

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
<p>Computer science</p> <p>Pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming.</p> <p>Problem solving Programming Logical thinking</p>	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 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	action algorithm answer battery box buzzer cell circuit components condition statement connect crocodile clips crumble controller debug design false implement infinite loop input led microcontroller motor operator outcomes output power program question repetition run selection setup sparkle switch task test true USB	accelerometer algorithm assign change code compass condition debug declare design direction evaluate event improve input makecode micro:bit name navigation output plan create process program project random selection sensing set design share step counter task test trace USB value variable

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	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Information technology</p> <p>Pupils are equipped to use information technology to create programs, systems, and a range of content.</p> <p>Creating content Searching</p>	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	align angle audio axis chart clip close up compare criteria database delete drawing tools edit evaluate export field filter group import layers lens long shot mid-range modify moving subject panning presentation record reflection video reorder reshoot review rotate split static tilt toolbar trim value vector drawing zoom	browser cell reference chart combine comparison construct copyright device duplicate embed evaluate external link format formula group home page hyperlink HTML implication layout media modify navigation operation perspective placeholder hollow preview purpose range sigma software spreadsheet structure subpage sum table tools view web page website

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	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Digital literacy</p> <p>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.</p> <p>E-Safety Using IT beyond school</p>	<p>choices information share technology internet website</p>	<p>computer double-click keyboard mouse screen technology trackpad typing</p>	<p>barcode computer information technology (IT) scanner</p>	<p>digital device input process output program digital non-digital connection network switch server wireless access point cables sockets</p>	<p>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</p>	<p>algorithm bot connection content creator digital index input links ordering output process ranking refine search search engine search engine optimisation (SEO) selection storage system web crawler</p>	<p>address chat collaboration communication data data payload domain name server (DNS) explore header internet internet protocol (IP) one-way one-to-many one-to-one packet private protocol public remix reuse slide deck two-way</p>

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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