Vocabulary Mapping: Computing

	Autumn1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	**I Am a Super Surfer** **Monitor** A television used by a computer **Speaker** Produce sound out of a computer **Type** Writing on a computer **Technology** Machines and equipment which use scientific knowledge **Choices** Choosing between two or more possibilities **Internet** A global network providing information and communication **Safety** Protecting yourself from risk or danger		**Look What I Can Do** **Equipment** Tools needed for a special purpose **Movement** Changing position **Screen** A flat panel such as a Television **Mouse** A computer mouse is a hand-held pointing device which moves a cursor around the screen **Image** A picture **Keyboard** A computer keyboard is an input device that allows a person to enter letters, numbers, and other symbols		**I am a Computer Scientist** **Create** To bring something into existence – to make **Share** To give or receive a part of something **Instructions** Step by Step-by-step guidance to complete a task **Invention** To make or create	
Year 1	**Basic Computing Skills** **Keyboard** – a panel of keys that operate a computer. **Letters** - any character that is not considered a number or symbol.	**Producing Digital Media** **Keyboard** – a panel of keys that operate a computer. **Letters** - any character that is not considered a number or symbol.	**Unplugged Algorithms** **Algorithm** - a set of instructions that we complete in order to achieve a task. **Program** - a sequence or set of instructions in a programming language for a	**Programming Robots** **Beebot** - programmable floor robot that is mainly used in primary schools. **Forward** - he direction that one is facing or travelling	**Data Handling: Pictograms** **Pictogram** - a type of graph that uses pictures or symbols to show or compare data. **Graph** - a diagram showing the relation between variable quantities.	**Presenting Information** **Image** - a picture composed of an array of elements called pixels. **Photograph** - a picture made using a camera. **Import** - bringing in information

Capslock - a key on a computer keyboard that allows users to generate letters in uppercase. **Shift** - a key on a keyboard that when pressed enables an alternate set of characters to be produced by the other keys. **Enter-** sends the cursor to the beginning of the next line or executes a command or operation. **Backspace** - the keyboard key that originally pushed the typewriter carriage one position. **Log In** - the process by which an individual	**Capslock** - a key on a computer keyboard that allows users to generate letters in uppercase. **Shift** - a key on a keyboard that when pressed enables an alternate set of characters to be produced by the other keys. **Enter-** sends the cursor to the beginning of the next line or executes a command or operation. **Backspace** - the keyboard key that originally pushed the typewriter carriage one position. **Log In** - the process by which an individual	computer to execute. **Instruction** - an order given to a computer processor by a computer program. **Code -** the set of instructions, or a system of rules, written in a particular programming language.	**Backwards** - in the direction of one's back **Right** - the position towards which someone or something moves. **Left** - the position towards which someone or something moves **Turn -** a change in the direction that you are moving. Program - a sequence or set of instructions in a programming language for a computer to execute. **Algorithm -** a set of instructions that we complete in order to achieve a task. **Clear -** remove an obstruction or	**Chart** - a sheet of information in the form of a table, graph, or diagram. **Tally** - a current score or amount. **Collect** - bring or gather together (a number of things). **Count -** determine the total number of (a collection of items). **Data -** information that has been translated into a form that is efficient for movement or processing.	from a file into a program. **Text** - a collection of words or letters that are understandable by the reader. **Font** - a graphical representation of text that may include a different typeface, point size, weight, colour, or design. **Colour** - he property possessed by an object of producing different sensations on the eye as a result of the way it reflects or emits light. **Delete** - a command or key on a computer which erases text.

	gains access to a computer system by identifying and authenticating themselves. **Shut Down -** to remove power from a computer's main components in a controlled way.	gains access to a computer system by identifying and authenticating themselves. **Shut Down -** to remove power from a computer's main components in a controlled way.		unwanted item or items from		
Year 2	**What is a computer?** **Computer -** an electronic device for storing and processing data, typically in binary form, according to instructions given to it in a variable program. **Input -** data that is entered into or received by a computer. **Output -** how the computer presents the results of the process	**Unplugged Algorithms** **Sequence -** the first programming construct. **Code -** the set of instructions, or a system of rules, written in a particular programming language. **Blocks -** a sequence of bytes or bits, usually containing some whole number of records	**Basic Block Coding** **Sequence -** the first programming construct. **Code -** the set of instructions, or a system of rules, written in a particular programming language. **Blocks -** a sequence of bytes or bits, usually containing some whole number of records	**Storing and Presenting Data** **Records -** a basic data structure. **Fields -** a single item of data contained in a column within a database. **Value -** is the representation of some entity that can be manipulated by a program. **Data -** facts and statistics collected together for	**Modifying Text and Images** **Text -** collection of words or letters that are understandable by the reader. **Bold -** A set of type characters that are darker and heavier than normal. **Italic -** A typeface with letters slanted slightly to the right **Keyboard -** a panel of keys that	**Presenting Data** **Audience -** A person or group of people you're targeting or want to reach. **Font -** a graphical representation of text that may include a different typeface, point size, weight, color, or design. **Online -** by means of the internet or other computer network.

Year 3	Programming a Game	Composing Emails	Creating a Programmable World	Alerting Digital Media	How Things Work including Networks	Publishing Online Content
		Sprites - a two-dimensional bitmap that is integrated into a larger scene, most often in a 2D video game. **Repeat** - lines of code will be run multiple times. **Bug** - an error in the source code that causes a program. **Debugging** - checking the code in a computer program to ensure it works.	**Sprites** - a two-dimensional bitmap that is integrated into a larger scene, most often in a 2D video game. **Repeat** - lines of code will be run multiple times. **Bug** - an error in the source code that causes a program. **Debugging** - checking the code in a computer program to ensure it works.	reference or analysis. **Database** - structured set of data held in a computer **Graphs** - a diagram showing the relation between variable quantities, typically of two variables, each measured along one of a pair of axes at right angles. **Chart** - a sheet of information in the form of a table, graph, or diagram. **Sort** - arranging in an ordered sequence	operate a computer.	
Year 3	**Programming a Game** Sequence - to set down instructions one after another	**Composing Emails** **Email** - a communication method that uses	**Creating a Programmable World** **Kodu** - a video game	**Alerting Digital Media** **Camera** - a digital video device	**How Things Work including Networks**	**Publishing Online Content** **Social media** - websites and applications that

	for the computer to execute in turn. **Selection** - when you choose part of something. **Repetition** - when part of a program repeats itself. **Input** - Information that goes into the computer. **Output** - Information that comes out of the computer. **Algorithm** - a set of instructions that we complete in order to achieve a task. **Programming** - collection of instructions or algorithms designed to simplify processes.	electronic devices to deliver messages across computer networks. **Malicious** - any program or file that is intentionally harmful to a computer, network or server. **Phishing** - A technique for attempting to acquire sensitive data, such as bank account numbers. **Social media networks** - a computer technology that lets people share ideas, opinions, and information through online networks and communities.	development platform developed by Microsoft. **Computational Algorithm –** a list set of instructions, used to solve problems or perform tasks, based on the understanding of available alternatives. **Programming** - a procedure or formula used for solving a problem. **Debugging** - checking the code in a computer program to ensure it works. **Sequence** - to set down instructions one after another for the computer to execute in turn.	commonly built into a computer. **Image** - a picture composed of an array of elements called pixels. **Filter** - changing the appearance of an image by altering the colors of the pixels. **Crop** - to trim or cut back an image **Pixel** - a minute area of illumination on a display screen, one of many from which an image is composed. **Portfolio** - a collection of drawings, documents, etc. that represent a person's, especially an artist's, work. **Theme** - he subject of a talk,	**Laptop** - a computer that is portable. **Desktops** - a personal computing device designed to fit on top of a typical office desk. **Hard drive** - a disk on which a large amount of information can be stored. **Fan** - used for active cooling. **Heat sink** - to properly remove heat from device components to improve device performance and extend its life. **Keyboard** – a panel of keys that operate a computer. **Motherboard** - the backbone that ties the	enable users to create and share content or to participate in social networking. **Graphic design** - the art or skill of combining text and pictures in advertisements, magazines, or books. **Username** - an identification used by a person with access to a computer, network, or online service. **Password** - a secret word or phrase that must be used to gain admission to a place. **Marketing** - the activity or business of promoting and selling products

	Debugging - checking the code in a computer program to ensure it works. **Computational thinking –** the decision-making progress used in programming and writing algorithms.	**Internet -** a worldwide system of computer networks. **World wide web -** all the public websites or pages that users can access on their local computers and other devices through the internet. **Webcam -** a video camera which is designed to record or stream to a computer or computer network.	**Sprite -** a two-dimensional bitmap that is integrated into a larger scene **Artificial Intelligence -** the simulation of human intelligence processes by machines, especially computer systems. **NPC (non-player character) -** a character in a computer game that is not controlled by someone playing the game **Pathway -** a string of characters used to uniquely identify a location in a directory structure.	piece of writing, exhibition, etc **Consent -** give permission for something to happen.	computer's components together at one spot and allows them to talk to each other. **Microprocessor -** an integrated circuit that contains all the functions of a central processing unit of a computer. **Memory -** a device or system that is used to store information for immediate use in a computer. **Disc drive -** a technology that enables the reading, writing, deleting and modifying of data on a computer storage disk.	or services, including market research and advertising. **Template -** a form, mold or pattern used as a guide to make something. **Elements -** a smaller component of a larger system. **Text effect -** the modification of typography in a way that makes the content more engaging. **Filter -** a program or section of code that's designed to examine each input or output request for certain qualifying criteria and then process or forward it accordingly.

					Network - interconnected computing devices that can exchange data and share resources with each other. **Router** - a device that connects two or more packet-switched networks or subnetworks. **Hub** - a node that broadcasts data to every computer or Ethernet-based device connected to it. **Switch** - facilitates the sharing of resources by connecting multiple devices. **Wifi** - a wireless networking technology that	**Adjust** - alter or move (something) slightly in order to achieve the desired fit, appearance, or result. **Crop** - to trim or cut back an image.

					uses radio waves to provide wireless high-speed Internet access.	
Year 4	**Repetition and Forever Loops**	**Coding with Scratch**	**Branching Databases**	**Networks and Online Services**	**Creating a Video**	**Spreadsheets**
	Repeat – when part of a program repeats itself. **Forever** – something that happens continually. **Loop** – a sequence of instruction s that is continually repeated until a certain condition is reached. **Code** – information and commands into a program. **Debug** - checking the code in a computer program to ensure it works.	**Sequence** - to set down instructions one after another for the computer to execute in turn. **Variable** - a value that can change, depending on conditions or on information passed to the program. **Algorithm** - a list set of instructions, used to solve problems or perform tasks, based on the understanding of available alternatives.	**Branching database** - used to help identify the objects by answering questions with either 'yes' or 'no'. **Database** - collection of structured information, or data, typically stored electronically in a computer system. **Organise** - the understanding of the computer and its components and how they work and perform together.	**WAN** - a large network of information that is not tied to a single location. **LAN** - a series of computers linked together to form a network in a circumscribed location. **Network** - interconnected computing devices that can exchange data and share resources with each other. **Router** - a device that connects two or more packet-switched	**Video** - a recording of moving visual images **Special effects** - illusions or visual tricks **CGI** - computer-generated imagery **Greenscreen** - blank green background that can be used to create special effects **Audio** - sound, especially when recorded, transmitted, or reproduced. **Image** - a picture composed of an	**Spreadsheet** - a computer program that can capture, display and manipulate data arranged in rows and columns. **Rows** - horizontal set of data or components. **Columns** - a group of cells that are vertically stacked and appear on the same vertical line. **Algebra** - he part of mathematics in which letters and other general symbols. **Formula** - a mathematical

	Algorithm - a set of instructions that we complete in order to achieve a task. **Sequence** - helps us to ensure that things happen in the correct order. **Selection**- when you choose part of something.	**Code -** the set of instructions, or a system of rules, written in a particular programming language **Repeat -** lines of code will be run multiple times. **Loop** - a sequence of instruction s that is continually repeated until a certain condition is reached. **Input -** Information that goes into the computer. **Output -** Information that comes out of the computer. **Device -** A functional unit that can perform substantial computations, including	**Transition -** a computer science paradigm in the context of communication systems Slides - a single page developed using a presentation program. **Log -** keeping a record of events that occur in a computer system	networks or subnetworks. **Wifi -** a wireless networking technology that uses radio waves to provide wireless high-speed Internet access. **Wireless -** a computer network that makes use of Radio Frequency (RF) connections between nodes in the network. Local - the computer you are using. **Cable** - the medium through which information usually moves from one network device to another.	array of elements called pixels. **Text -** a collection of words or letters that are understandable by the reader	relationship or rule expressed in symbols. **Pixel -** the basic unit of programmable colour on a computer display or in a computer image. **Binary -** a numbering scheme in which there are only two possible values for each digit -- 0 or 1

		numerous arithmetic operations and logic operations without human intervention.		Connection - the link between a plug or connector into a port or jack. **Binary -** a numbering scheme in which there are only two possible values for each digit -- 0 or 1 **Modem -** any of a class of electronic devices that convert digital data signals into modulated analog signals suitable for transmission over analog telecommunicatio ns circuits. **Switch -** a device in a computer network that connects other devices together.		

				Server - a computer program or device that provides a service to another computer program and its user, also known as the client.		
Year 5	**Variables, If and If Else Statements** **Database** - an organized collection of structured information, or data, typically stored electronically in a computer system. generally referred to as data. **Record -** a collection of fields, possibly of different data types, typically in	**Create / Search Database** **Algorithm -** a list set of instructions, used to solve problems or perform tasks, based on the understanding of available alternatives. **Sprite -** two-dimensional bitmap that is integrated into a larger scene. **Loops -** a sequence of instruction s that is continually repeated until a certain condition is reached.	**3D Modelling CAD (Computer aided design) -** the use of computer-based software to aid in design processes. **Template -** a form, mold or pattern used as a guide to make something. **Select -** highlighting text or picking an object. **Draw -** produce (a picture or diagram) by	**Creating Music** **Samples -** sampling is the reuse of a portion (or sample) of a sound recording in another recording. **Composition –** the creating of an original piece or work of music **Rhythm -** a strong, regular repeated pattern of movement or sound.	**Stop Motion Animation** **Animation -** form of animated graphics using computers that replaced both "stop-motion" animation of scale-model puppets and hand-drawn animation of drawings. **Frame -** a combination of the image and the time of the image when exposed to the view.	**Difference WWW/Internet** **Network -** interconnected computing devices that can exchange data and share resources with each other. **Wireless access points -** hardware device or configured node on a local area network (LAN) **Server -** a computer or computer program which

	a fixed number and sequence. **Field -** is a particular piece of data. **Retrieval -** the process of obtaining information system resources that are relevant to an information need from a collection of those resources. **Search -** a function or process of finding letters, words, files, web pages, or other data. **Keywords -** a term used in digital marketing to describe a word or a group of words an Internet user uses to perform a search in a search	**Variables -** a value that can change, depending on conditions or on information passed to the program. **Events -** an action or occurrence recognized by software **Sensing -** input devices that record data about the physical environment around it. **Forever -** a loop that will print "Infinite Loop" without halting.	making lines and marks **Zoom -** change smoothly from a long shot to a close-up or vice versa. **Paint bucket –** where colours can be selected.		**Pivot Stick Figure** - allows you to join figures together so that figures can be positioned as if they were a single figure. **Image -** a picture composed of an array of elements called pixels. **Stop Frame** - animation that is captured one frame at time, with physical objects that are moved between frames. Editing - he process of making changes to a text or film	manages access to a centralized resource or service in a network. **Router -** a device that forwards data packets to the appropriate parts of a computer network. **Wired device -** any electronic device that uses a cable with wires to connect to a power source and/or communicate with another device. **Wireless device -** Any device that can connect to an ICS network via radio or infrared waves, usually to collect or monitor data, but also in

	engine or search bar. **Ascending -** Arranging data from the normal low to high sequence. **Descending -** Arranging data from high to low sequence					some cases to modify control set points. **Ethernet cable -** network cable which is used for wired networks
Year 6	**Using Variables** **Algorithm -** a set of instructions that we complete in order to achieve a task. **Abstraction -** he extraction of relevant information from a larger data set. **Decomposition -** breaking down a complex problem or system into smaller parts. **Logic -** sequence of operations	**Programme for an Audience** **Algorithm -** a set of instructions that we complete in order to achieve a task. **Abstraction -** he extraction of relevant information from a larger data set. **Decomposition -** breaking down a complex problem or system into smaller parts.	**Creating Formula in Excel** **Cell -** a rectangular area formed by the intersection of a column and a row. **Column -** a vertical series of cells in a chart, table, or spreadsheet. **Row -** horizontal set of data or components. **Formulae -** equations that perform	**How Data is Stored** **Server -** a computer program or device that provides a service to another computer program and its user, also known as the client. **Router -** a device that connects two or more packet-switched networks or subnetworks.	**Plan and Compose Music** **Timeline -** a visual representation of a chronological sequence of events along a drawn line that helps a viewer understand time relationships. **Crop -** To remove parts of a digital image or physical photo to retain a smaller section of the original. **Split -** the processes of	**HTML** **HTML -** a text-based approach to describing how content contained within an HTML file is structured. **Tags -** a keyword or term assigned to a piece of information **Elements -** a smaller component of a larger system. **Line breaks -** a command or sequence of

performed by hardware or software. **Sequence -** to set down instructions one after another for the computer to execute in turn. **Variable -** a value that can change, depending on conditions or on information passed to the program. **Input -** Information that goes into the computer. **Output -** Information that comes out of the computer. **Debug -** checking the code in a computer program to ensure it works.	**Logic -** sequence of operations performed by hardware or software. **Sequence -** to set down instructions one after another for the computer to execute in turn. **Variable -** a value that can change, depending on conditions or on information passed to the program. **Input -** Information that goes into the computer. **Output -** Information that comes out of the computer. **Debug -** checking the code in a computer	calculations on values in your sheet. **Graph -** an abstract data type that can be used to represent complex, non-linear relationships between objects. **Chart -** is a graphical representation of data. **Spreadsheet -** a computer program that can capture, display and manipulate data arranged in rows and columns. **Tab -** aligning text in a word processor by moving the cursor to a predefined position.	**Data-** information that has been translated into a form that is efficient for movement or processing. **Switch -** a device in a computer network that connects other devices together. **Modem -** any of a class of electronic devices that convert digital data signals into modulated analog signals suitable for transmission over analog telecommunications circuits. **Wireless Devices -** Any device that can connect to an ICS network via radio or infrared waves, usually to	taking a segment of data and dividing the data into two or more portions. **Layer -** to break up the sending of messages into separate components and activities.	control characters that returns the cursor to the next line and does not create a new paragraph. **Links -** an item like a word or button that points to another location.

	Operators - a character that represents a specific mathematical or logical action or process. **Loops -** a sequence of instruction s that is continually repeated until a certain condition is reached.	program to ensure it works. **Operators** - a character that represents a specific mathematical or logical action or process. **Loops -** a sequence of instruction s that is continually repeated until a certain condition is reached.	Workbook - single file containing several different types of related information as separate worksheets. Merge - combine or cause to combine to form a single entity. **Auto Sum -** function in a spreadsheet program that inserts a formula in the selected cell that adds the numbers in the column above it.	collect or monitor data, but also in some cases to modify control set points.		