## Computing Vocabulary & Key Knowledge

## Understanding of the World

KEY	
All	Refers to adaptation made for SEND pupils (where appropriate)
Most	Refers to all other pupils
Some	Refers to stretch and challenge for more able pupils

EYFS		Autumn	Spring		Summer				
Projects	Communication/Literacy		Understanding the Natural Wor	ld/PSED	Mathematics/Physical Development/Expres				
					Ar	rts			
	Stories	Sounds	Characters	Fairy tale	Pattern	Slowest			
Key Vocab	Images	Talk	Talk		Number	Fastest			
	Pins	Imagine	Story book						
	All								
Knowledge	•	To be able to comment on what they have heard	and ask questions to clarify their unders	standing.					
	Most								
	•	Engaged in conversation with their teacher.							
	Some	Some							
	•	To anticipate- where appropriate- key events in s	stories.						

Year 1	Online Safety/ Grouping and Safety/ Pictograms			_	Lego builders/Spreadsheets/Maze Explorers/Technology Outside of School				books/ Coding
All	Alert Avatar Login Log out	Groups Sort	Collect data Title	Computer Instructions	Button Delete Image	Direction	Computer	Copy Background Text	Algorithm Click
Most	Button Password Typing		Pictogram Compare	Recipe Sequence Route Code	Spreadsheet Cell Row Column	Algorithm Undo	Technology	Edit Save	Coding

	Search	Describe Totals			Value	Command		Sound		Code blocks
	Private		Progra	m	Calculation	Undo		Font		Actions
Some	Textbox							Sound 6	effect	Object
										Command
	All		All					All		
Key	•	To be able to log in safely and know why it is	•	To kn	ow the importance	of following an	instruction.	•	To understand the	e differences
Knowledge		important.	•	To use	e direction keys to	complete a chall	enge.		between tradition	al books and e-
Kilowieuge	•	To create an avatar.	Most		,				books.	
	Most			To kn	ow that an algorith	m is a nrecise st	en-hv-sten		To explore the too	ols of 2Create
	WIOSE	To be able to create a picture and add their			instructions used t			Most	TO EXPIDITE THE TOTAL	on a create.
	•	·				to acmeve an ob	jective of	WOST	T   -:-	. Al
	_	name to it.			a problem.			•	To use and explain	
	Some		•	To exp	olain what rows an	d columns are.			the tools on 2Crea	ite.
	•	To be able to save their own work on Purple	Some							
		mash.	•	To be	able to identify wh	nere technology	is used in the			
				local	community.					

Year 2	Online	Safety/Effective Searchin	ng/Coding	Spre	adsheets/Making Music/	Questioning	Creating Pictures,	/Presenting Ideas
	Sharing	Device	Algorithm	Price	Repeat	Avatar	Art	Mind map
All	Internet		Background	Total	Volume	Question	Line	Fiction
								Non Fiction
	Email	Network	Command	Сору	Tempo	Pictogram	Repeating pattern	E-Book
Most	Reply		Button	Paste	Beat	Information	Symmetry	Fact file
	Internet							
	Protection	Web Page	Event	Table	Compose	Database	Diagonal	Node
Some	Identifying	Website		Column			Clipart	
				Row			Rotated	
Key	All			All			All	
Knowledge	• To	understand what an algorith	mis.	•	To use some 2Calculate too	ls (that were	<ul> <li>To explore 2Paint;</li> </ul>	a Picture.
	• To	know how to use a search to	ol.		introduced in Year 1).		Most	
	Most			Most			<ul> <li>To explore how a s</li> </ul>	story can be presented in
	• To	create a computer program i	ising an	•	To explore, edit and combin	ne sounds using	different ways.	,
	alg	orithm.			2Sequence.		,	
	Some			Some				
	• To	understand the terminology	associated with	•	To analyse and interpret in	formation		
	sea	rching and the Internet.			presented within a pictogra	ım.		

Year 3	Year 3 Online Safety/Spreadsheets/Coding				Touch typing/Graphing	g/Email	Branching Databases/Simulations/Presenting		
	Website	Less than	Algorithm	Typing	Title	Password	Data	Simulation	Slide/show
All		More than	Button	Keys	Chart	Inbox		Realistic	Fill colour
			Code						Text box
	Password	Advanced Mode	Command	Spaceba	ir Data	Compose	Databas	se Advantages	Theme
Most	Internet	Table	Interval		Survey	Save to draft		Disadvantages	Editing
					Row				
					Column				
	Appropriate	Pie chart	Alert	Posture	Tally chart	Address book	Binary tr	ree Analysis	Wordart
Some	Inappropriate	Bar graph			Axis			Р	resentation design
	Action								Font formatting
	Personal Inform	ation							
Key	All			All			All		
Knowledge	• To unde	erstand how a flow char	works on a	•	To understand basic typing		•	To be able to sort objects u	ısing yes/no
	comput	ter.		•	To learn how to use email s	safely.		questions.	
	• To know	w what makes a passwoi	d safe.	Most			Most		
	Most			•	To open and respond to an		•	To know what a simulatio	nis.
	<ul> <li>To unde comma</li> </ul>	erstand how to use the r nd.	epeat		To enter data into a spread	dsheet correctly.	•	To create a page in a prese	ntation.
	Some			Some			Some		
	<ul> <li>To be a</li> </ul>	ble to use the right type	of timer for the		To add an attachment to a	n email.		To create a branching data	base of children's
	purpos	e.		•	To solve an investigation a	nd present the		choice.	
	<ul> <li>To be a</li> </ul>	ble to create an interact	ve scene.		findings in a graph.		•	To evaluate a simulation.	
	<ul> <li>To desc</li> </ul>	cribe cells using their add	resses.				•	To add media to a present	ation
								TO additiona to a present	auon.

Year 4	Online Safety/	Coding (Coding Coding C	•	ets/Writingfor iences/Animat			Searching/Logo/Hard stigators/Making Mus	
	Copyright	Algorithm	Chart	Font	Pause	Key words	Logo	Tempo
All		Background	Data	Viewpoint	Stop motion			
		Button	Row					
			Column					
	Software	Command	Formula Wizard	Genre	Frame	Results page	Logo commands	Melody
Most	Spam	Statements	Format cell			Reliability		Pitch
	Attachment	Event	Equals tool	Reporter	Animation	Search Engine	Repeat	Hardware
Some	Plagiarism	Design	Row				Run speed	Software
		Flowchart						

Key	All		All		All	
Knowledge	•	To understand how to protect themselves from	•	To add backgrounds and sounds to	•	To locate information on the search results
		identity theft online.		animation.		page.
	Most		Most		•	To experiment with rhythm and tempo.
	•	To understand that copying work of others is	•	To explore how the numbers entered into	Most	
		referred to as plagiarism.		cells can be set to either currency, decimal		To input simple instructions into 2Logo.
	•	To understand the importance of balancing		or fraction.	•	To understand the different parts that make
		screen game/time with other parts of their	•	To use a simulated scenario to produce a		up a desktop computer.
		lives.		news report.	Some	
	Some		Some		•	To assess whether an information source is
	•	To understand the risks and benefits of	•	To use the line graphing tool in 2 Calculate		reliable or not.
		installing software and apps.		with appropriate data.	•	To use the repeat command in 2Logo to
	•	To understand the repeat until command.				create shapes.
		_				

Year 5	Online Safety/Coding	Spreadsheets/Word Processing	3D Modelling/Game Creator
All	Avatar Algorithm Flowchart	Column Caps lock Row	2D Image
Most	Appropriate Debugging Copyright Function	Format cell Copyright Data Document Font	3D Theme Template Feedback Scene
Some	Malware Nest Decomposition Properties	Variable Cropping Formula Text Wrapping	
Key Knowledge	To identify risks and benefits of broadcasting the location of the device/user.     To have a clear understanding of appropriate online behaviour and how to protect themselves.  Most     To identify the positive and negative influences of technology on health and the environment.     To understand how to launch command works.  Some     To use flowcharts to test and debug a program.     To understand how user input can be used in a program.	To be able to use the count tool within a spreadsheet.     To know what a word processing tool is for.      Most     To use formulae in a spreadsheet to convert measurements of length and distance.     To know how to edit images and use word wrap with images and text.  Some     To add and edit images within a word document.     To use a spreadsheet to model a real-life problem and help plan a school cake sale.	To be able to plan a simple game.     To explore the effect of moving points when designing.  Most     To refine and print a model.     To design a game environment.     To design a 3D model to fit specific criteria.  Some     To be able to share their game on the electronic display board and peer and selfevaluate one another's.

Year 6	Online Safety/Networks/Coding	Spreadsheets/Text Adventures	Coding/Blogging
All	Digital footprint Wi-Fi Algorithm Password Command Inappropriate	Budget Repeat Debug/Debugging	Function Blog
Most	Spoof World Wide Web Flowchart Web page Object Website	Percentage Link Data Function	Coordinates Nodes Input Connections Output
Some	Location sharing Execute/Run Properties	Spreadsheet Variables Formula Wizard Selection	Value Vlog Procedure Archive
Key Knowledge	<ul> <li>To identify secure sites looking for seal of approval e.g https, padlock icon.</li> <li>To have a clear understanding of correct online behaviours and how they can protect themselves from possible online dangers e.g bullying, inappropriate use of personal information.</li> <li>Most</li> <li>To find out in detail how we access the internet in school.</li> <li>To research and find out about the age of the internet.</li> <li>Some</li> <li>To understand how the launch command works.</li> <li>To use functions and understand why they are useful.</li> </ul>	To use a spreadsheet to investigate probability.     To use 2Connect to plan a 'Choose your own Adventure' type story.  Most     To use plans to create a detailed codebased adventure game.  Some     To use a spreadsheet to calculate the discount and final price in a sale.	To identify the purpose and features of writing a blog.     To understand why blog posts and comments are approved by a teacher.  Most     To understand how to edit an existing blog.  Some     To peer and self-assess blogs against success criteria.