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| Nursery | | | | | | | | |
| Unit | Digital Literacy | | | Digital Citizenship | | | Computer Science | |
| Vocabulary | Pictures  Videos | | | Online safety  Unkind  Kind  Parents  Teachers  Trusting people | | | Mouse, screen, keyboard, CD  computer, tablet, online, offline | |
| Reception | | | | | | | | |
| Unit | Digital Literacy | | | Digital Citizenship | | | Computer Science | |
| Vocabulary | Pictures  Text  Video  create  media | | | Online safety  Unkind  Kind  Parents  Teachers  Trusting people  Belongs | | | Mouse, screen, keyboard,  computer, tablet, online, offline,  Beebot, App | |
| Year 1 | | | | | | | | |
| Unit | Technology around us | Digital Painting | Moving a Robot 1 | | Grouping data | Digital Writing | | Programming Animation |
| Vocabulary | 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 | Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program. | | object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same | 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. | | Scratch Jr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design. |
| Year 2 | | | | | | | | |
| Unit | Information Technology around us | Digital Photography | Robot Algorithms | | Pictograms | Making Music | | Programming Quizzes |
| Vocabulary | Information technology (IT), computer, barcode, scanner/scan | device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting, | instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition | | more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing | music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit. | | sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code. |
| Year 3 | | | | | | | | |
| Unit | Connecting Computers | Stop-Frame animation | Sequencing Sounds | | Branching databases | Desktop Publishing | | Events and actions in Programming |
| Vocabulary | digital device, input,  process, output, program,  digital, non-digital,  connection, network, switch,  server, wireless access  point, cables, sockets | animation, flip book, stopframe, frame, sequence,  image, photograph, setting,  character, events, onion  skinning, consistency,  evaluation, delete, media,  import, transition. | Scratch, programming,  blocks, commands, code,  sprite, costume, stage,  backdrop, motion, turn, point  in direction, go to, glide,  sequence, event, task,  design, run the code, order,  note, chord, algorithm, bug,  debug, code. | | attribute, value, questions,  table, objects, branching,  database, objects, equal,  even, separate, structure,  compare, order, organise,  selecting, information,  decision tree. | text, images, advantages,  disadvantages,  communicate, font, style,  landscape, portrait,  orientation, placeholder,  template, layout, content,  desktop publishing, copy,  paste, purpose, benefits. | | motion, event, sprite,  algorithm, logic, move,  resize, extension block, pen  up, set up, pen, design,  action, debugging, errors,  setup, code, test, debug,  actions. |
| Year 4 | | | | | | | | |
| Unit | The Internet | Audio Production | Repetition in shapes | | Data Logging | Photo Editing | | Repetition in games |
| Vocabulary | internet, network, router,  security, switch, server,  wireless access point  (WAP), 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. | Logo (programming  environment), program,  turtle, commands, code  snippet, algorithm, design,  debug, pattern, repeat,  repetition, count-controlled  loop, value, trace,  decompose, procedure. | | data, table, layout, input  device, sensor, logger,  logging, data point, interval,  analyse, dataset, import,  export, logged, collection,  review, conclusion. | image, edit, digital, crop,  rotate, undo, save,  adjustments, effects,  colours, hue, saturation,  sepia, vignette, image,  retouch, clone, select,  combine, made up, real,  composite, cut, copy, paste,  alter, background,  foreground, zoom, undo,  font. | | Scratch, programming,  sprite, blocks, code, loop,  repeat, value, infinite loop,  count-controlled loop,  costume, repetition, forever,  animate, event block,  duplicate, modify, design,  algorithm, debug, refine,  evaluate. |
| Year 5 | | | | | | | | |
| Unit | Systems and searching | Video Production | Programming A – Selection in physical computing | | Data and information – Flat-file databases | Vector drawing | | Selection in quizzes |
| Vocabulary | system, connection, digital,  input, process, storage,  output, search, search  engine, refine, index, bot,  ordering, links, algorithm,  search engine optimisation  (SEO), web crawler, content  creator, selection, ranking. | 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. | microcontroller, USB,  components, connection,  infinite loop, output  component, motor,  repetition, count-controlled  loop, Crumble controller,  switch, LED, Sparkle,  crocodile clips, connect,  battery box, program,  condition, Input, output,  selection, action, debug,  circuit, power, cell, buzzer | | database, data, information,  record, field, sort, order,  group, search, value, criteria,  graph, chart, axis, compare,  filter, presentation. | vector, drawing tools, object,  toolbar, vector drawing,  move, resize, colour, rotate,  duplicate/copy, zoom,  select, align, modify, layers,  order, copy, paste, group,  ungroup, reuse, reflection | | Selection, condition, true,  false, count-controlled loop,  outcomes, conditional  statement, algorithm,  program, debug, question,  answer, task, design, input,  implement, test, run, setup,  operator |
| Year 6 | | | | | | | | |
| Unit | Communication and Collaboration | Web Page Creation | Variables in Game | | Introduction to Spreadsheets | 3D Modelling | | Sensing |
| Vocabulary | communication, protocol,  data, address, Internet  Protocol (IP), Domain Name  Server (DNS), packet,  header, data payload, chat,  explore, slide deck, reuse,  remix, collaboration,  internet, public, private, oneway, two-way, one-to-one,  one-to-many. | website, web page, browser,  media, Hypertext Markup  Language (HTML), logo,  layout, header, media,  purpose, copyright, fair use,  home page, preview,  evaluate, device, Google  Sites, breadcrumb trail,  navigation, hyperlink,  subpage, evaluate,  implication, external link,  embed. | variable, change, name,  value, set, design, event,  algorithm, code, task,  artwork, program, project,  code, test, debug, improve,  evaluate, share, assign,  declare | | data, collecting, table,  structure, spreadsheet, cell,  cell reference, data item,  format, formula, calculation,  spreadsheet, input, output,  operation, range, duplicate,  sigma, propose, question,  data set, organised, chart,  evaluate, results, sum,  comparison, software, tools. | TinkerCAD, 2D, 3D, shapes,  select, move, perspective,  view, handles, resize, lift,  lower, recolour, rotate,  duplicate, group, cylinder,  cube, cuboid, sphere, cone,  prism, pyramid, placeholder,  hollow, choose, combine,  construct, evaluate, modify. | | Micro:bit, MakeCode, input,  process, output, flashing,  USB, trace, selection,  condition, if then else,  variable, random, sensing,  accelerometer, value,  compass, direction,  navigation, design, task,  algorithm, step counter,  plan, create, code, test,  debug. |