



Computing Vocabulary Progression

Class/Year	AUTUMN TERM		SPRING TERM		SUMMER TERM	
Ducklings Reception 1-year curriculum	Computer	Mouse	Whiteboard	Bee-bot	Laptop	Trusted Adult
	Camera	Keyboard	Screen	Code	Program	Online Safety
Minnows Years 1-2 1-year curriculum	Creating Media 1 Paint program Tool Paintbrush Erase Fill tool Line tool Undo tool	Computing S&N Technology Trackpad Click Drag Input Output Device	Data and Information Object Label Group Search Value Data set Property	Programming Scratch Jr. Command Sprite Predict Effect Block Stage	Creating Media 2 Quiet Loud Emotions Tempo Notes Instrument Imagination	Online Safety SMART Home Back Refresh Search Bullying Password
Dragonflies Years 2-3 1-year curriculum	Creating Media 1 Word Processor Keys Toolbar Microsoft Word Backspace Cursor Bold/ Italic/ Underline Font	Computing S&N Online Offline Information Technology Computer Barcode Scanner Email Communicate	Data and Information Organise Present Tally chart Pictogram Compare Contrast Enter Data/Information	Programming Algorithm Sequence Run Actions Modify Debug Reset Evaluate	Creating Media 2 Capture Edit Digital Landscape Portrait Framing Filter Back/Foreground	Online Safety Icon Kiddle Online Consent Flag Block Reject Voice-activated
Frogs Years 3-4 2-year curriculum - Year A	Creating Media 1 Edit Arrange Crop Composition Sepia Magic wand Sharpen Hue/saturation	Computing S&N Digital device Process Connection Network Switch Server Wireless Access Point Collaborate	Data and Information Database Branching database Equal Even Separate Attribute J2data Decision tree	Programming Motion Logic Extension block Errors Events Set-up Pen up Design	Creating Media 2 Microsoft Publisher Imaging Advantages Disadvantages Template Copy/Paste Layout Purpose/Audience	Online Safety Physical health Mental health Stressed Fact Opinion Zip it, block it, flag it Protected Identity

Frogs Years 3-4 2-year curriculum - Year B	Creating Media 1 Audio Microphone Speaker Headphones Podcast File Mixing MP3	Computing S&N Internet Router Website Webpage World Wide Web Web address Tracker Ownership	Data and Information Sensor Data logger Logging Data point Interval Import/Export Collection Conclusion	Programming Code Loop Variable Infinite Count-controlled Costume Refine Scratch	Creating Media 2 Animation Flip book Stop frame Onion skinning Consistency Frame Media Import	Online Safety Cross-checking Childline Screen-grab Copyright Plagiarism Alias Scams Reliability
Kingfishers Years 5-6 2-year curriculum - Year A	Creating Media 1 Vector Drawing tools Modify Alternatives Duplicate Rotate Alignment Handles	Computing S&N System Protocol Packet Chat Explore Slide Deck Reuse Remix	Data and Information Record Field Sort/Order Group/Filter Criteria Axis Include/Exclude Eliminate	Programming Selection Condition Implement Constructive Linking Trial Question Answer	Creating Media 2 Storyboard Script Soundtrack Zoom Pan/ Tilt/ Angle Trim/Clip End credits Transitions	Online Safety Targeted advertisements Offensive Avatar Influence Fake News Sceptical Stereotype Posture
Kingfishers Years 5-6 2-year curriculum - Year B	Creating Media 1 Browser Hypertext (HTML) Purpose Preview Breadcrumb Navigation Subpage Embed	Computing S&N Search engine Google/ Bing/ Yahoo Refine Index Crawler Ranking Optimisation Content creator	Data and Information Spreadsheet Data heading Cells/columns/rows Formula Common attribute Call reference Sigma Software	Programming Micro-bit Makecode USB Navigation Design Processing If...then...else Set	Creating Media 2 3D Space Rotate Dimensions Placeholder Hole Group/ungroup Position Lift	Online Safety Phishing Identity thief Misinformation Disinformation Commercial boosting Depression Meme/ GIF/ Emoji Exploitation