival, thermometer

Online safety:

accept, comment, consent, content, emojis, offline, online, password, permission, personal information, private information, share, terms and conditions, trusted adult

Year 3.



Computing systems and networks 1: Networks and the internet:

desktop, device, DSL (digital subscriber line), file, internet, laptop, network, network map, network switch, router, server, submarine cables, The Cloud, WiFi, wired, wireless, wireless access points

Programming - Scratch:

animation, application, code, code block, debug, decompose, interface, loop, predict, program, remixing code, repetition code, review, Scratch, sprite, tinker

Computing systems and networks 2: Emailing:

battery, buttons, computer, desktop, device, electricity, input, invention, keyboard, laptop, screen (monitor), mouse, output, technology, wires

Computing systems and networks 3: Journey inside a computer:

algorithm, computer, computer program, CPU, (central processing unit) data, desktop, GPU (graphics processing unit), HDD (hard disk drive), QR code, RAM (random access memory), ROM (read only memory), tablet device, trackpad

Creating media – Video trailers:

application, camera angle, clip, desktop, digital device, edit, film, film editing software, graphics, import (software), key events, laptop, music, photo, plan, recording (electronic), sound effects, storyboard, time code, trailer, video, voiceover

Data handling – Comparison cards database:

categorise, data, database, fields (data), filter (data), graphs and charts, information, record, sort, spreadsheet

Online safety:

accurate, age restricted, autocomplete, beliefs, block, content, digital devices, fact, fake news, opinion, password, persuasive, privacy settings, reliable, report, requests, search engine, security questions, sharing, smart devices, social media platforms, social networking, wellbeing

Year 4.



Computing systems and networks: Collaborative learning:

collaborate, comment, e-document, edit, email, icon, insert (file), link, presentation, presentation software, reply, reviewing comments, share, spreadsheet, transition

Programming 1 – Further coding with Scratch:

computer code, code block, conditional statement, decompose, direction, feature, icon, orientation, position, program (verb), Scratch project, Scratch, Scratch script, sprite, Scratch stage, tinker, variable

Creating media – Website design:

collaboration, content, create, design, edit, embed, feature, header, hyperlinks, image, insert (file), online, plan, tab, web page, website, WWW (world wide web)

Skills showcase - HTML:

code (verb), content, copyright, CSS (cascading style sheet), fake news, hacker, hex code, HTML (hypertext markup language), internet browser, permission, script, URL (uniform resource locator), web page

Programming 2 – Computational thinking:

abstraction, algorithm design, computer code, code block, computational thinking, computer, decompose, pattern recognition, problem, Scratch, Scratch script, sequence, variable

Data handling – Investigating weather:

algorithm, atmosphere, automated machine, calculate, climate, design, device, forecast, input, log data, online, predict, record, sensor, source, spreadsheet, units of measurement, weather, weather satellite

Online safety:

advertisement, alter, bot, fact, fake, gaming, implication, in-app purchases, influencer, judgement, live streaming, opinion, pop-ups, screen time, search engine, social media, snippet, sponsored

Year 5.



Computing systems and networks – Search engines:

algorithm, company logo, data leak, data privacy, fake news, inaccurate information, index, keywords (internet), network, online, page rank, search engine, web crawler, website, WWW (world wide web)

Programming 1 - Music:

basic commands, block (Scratch), bug, computer code, code (verb), debug, error, live loop (Sonic Pi), loop, pitch, program language (Sonic Pi), rhythm, soundtrack, tempo, timbre, tinker

Data handling – Mars Rover 1:

binary code, data, data transmission, discovery, distance, input, Mars Rover, moon, numerical data, output, planet, radio signal, research, scientist, sequence, signal, computer simulation, space (astronomy)

Programming 2 – Micro:bit

.hex file, .zip file, bluetooth, code block, decompose, emulator, feature, loop, Micro:bit, pedometer, predict, program, systematic, tinker, USB universal serial bus), variable

Creating media – Stop motion:

animation, animator, background, decompose, duplicate, editing, flipbook, frame, illusion, onion skinning, stop motion, storyboard, thaumatrope, upload, zoetrope

Skills showcase – Mars Rover 2:

algorithm, binary image, bit, bit pattern, CAD (computer-aided design), compression file, CPU (central processing unit), data, digital image, encode, image, JPEG (joint photographic experts group), memory, operating system, pixels, RGB (red, green, blue)

Online safety:

anonymity, application, bill payer, bullying, communication, emoji, gif, hack, interpreted, judgement, meme, mental health, misinterpreted, passwords, permissions, private information, reliable, reputation, trusted adult, victim, wellbeing

Year 6.



Computing systems and networks: Bletchley Park:

acrostic code, brute force hacking, caesar cipher, chip and pin system, cipher, date shift cipher, encrypt, invention, Nth letter cipher, password, pigpen cipher, secure, technological advancement, trial and error

Programming – Introduction to Python:

algorithm, computer code, computer command, decompose, import (software), indentation (programming), loop, nested loop, random numbers, remix, script libraries, variable

Data handling 1 – Big data 1:

barcode, boolean, brand, commuter, contactless, data, data privacy, encrypt, infrared waves, NFC (near field communication), QR (quick response) code, radio waves, RFID (radio frequency identification), signal systems or data analyst, transmission

Creating media – History of computers:

background noise, byte, computer, CPU, device, gigabyte, kilobyte, megabyte, memory storage, mouse, operating system (OS), radio play, ROM, sound effects, terabyte, touch screen, trackpad

Data handling 2 – Big data 2:

big data, bluetooth, corrupt data, digital revolution, GPS (global positioning system), infrared waves, IoT (internet of things), QR code, RFID, SIM, smart city, smart school

Skills showcase – Inventing a product

adapt, advertisement, algorithm, bug, CAD, computer code, code (verb), design, edit, electronic components, image rights, image, information, input, invention, loop, output, photo, product, program, repetition (code), screenshot, selection (programming), sequence, structure, variable

Online safety:

anonymity, anti-virus software, block, consent, digital footprint, digital personality, fake news, followers, gif, hack, inappropriate, malware, online bullying, online reputation, password, peer pressure, permission, phishing, privacy settings, report, scammers, screengrab, selfie, software updates, two-factor authentication, username, URL (Uniform Resource Locator)