Computing Vocabulary EYFS to Year 6

The vocabulary is progressive year on year for the three strands of computing: computer science, information technology and digital literacy using Purple Mash and Microsoft applications

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computer science Pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Problem solving Programming Logical thinking	On Off Switch Backwards Forward Instruction Sound Moving	Action Algorithm Arrow Background input Challenge Code Criteria Debug Direction event Left turn object output Program Rewind Right turn run Sort sound Undo when clicked	button Collision detected Design mode Key pressed nesting predict sequence test text timer execute properties scale scene When swiped	alert Blocks of commands develop Flowchart plan Procedure Repeat Values	Abbreviations: RT, LT, BK, FD Code block Co-ordinates If/else Logo Motherboard Number variable Objects Prompt Prompt for input Repeat until Selection types Variable Variable value	2D 3D Abstraction Decomposition Function Interactive Modelling Perspective Physical system Playability Score Screenshot Simplify/simplified Stimulation Tab	Called Developer Get input Launch command Router User input LAN local area WAN wide area

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Information technology Pupils are equipped to use information technology to create programs, systems and a range of content. Creating content Searching	Buttons Collect Command Computer Count Equipment Keyboard Keys Monitor Mouse Movement Organise Phone Camera Remote Set of photos Type	Arrow keys Backspace key cursor cell tool cells clipart Collate Columns Count tool Data Delete key Image toolbox Lock tool Move Pictogram Rows Speak tool spreadsheet	Animated Avatar Binary tree Copy and paste Database Equal tool Lock tool Presentation Question Soundtrack Space bar key Volume	Advance mod animation audio Bar chat Block graph Branching database Charts design templates Field font Graphing line graph media Question slide slideshow Spin tool Stimulation Symbols = < > text box transition	Average Background Bold charts Flipbook formula Formula wizard Frame Italic Play Random tool Stop motion Timer Underline	Document Find Formatting Merge cells Record Sort, group and arrange Statistics and reports Table Text wrapping Word processing	Blog post Calculate Cell reference Count (how many tool) Icon Range Row Sum style Workbook

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Digital literacy Pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. E-Safety Using IT beyond school	Choices Create Internet information Share Technology Website	Animation Avatar Display board E-book File Font Log in username logout My Work Notification Password Save Sound effect tools Topics	attachment Digital footprint Display board email Internet browser Network Online safety Save Search Search engine Searching sharing Template Wireless WWW	Address book Attachment Blog Cc Communication Compose Concept map Email Formatting PEGI rating Save to draft Send Spoof website Webpage Website	Computer virus Cookies Copyright Identify theft Malware Phishing Plagiarism spam	bibliography Citations Encryption Reference Reputable Shared image Smart rules	Spoof website

Computing Vocabulary EYFS to Year 6

The vocabulary is progressive in the areas/units of computing carried out in every year group.

Online safety

Year 1 – learn about purple mash in this unit.			
Log in	username	password	logout
My Work	avatar	notification	Topics
tools	Save		
Year 2			
search	Display board	internet	sharing
email	attachment	Digital footprint	Online safety
Year 3			
Concept map	website	webpage	Spoof website
PEGI rating	blog		
Year 4			
Computer virus	cookies	copyright	Identify theft
malware	phishing	plagiarism	spam
Year 5			
Smart rules	reputable	encryption	Shared image
citations	reference	bibliography	
Year 6			
Spoof website			

Spreadsheets

Year 1			
Arrow keys	Backspace key	cursor	Columns
cells	clipart	Count tool	Delete key
Image toolbox	Move cell tool	Lock tool	Rows
Speak tool	spreadsheet		
Year 2			
Backspace key	Copy and paste	Equal tool	Lock tool
Year 3			
Symbols = < >	Advance mode	Spin tool	
Year 4			
average	charts	formula	Formula wizard
Random tool	timer		
Year 5			
Year 6			
Count (how many tool)			

Coding

Year 1			
Action	Algorithm	background	code
command	Debug/debugging	event	Execute
input	instructions	object	properties
output	run	sound	scale
scene	When clicked		
Year 2			
button	Collision detected	Design mode	Key pressed
nesting	predict	When swiped	sequence
text	test	timer	
Year 3			
alert	develop	plan	Repeat
Blocks of commands	flowchart	procedure	values
Year 4			
If/else	Objects types	Prompt for input	Repeat until
Code block	selection	variable	Co-ordinates
Number variable	prompt	Variable value	
Year 5			
decomposition	Simplify/simplified	tab	Abstraction
Physical system	score	stimulation	function
Year 6			
Get input	developer	Called	Launch command
User input			