

Concept	Information technology <i>Computing systems and networks</i>	Information Technology & Digital Literacy <i>Creating Media</i>	Computer science <i>Programming A</i>	Information technology <i>Data and Information</i>	Information technology <i>Creating Media</i>	Computer science <i>Programming B</i>
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	<i>Technology around us</i> Technology Desktop Laptop Computer Mouse Trackpad Login Username Password Keyboard Edit Spacebar	<i>Creating Media- Digital painting</i> Paint tools- fill, brush, shape, line undo Save Retrieve	<i>Moving a robot</i> Robot Direction Command Sequence Predict Program Run	<i>Grouping Data</i> Object Label Group Data Properties Classify	<i>Digital writing</i> Word processor Keys Space Backspace Caps Lock Bold Italic Underline Double click Font Undo	<i>Programming animations</i> Sprite Programming Start block Algorithm Value Programming area Programming block Animation
Year 2	<i>IT around us</i> Information technology Device Examples of IT- Barcode scanner, printer, tablet, chip and pin machine, card reader	<i>Digital Photography</i> Capture Digital photograph Portrait Landscape Format Photography composition Retake Artificial light Natural light Camera focus Effects Edit Adjust	<i>Robot algorithms</i> Outcome Algorithm Execute (run)	<i>Pictograms</i> Pictogram Tally Count Compare Attributes Block diagram	<i>Digital Music</i> Rhythm Rhythm pattern Pitch Musical pattern Sequence of notes	<i>Programming quizzes</i> Green flag (Within scratch Jr.) Background Modify Debug

Year 3	<i>Connecting computers</i> Input Process Output Network Network components Server Wireless Access Point Network switch	<i>Stop frame animation</i> Animation Frame Stop-frame animation Story board Sequence of frames Onion skinning	<i>Sequencing sounds</i> Scratch Backdrop Code Motion block Event block Motion Stage	<i>Branching databases</i> Tree structure Branching database	<i>Desktop publishing</i> Adobe spart Text Image Desktop publishing Return Shift Template Page orientation Place holder Layout	<i>Events and actions in programs</i> Event Action Code Programming extension Pen extension Pen down block Bugs Debugging Outcome Pen trail Set up block
Year 4	<i>The internet</i> Router World Wide Web Online content	<i>Audio production</i> Input device Output device Microphone Copyright Recording Podcast Soundwave view 'Trim' recording Import Align Layers (in recording) Sound effect Background music Audio file	<i>Repetition in shapes</i> Logo (website used) Logo command Code snippet Repeat Loop Count controlled loop Decompose/ decomposition Procedures	<i>Data logging</i> Data logger Data set Data collection Sensors Data points Data file Logged data	<i>Photo editing</i> Rotate Crop Filter Colour effect Cloning Photo retouch Duplicate Combined image	<i>Repetition in games</i> Count-controlled loop Loop Snippet of code Infinite loop Event block Code blocks

Year 5	<i>Systems and searching</i> Digital system Physical connection Electronic connection Computer system Search engine Rank Web search Web crawler Search engine index Content creator	<i>Video production</i> Visual media Store Retrieve Export Reshoot	<i>Selection in physical computing</i> Crumble controller Programming Environment Circuit Microcontroller Crumble Sparkle Component Infinite loop Count-controlled loop Condition Conditional loop Selection Action	<i>Flat file database</i> Record Field Database Sorting Grouping	<i>Introduction to vector graphics</i> Vector Vector drawing Alignment grid Resize handle Zoom tool Layers Duplicate (images) Group and ungroup (images)	<i>Selection in quizzes</i> Conditions 'if...then...else' structure Program flow Branching structure Setup code
Year 6	<i>Communication and collaboration</i> Web address IP address Domain Name Server (DNS) Data packet Header Data payload Copyright Internet communication Internet collaboration Security Privacy	<i>Web page creation</i> HTML code Web layout Copyright Copyright-free Fair use Navigation path Hyperlink User experience	<i>Variables in games</i> Variable Program variable Value	<i>Introduction to databases</i> Data input Spreadsheet Cell Cell format Produce calculated data Formula Cell references Duplicate	<i>3D modelling</i> 3D model Three dimensions Lift Lower Workplane Recolour Placeholders	<i>Sensing movement</i> Micro:bit Input, process, output device Emulator Controllable device Selection Accelerometer Operand