Vocabulary Progression in Computing

Nursery	Reception	Year 1	Year 2	LKS2	UKS2
Camera, game, internet, Ipad, Mobile phone, Mini Mash, picture, Pin, press, Remote control Save, Tablet, Technology topic, tray, Turn on, Turn off	Camera, icon, information, game, Google, internet, Ipad, Mobile phone, Mini Mash, picture, Pin, Programme Software, press, Remote control, Safari, Save, Tablet, Technology topic, tray, Turn on, Turn off Switch Backwards, Forward, Instruction, Sound, Moving Buttons, Collect, Command, Computer, Count, Equipment,	Unit 1.1: Online Safety and Exploring Purple Mash Alert, Avatar, Button. Device, File Name, Filter, Home Screen, Icon, Login, Log out, Menu, My Work Area, Notification, Password, Private, Purple Mash Tools, Saving, Search, Shared Folder, Textbox, Think About Box, Topic Area, Tool bar, Typing, Writing Template Unit 1.2: Grouping and Sorting Activities, Criteria, Describe, Equal, Groups, Less than, More than, Sort Unit 1.3: Pictograms	Unit 1.2: Grouping and Sorting Activities, Criteria, Describe, Equal, Groups, Less than, More than, Sort Unit 1.4: Lego Builders Algorithm, Code, Computer, Debugging, Instructions, Machine, Program, Recipe, Sequence Unit 1.5: Maze Explorers Algorithm, Challenge, Command, Delete,	Unit 3.1: Coding Action, Alert, Algorithm, Background, Bug, Button, Click events, Code, Collision detection event, Command, Debug\ Debugging, Degrees, Event, Flowchart, Implement, Input, Interval, Nest, Object, Predict, Properties, Repeat, Right-Angle, Run, Scene, Sequence, Test, Timer, Turtle Object, Unit 4.1: Coding Action, Alert, Algorithm, Background, Button, Code blocks, Command, Co-ordinates, Debug\ Debugging, Design, Event, Execute, Flowchart, 'If/Else'	Unit 5.1: Coding Abstraction, Action, Algorithm, Command, Concatenation, Co-ordinates, Debug\ Debugging, Decomposition, Efficient, Event, Flowchart, Friction, Function, Input, Nest, Object, Output, Physical System, Predict, Print to Screen, Properties, Random, Repeat, Selection, Sequence, Simplify, Simulation, String, Tabs, Timer, Variable, Unit 6.1: Coding Action, Algorithm, Command, Concatenation, Co-ordinates, Debug\

	Keyboard, Keys, Monitor, Mouse, Movement, Organise, Screen Phone, Camera, Remote control, Set of photos, Type Choices, Create Internet, information Share, Technology, Website	Collect Data, Compare, Data, Pictogram, Record Results, Title, Totals, Visual, Unit 1.4: Lego Builders Algorithm, Code, Computer, Debugging, Instructions, Machine, Program, Recipe, Sequence Unit 1.5: Maze Explorers Algorithm, Challenge, Command, Delete, Direction, Instruction, Left and Right, Route, Undo, Unit Unit 1.6: Animated Story Books Animation, Background, Category, Clip-art gallery, Copy, Drop-down menu, E-book, Edit, Eraser, Features, Font, Sound, Overwrite, Paint tools, Paste, Play Mode, Redo, Save, Sound effect, Text, Undo, Voice recording,	Direction, Instruction, Left and Right, Route, Undo, Unit Unit 1.3: Pictograms Collect Data, Compare, Data, Pictogram, Record Results, Title, Totals, Visual, Unit 1.7: Coding Action, Algorithm, Background, Click, Code, Code blocks, Coding, Code view, Command, Debug/ Debugging, Design View, Event, Execute, Instruction, Object, Output, Plan, Programmer/coder, Properties. Run, Scale, Scene, Software, Sound, When Clicked Unit 2.1: Coding Action, Algorithm, Background, Bug, Button, Click events, Collision detection, Collision detection action,	statement, Input, Nest, Object, Prompt, Implement, Predict, Repeat, Repeat until, Run, Properties, Selection, Sequence, Timer, Variable, Unit 4.5: Logo Debugging, Grid, Logo, Logo Commands (e.g. FD, BK, RT, LT) , Multi Line Mode, Pen Down, Pen Up, Prediction, Procedure, Repeat, Run Speed, SETPC, SETPS, Unit 3.8: Graphing Axis, Chart, Column, Data, Graph, Investigation, Row, Sorting, Survey, Tally Chart, Title, Unit 3.4: Touch Typing Keys, Posture, Spacebar, Typing, Unit 4.4: Writing for Different Audiences Campaign, Format, Font, Genre, Opinion, Reporter, Viewpoint,	Debugging, Decomposition, Event, Execute\ Run, Flowchart, Function, Input, Launch Command, Object, Output, Predict, Procedure, Properties, Repeat, Repeat until, Selection, Sequence, Simulation, String, Tabs, Text Adventure, Text Object, Timer, Turtle Object, Variable, Unit 6.5: Text Adventures Debug\ Debugging, Function, Link, QR Code, Repeat, Sprite, Text Adventure, Selection, Variables Unit 5.7: Concept Maps Concept, Concept Map, Connection, Collaborate, Heading, Sub-Heading, Node, Presentation Mode, Story Mode, Unit 6.4: Blogging Approval, Archive, Blog, Blog post, Collaborate, Commenting, Connections, Nodes, Vlog

		Unit 1.7: Coding	Collision detection event,	Unit 4.9: Making Music	Unit 6.7: Quizzing
		Action, Algorithm, Background, Click, Code, Code blocks, Coding, Code view, Command, Debug/ Debugging, Design View, Event, Execute, Instruction, Object, Output, Plan, Programmer/coder, Properties. Run, Scale, Scene, Software, Sound, When Clicked	Command, Debug\ Debugging, Event, Execute, Image, Implement, Instructions, Interaction, Interval, Object, Object Name, Output, Predict, Properties, Run, Scale, Scene, Sequence, Test, Text, Timer, Turtle Object, When Clicked, When Key Event, When Swiped Event	BPM, Dynamics, Harmonious, Melody, Pitch, Pulse, Rhythm, Tempo, Texture, Synths	Audience, Audio, Case-Sensitive, Clipart, Clone, Cloze, Copy\Paste, Database, Database Record, Image, Image Filter, Selfie, Statistics, Undo\Redo, Preview, Quiz
		Unit 1.8: Spreadsheets			Unit 6.8: Binary
		Button, Calculations, Cell, Clip-art, Column, Count tool, Data, Delete, Image, Lock cell, Move cell, Row, Select, Speak tool, Spreadsheet, Value	Unit 2.8: Presenting Ideas		Binary, Bit, Decimal, Denary, Digit, Game States, Integer, Microprocessor, Nanotechnology, Nibble, Byte, Kilobyte, Megabyte, Gigabyte, Tetrabyte, Switch, Transistor, Variable.
			E-book, Fact file, Fiction, Mind Map, Multiple-choice, Node, Non-fiction, Presentation, Quiz,		
		Unit 1.9: Technology Outside School Computer, Technology	Unit 2.4: Questioning		
			Avatar, Binary Tree, Data, Database, Field, Information, Pictogram, Question, Record, Search, Sort		