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| Nursery |
| Unit | Digital Literacy | Digital Citizenship | Computer Science |
| Vocabulary | PicturesVideos | Online safetyUnkindKindParentsTeachersTrusting people | Mouse, screen, keyboard, CDcomputer, tablet, online, offline |
| Reception |
| Unit | Digital Literacy | Digital Citizenship | Computer Science |
| Vocabulary | PicturesTextVideocreatemedia | Online safetyUnkindKindParentsTeachersTrusting peopleBelongs | 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 accesspoint, cables, sockets | animation, flip book, stopframe, frame, sequence,image, photograph, setting,character, events, onionskinning, consistency,evaluation, delete, media,import, transition. | Scratch, programming,blocks, commands, code,sprite, costume, stage,backdrop, motion, turn, pointin 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, penup, 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, webbrowser, 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 (programmingenvironment), program,turtle, commands, codesnippet, algorithm, design,debug, pattern, repeat,repetition, count-controlledloop, value, trace,decompose, procedure. | data, table, layout, inputdevice, 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, searchengine, refine, index, bot,ordering, links, algorithm,search engine optimisation(SEO), web crawler, contentcreator, selection, ranking. | video, audio, camera, talkinghead, 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, outputcomponent, motor,repetition, count-controlledloop, 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, conditionalstatement, 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, InternetProtocol (IP), Domain NameServer (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 MarkupLanguage (HTML), logo,layout, header, media,purpose, copyright, fair use,home page, preview,evaluate, device, GoogleSites, 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. |