St Joseph's Catholic Primary School

Mater Christi Multi Academy Trust

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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.

	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 bee-bot	algorithm area background Bee-Bot block change clear commands compare delete design directions effect forwards backwards go instructions joining left plan predict programming reset right route run ScratchJr Sprite start turn value	actions algorithm artwork blocks build change clear unambiguous algorithm code command compare debug decomposition design evaluate features instruction sequence mat match modify order outcome prediction program project route run sequence sprite start	action algorithm backdrop blocks bug chord code commands costume debug design errors event extension block glide go to logic motion move note order pen up point in direction programming resize run the code scratch sequence set up sprite stage task test turn	algorithm animate blocks code code snippet commands costume count-controlled loop debug decompose design duplicate evaluate event block forever infinite loop logo (programming environment) loop modify pattern procedure program refine repeat repetition scratch sprite trace turtle value	2d 3d abstraction decomposition function interactive modelling perspective physical system playability score screenshot simplify/simplified stimulation tab	called developer get input LAN launch command router user input WAN

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	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Information technology Pupils are equipped to use information technology to create programs, systems, and a range of content. Creating content Searching	buttons camera collect command computer count equipment keyboard keys monitor mouse movement organise phone remote set of photos type	backspace bold colour computers cursor data set erase fewest fill tool font format group image italic keys label letters line tool most numbers object paint program paintbrush painting pictures redo search select shape shape tools size space text tool toolbar underline undo value word processor writing	attribute block diagram common compare data different enter group least most object pictogram same sharing tally chart total votes background beat camera capture compose create device digital editing filter flash focus format framing image instrument landscape light sources lighting loud music pattern photograph	animation attribute benefits branching communicate consistency copy database decision tree delete desktop publishing equal events flip book font frame image import information landscape layout media objects onion skinning orientation paste portrait selecting separate sequence setting character stop-frame structure style table template text transition value	adjustments align analyse audio background collection colours copy crop data digital edit effects evaluate export font foreground image import input device layer layout load logging microphone output device paste playback podcast record review rotate save selection sensor logger sound speaker table trim undo zoom	arrange document find formatting merge cells group record reports sort statistics table text wrapping word processing	blog post calculate cell reference count (how many tool) icon range row sum

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	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 information share technology internet website	computer double-click keyboard mouse screen technology trackpad typing	barcode computer information technology (IT) scanner	digital device input process output program digital non-digital connection network switch server wireless access point cables sockets	accurate content download files information internet links network ownership permission router routing security server sharing switch use web address web browser web page website wireless access point (wap) world wide web	bibliography citations encryption reference reputable shared image smart rules	spoof website phishing

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Computing Glossary

Vocabulary is an important part of teaching and learning, when used correctly, it can unlock a wealth of understanding.

Term	Key Stage	Definition
Algorithm	1&2	A precise set of ordered steps that can be followed by a human or a computer to achieve a task
Attribute (property)	1&2	A word or a phrase that can be used to describe an **object** such as its colour, size, or price
Code	1&2	The **commands** that a **computer** can **run**
Code snippet	1&2	A section of a **program** viewed in isolation
Command	1&2	A single instruction that can be used in a **program** to control a **computer**
Computer	1&2	A **programmable** machine that accepts and **processes inputs** and produces **outputs** (input, process, output; IPO)
Computer network	2	A group of interconnected computing devices
Computer system	2	A combination of **hardware** and **software** that can have **data input** to it, which it then **processes** and **outputs**. It can be **programmed** to perform a variety of tasks.
Condition	2	A statement that can be either True or False
Data	1&2	A letter, word, number etc. that has been collected for a purpose, but **stored** without context
Data set	2	A collection of related **data**
Debugging	1&2	The process of finding and correcting errors in a **program**
Decompose	2	To break down a task into smaller, more achievable steps
Digital device	2	A computer or a device with a computer inside that has been programmed for a specific task

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Term	Key Stage	Definition
Domain name	2	The part of a **website**'s **URL** that is user friendly and identifies that it is under the control of a particular person or organisation e.g. raspberrypi.org
Hardware	2	The physical parts of a **computer system**
HTML (HyperText Markup Language)	2	A standardised language used to define the structure of **web pages**
Hyperlink	2	(Also: link, weblink) Text or media that when clicked, takes the user to another specified location (**URL**)
Information	1&2	**Data** put into a context that provides meaning
Information technology	1	The study, use, and development of **computer systems** for storing, processing, retrieving, and sending information
Input	2	**Data** that is sent to a **program** to be **processed**
Input device	2	A piece of **hardware** used to control, or send **data** to, a **computer**
Internet	2	The global system of interconnected **computer networks**
Loop	2	(**Count-controlled**, **condition-controlled**, or **infinite**) **Commands** that repeatedly **run** a defined section of **code**
Loop (condition-controlled)	2	A **command** that repeatedly **runs** a defined section of **code** until a **condition** is met
Loop (count-controlled)	2	A **command** that repeatedly **runs** a defined section of **code** a predefined number of times
Loop (infinite)	2	A **command** that repeatedly **runs** a defined section of **code** indefinitely
Object	1	Something that can be named and has other **attributes** (**properties**), which can be labelled

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Term	Key Stage	Definition
Object	2	Something that is uniquely identifiable and has **attributes**
Output	2	The result of **data processed** by a **computer**
Output device	2	A piece of **hardware that** is controlled by **outputs** from a **computer**
Procedure	2	A named set of **commands** that can be called multiple times throughout a **program**. This type of **subroutine** does not return a value.
Process	2	A **program**, or part of a **program**, that is running on a **computer**
Program	1&2	A set of ordered **commands** that can be **run** by a **computer** to complete a task
Property (attribute)	1	A word or a phrase that can be used to describe an **object** such as its colour, size, or price
Repetition	2	Part of a **program** where one or more **commands** are **run** multiple times in a **loop**
Router	2	A device that manages the flow of data between **computer networks**
Run (execute)	1&2	To action the **commands** in a **program**
Selection	2	Part of a **program** where if a **condition** is met, then a set of **commands** is **run**
Server	2	A networked **computer** that manages, **stores,** and provides **data** such as files to other computers
Software	2	The **programs** used to control **computers** and perform specific tasks
Stored (data)	2	**Data** kept digitally so that it can be accessed by a computer
Subroutine	2	A named sequence of **commands** designed to perform a specific task

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Term	Key Stage	Definition
Switch (network switch)	2	A device that manages the flow of **data packets** within a **computer network**
Technology	1	The use of scientific knowledge for practical purposes
URL (Uniform Resource Locator)	2	The address of a file on the **internet**
Variable	2	A named piece of **data** (often a number or text) **stored** in a computer's memory, which can be accessed and changed by a **computer program**
Web browser	2	A **program** used to view, navigate, and interact with **web pages**
Web page	2	A **HTML** document viewed using a **web browser**
Website	2	A collection of interlinked **web pages**, stored under a single **domain**
WiFi	2	A technology that allows devices to wirelessly access a **network** and transfer **data**
WAP (Wireless Access Point)	2	A network device that allows wireless computing devices to connect to a wired **network**
WWW (World Wide Web)	2	A service provided via **the internet** that allows access to **web pages** and other shared files