



	Information technology Computing systems and networks	Information Technology & Digital Literacy Creating Media	Computer science Programming A	Information technology Data and Information	Information technology Creating Media	Computer science Programming B
EYFS	algorithm, backwards, camera, choice, computer, count, create, digital camera, email, equipment, forwards, information, instruction, interactive whiteboard, internet, iPad, keyboard, keys, laptop, left, monitor, mouse, moving, off, on, online, phone, photos, print, printer, remote, right, safety, screen, share, sound, switch, technology, typing, website					
Year 1	Technology around us technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.	Creating Media- Digital painting paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers	Moving a robot Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program	Grouping Data object, label, group, search, image, property, colour, size, shape, value, data set, more, less, most, fewest, least, the same	Digital writing 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.	Programming animations ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design.
Year 2	IT around us Information technology (IT), computer, barcode, scanner/scan	Digital Photography device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose, light sources, flash, focus, background, editing, filter, format, framing, lighting.	Robot algorithms instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, map, debugging, decomposition	Pictograms 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	Digital Music music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit	Programming quizzes 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	Connecting computers digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets	Stop frame animation animation, flip book, stop frame, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition.	Sequencing sounds 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.	Branching databases attribute, value, questions, table, objects, branching, database, objects, equal, even, separate, structure, compare, order, organise, selecting, information, decision tree.	Desktop publishing text, images, advantages, disadvantages, communicate, font, style, landscape, portrait, orientation, placeholder, template, layout, content, desktop publishing, copy, paste, purpose, benefits.	Events and actions in programs 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	The internet 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.	Audio production audio, microphone, speaker, headphones, input device, output device, sound, podcast, edit, trim, align, layer, import, record, playback, selection, load, save, export, MP3, evaluate, feedback.	Repetition in shapes Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure.	Data logging data, table, layout, input device, sensor, logger, logging, data point, interval, analyse, dataset, import, export, logged, collection, review, conclusion.	Photo editing 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.	Repetition in games Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify,



	information; accurate; honest; content; adverts				alter; background; foreground; zoom; undo; font	design; algorithm; debug; refine; evaluate
Year 5	Systems and searching 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 production 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.	Selection in physical computing 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	Flat file database database; data; information; record; field; sort; order; group; search; value; criteria; graph; chart; axis; compare; filter; presentation	Introduction to vector graphics 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 in quizzes 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	Communication and collaboration 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; one way; two-way; one-to-one; one-to-many;	Web page creation 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.	Variables in games variable; change; name; value; set; design; event; algorithm; code; task; artwork; program; project; code; test; debug; improve; evaluate; share; assign; declare	Introduction to databases 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.	3D modelling 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.	Sensing movement 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