



Oaklands Community Primary School Computing Vocabulary

EYFS	
Computing systems and networks	Creating media
Search, technology, internet	Camera, photo(graph), print, sound, video/ film
Computing systems and networks	Creating media
Questions, sort, found out, pictograph	Mistake, move, stop, backward, clear floor robot, forward, go

Year 1		
Computing systems and networks - Technology around us	Creating media - Digital painting	Creating media - Digital writing
technology, computer, mouse, trackpad, keyboard, screen, double-click, typing	paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers	word processor, keyboard, keys, letters, type, numbers, space, backspace, text cursor, capital letters, toolbar, bold, italic, underline, mouse, select, font, undo, redo, format, compare, typing, writing.
Data and information – Grouping	Programming A - Moving a robot	Programming B – Programming animations
object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same	Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, program.	Scratch Jr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.

Year 2		
Computing systems and networks - Information technology around us	Creating media - Digital music	Creating media - Digital photography
Information technology (IT), barcode, scanner/scan	music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, notes, create, emotion, beat, instrument, open, edit.	device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, editing, filter, format, framing, lighting,
Data and information – Pictograms	Programming A - Robot algorithms	Programming B - Programming quizzes
more than, less than, most, least, common, popular, organise, data, tally chart, votes, total, pictogram, enter, compare, objects, count, explain, attribute, group, different, conclusion, block diagram, sharing	sequence, clear, unambiguous, order, prediction, artwork, design, mat, debugging	sequence, program, run, start, outcome, predict, actions, project, modify, build, match, compare, debug, features, evaluate, decomposition, code.



Oaklands Community Primary School Computing Vocabulary

Year 3		
Computing systems and networks - Connecting computers	Creating Media - Desktop publishing	Creating Media - Stop- frame animation
digital device, input, process, output, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	text, images, advantages, disadvantages, communicate, font, style, orientation, placeholder, template, desktop publishing, copy, paste, purpose, benefits.	animation, flip book, stop- frame, setting, character, onion skinning, consistency, delete, media, import, transition.
Data and Information - Branching databases	Programming A - Sequencing sounds	Programming B - Events and actions in programs
value, questions, table, branching, database, objects, equal, even, separate, structure, selecting, information, decision tree.	Scratch, costume, stage, backdrop, motion, turn, point in direction, go to, glide, event, task, run the code, note, chord, bug	motion, logic, move, resize, extension block, pen up, set up, pen, action, errors, setup, code, test

Year 4		
Computing systems and networks - Connecting computers - The internet	Creating Media - Audio production	Creating Media - Photo editing
internet, router, security, switch, website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts	audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.	crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo
Data and Information - Data logging	Programming A - Repetition in shapes	Programming B - Repetition in games
table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion.	Logo (programming environment), turtle, code snippet, pattern, repeat, repetition, count-controlled loop, value, trace, procedure.	loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, refine



Oaklands Community Primary School Computing Vocabulary

Year 5		
Computing systems and networks - systems and searching	Creating Media - Introduction to vector graphics	Creating Media – Video production
system, connection, storage, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.	vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, group, ungroup, reuse, reflection	video, audio, camera, talking head, panning, close up, video camera, microphone, lens, mid-range, long shot, moving subject, side by side, angle (high, low, normal), static, zoom, pan, tilt, storyboard, filming, review, import, split, trim, clip, edit, reshoot, delete, reorder, export, evaluate, share.
Data and Information - Flat-file databases	Programming A - Selection in physical computing	Programming B - Making Quizzes
record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation.	microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery box, condition, selection, action, circuit, power, cell, buzzer	Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, question, answer, task, design, input, implement, test, run, setup, operator

Year 6		
Computing systems and networks - Communication and collaboration	Creating media - Webpage creation	Creating Media 3D Modelling
communication, protocol, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, public, private, one-way, two-way, one-to-one, one-to-many.	website, web page, browser, media, Hypertext Markup Language (HTML), layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.	TinkerCAD, 2D, 3D, shapes, select, perspective, view, handles, lift, lower, recolour, rotate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, modify.
Data and Information - Introduction to spreadsheets	Programming - Variables in games	Programming - Sensing movement
structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, operation, range, duplicate, sigma, propose, question, chart, results, sum, comparison, software, tools.	variable, change, name, value, set, design, event, code, task, artwork, project, code, test, improve, share, assign, declare	Micro:bit, MakeCode, flashing, trace, selection, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, step counter, plan, create,