Computing – Computing Vocabulary Overview 2024-25

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	**COMPUTATIONAL SKILLS** **Creating** ■ How did you make that? ■ Show me what it does. ■ Did you test it? ■ What do you like about yours? ■ Does it work as you wanted it to? ■ I wonder how it could be better? ■ What could you do to change it? **Tinkering** ■ Have a go… ■ Why don't you try… ■ What do you think will happen? ■ I wonder what might happen if…	**COMPUTATIONAL SKILLS** **Collaboration** ■ What shall I do? Good idea, I will get… ■ Who did you work with? ■ Whose turn is it? ■ Do you have the same as…? ■ Who can you work with to change this? **Persevering** ■ Self-talk / model how you (the adult) is persevering with something tricky or challenging ■ Which part is tricky? ■ How can we fix the tricky part? ■ Let's try and finish what we have started	**COMPUTATIONAL SKILLS** **Pattern** ■ Are these (objects, pictures etc.) the same? ■ What is the same / different about them? ■ Can you explain the pattern? ■ How can we continue the pattern? ■ Is there a mistake in this pattern? ■ I wonder how we could fix it… ■ Could you make your own pattern from…? ■ What is the rule for your pattern?	**COMPUTATIONAL SKILLS** **Abstraction** What do you need to include? ■ Which parts are important? ■ Why do / don't you need that? ■ Why did you choose to include……? ■ Do you have the same as…? ■ How is yours different? Is that important? **Algorithms** ■ Which one might come first? ■ What comes next? ■ Which one is before / after this one? ■ Which one is the last one? ■ Can you put these steps into the right order?	**COMPUTATIONAL SKILLS** **Decomposition** ■ What do we need to do? ■ What are the main parts we need to do / make? ■ What do we need to do first? ■ Which part shall we think about next? ■ Self-talk / model how you (the adult) is splitting a task into parts to make it easier, e.g. first we need to make the cake mix, next put the cakes in the oven, and then put the icing on.	**COMPUTATIONAL SKILLS** **Logical Reasoning** ■ I wonder what will happen… ■ I wonder how it works… ■ Will it…float / sink / break / fall etc? Why? Why not? ■ What happened? ■ Did that surprise you? Why? ■ What have you found out? ■ How do you know that?
Year 1	**COMPUTING SYSTEMS AND NETWORKS** **Technology Around Us** Technology, computer, mouse, trackpad, keyboard, screen, click, drag, input device, shift, spacebar, capital letter, full stop, safely, responsibly	**CREATING MEDIA** **Digital Painting** 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	**CREATING MEDIA** **Digital Writing** Word processor, keyboard, keys, letters, Microsoft Word, letters, numbers, space, backspace, text cursor, toolbar, bold, italic, underline, undo, font, toolbar	**PROGRAMMING A** **Moving a Robot** Forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, plan, algorithm, route, program	**DATA AND INFORMATION** **Grouping Data** Object, label, group, search, image, colour, shape, property, value, data set, less, most, fewest, the same	**PROGRAMMING B** **Introduction to Animation** 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
Year 2	**DATA AND INFORMATION** **Pictograms** 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	**COMPUTING SYSTEMS AND NETWORKS** **Information Technology Around Us** Information technology (IT), computer, barcode, scanner/scan	**PROGRAMMING A** **Robot Algorithms** Instruction, sequence, clear, unambiguous, algorithm, program, order, commands, prediction, artwork, design, route, mat, debugging	**PROGRAMMING B** **Introduction to Quizzes** Sequence, command, program, run, program, start, predict, blocks, actions, sprite, modify, match, debug, features, evaluate	**CREATING MEDIA** **Digital Photography** 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, Pixel, changed, real	**CREATING MEDIA** **Making Music** Music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, notes, instrument, create, open, edit

For reference, challenge and development:

Year 3	**COMPUTING SYSTEMS AND NETWORKS** **Connecting Computers** Digital device, input, output, process, program, connection, network, network switch, server, wireless access point (WAP)	**CREATING MEDIA** **Stop Frame Animation** Animation, flip book, stop frame, animation, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, delete, frame, media, import, transition	**PROGRAMMING A** **Sequence in Music** 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	**DATA AND INFORMATION** **Branching Databases** Attribute, value, questions, table, objects, branching databases, objects, equal, even, separate, order, organise, j2data, selecting, pictogram, information, decision tree, questions	**CREATING MEDIA** **Desktop Publishing** Text, images, advantages, disadvantages, communicate, font, style, template, desktop publishing, copy, paste, layout, purpose, benefits	**PROGRAMMING B** **Events and Actions** Motion, event, sprite, algorithm, logic, move, resize, algorithm, extension block, pen up, set up, design, action, debugging, errors, setup, test